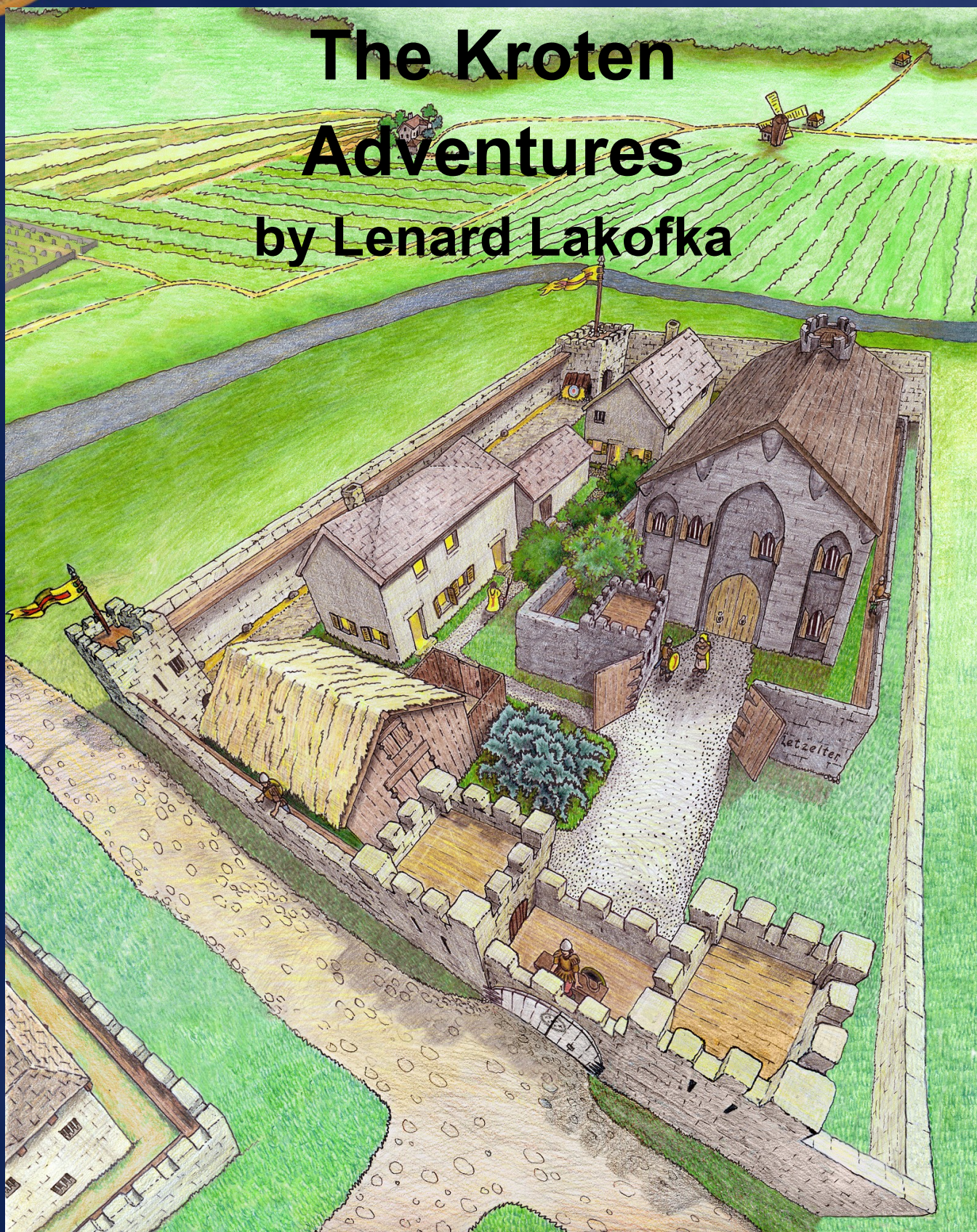




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L5B

The Kroten Adventures by Lenard Lakofka



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The Kroten Adventures

by Lenard Lakofka

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Introduction

Background

This manual is part of a three book set:

- L5A: The Kroten Campaign Guide
- L5B: The Kroten Adventures
- L5C: The Kroten Campaign Companion

L5A: The Kroten Campaign Guide

This manual describes the Town of Kroten and the nearby area, which is located on Lendore Isle in the World of Greyhawk. Details include nomenclature used by the author, world background, and local features. Also included is a detailed description of the Town of Kroten, excepting three key areas: The Fane of Syrul, the Fane of Pyremius, and the Castle Kroten itself. These areas are described in L5B: The Kroten Adventures.

L5B: The Kroten Adventures

This manual details five adventures set in and around Kroten:

- Crypt Adventure
- Fane of Syrul
- Fane of Pyremius
- Castle Kroten
- Hell

Note that the *Hell* adventure is a follow-on to the *Castle Kroten* adventure, and takes place in the Nine Hells, as the name indicates.

L5C: The Kroten Campaign Companion

This manual provides a wide variety of optional new material for the game. The new items include:

- Rules specific to artisans, magic items, alignment, thief, and races.
- Gambling games.
- New weapons and armor.
- New gods and cleric abilities.
- New spells.
- new magic items.
- new monsters.

Parental Note

D&D is a fantasy game, and as such contains imagery and themes that may not be suitable for younger children. There are mentions of devils here, and mentions of hobgoblins and humans having sex although nothing explicit. If that might be offensive to you or your children stop now and don't read any more.

DM's Note

The Town of Kroten and surrounding areas, including information regarding the economy and peoples is detailed in **L5A, The Kroten Campaign Guide**.

Some items in this manuscript, including new magic items, new spells, and new cleric abilities, are described in **L5C, The Kroten Campaign Companion**. These items will be denoted with the following symbol:

§

Document Contents

This supplement to the town of Kroten (L5A) identifies four major complexes which are not completely detailed there.

- The Crypt Adventure, #421
- The Fane of Syrul, #155
- The Fane of Pyremius, #239
- Kroten Castle, #401
- Hell, including the mechanics of traveling to Hell if that happens to this party of adventurers.

Maps

The maps for the adventures in this manual are contained in the L5 Kroten Map Pack.

The Crypt Adventure

This adventure takes place in areas 421 and 422, which are detailed below.

(421) The "Old Graveyard"

Note: 421 and 422 together are haunted by shadows.

Shadows (x 15), 3+3 HD, AC 7 (+1 or better weapon to hit), touch 2d4+1 point of damage plus lose one point of strength for 2d4 turns, HP: 24 23 23 22 21 20 18 18 17 17 16 14 14 14 14. They have no treasure themselves.

Once destroyed a shadow is gone forever. If a victim's strength goes to zero then the person becomes a shadow. They operate in full darkness only. Pre-dawn light will cause them to flee. They do appear until there is full darkness.

The northern most graveyard, just east of the new branch of the river and south of the small gate house at Cobblethorpe, dates back to the year 453 a few years after a number of people settled here from the Idee area of the mainland. The yard has about one hundred graves. Buried here is Kroten himself as well as Ellisabar. They occupy the only two small crypt buildings in this yard. Examination will show the year of construction of both crypts is on their respective corner stones: 489CY

The crypts are 20 feet apart, their doors facing each other. They are not directly across from one another. They are both nine feet wide, fourteen feet long and ten feet high. They are made of granite with black marble floors and trim.

Ellisabar's crypt has his name over the door:

**Celestian's Advocate and Priest,
Ellisabar of Idee.
Born 422CY, Died 492CY
to the glory of Celestian**

Ellisabar's crypt door is in place but has been broken (it is off the hinges). It can be opened with a little effort. His sarcophagus lid is on the floor in two large pieces. His body is present with a bunch of old dead flowers on his chest (placed there two or three years ago by a cleric of Weejas). There is no aura or magic or good around the room. There are three hooks over the head of the sarcophagus that contain no item (items stolen long ago).

The bier has a number of gashes in it (testing to see if was hollow) and chips of marble from it are on the floor.

If a good cleric casts Bless, sings a Chant or says a prayer over the remains that cleric will be able to cast a Sanctuary spell once each day as a bonus spell for the next full year.

Kroten's crypt has his name about the door as well:

**Most Worthy Sir, Lord Kroten,
Shield of the Menowood,
Lord Mayor of Naerie.
Born 427CY, Died 491CY
by the grace of Celestian.**

The seal on Kroten's crypt has been broken and the door lock smashed. A simple push will open the door. Kroten's remains are in a stone sarcophagus in the center of the small crypt. There are hooks on the walls but nothing hangs there. The seals on the sarcophagus itself have been broken and the body is pushed to side of the sarcophagus. The sarcophagus is not sitting squarely on the bier as if it has been moved. Grave robbers looked to see if the bier was hollow – either containing something or having a ladder/stair going down into the ground. However the bier is solid stone. The treasures hanging from the hooks are long gone. If someone does use *Detect Magic* there is a strong aura on the sarcophagus.

If anyone gets into the sarcophagus, see The Crypt below.

(422) The Graveyard "Extension"

The middle graveyard was just an expansion of the first series of plots in the year 491CY. The old yard was fairly full. Many bodies were simply tossed in mass graves that were left open until twenty or more bodies were there and then they were buried under mounds of earth. Only someone with a little money could afford to be buried in the actual graveyard. As 520CY came along even the expansion area of four hundred and forty four more graves became full.

Delcartis and Febartus both have crypt buildings here (both died in 499CY). Chestella (Febartus's wife) is buried in the crypt (507CY). On her sarcophagus in invisible

script (*Detect Magic* will find the script and *Detect Invisible* will allow it to be read). "May my beloved Delcartis forgive me. Nebub is not his nor of this world. Phyton I beg you to overlook my sin." Their crypts clearly have been entered at some point in time, the seals on the doors and on the sarcophagi has been broken.

The mass graves of this area are just east of the yard. They are marked by small moss covered mounds that have bits of human bone in them (if searched for). A cleric who prays here will feel an overpowering feeling of despair and abandonment. He will hear in his mind calls of "release", "peace" and "why us?". If he/she Blesses the mounds or says a prayer over them or maintains a Chant the spirits of these dead will be allowed to go the outer planes – finally. The cleric who does this will gain a permanent +1 on saves vs. fear and may roll 1d4 for hit points added permanently to his /her total.

The Crypt

If a living person gets into the sarcophagus and lays down he/she will teleport away. This teleporter will function three times in one week so two others could follow immediately! The teleporter will take one full round to 'reset'. So if a person teleports on round one, the next person can teleport on round three but not on round two.

DM: Be sure you understand what the player laying down in the Sarcophagus has on his/her person. What is he carrying in his hands etc.

It is important to now run the next few minutes with the player who teleported and any other person(s) still in the crypt. The rest of the people in the crypt should not hear what is happening to the person who teleported away.

Does a second person try to follow and if so how quickly? The first person has to get off of the slab by swinging his legs around and jumping down/off to a solid floor four feet below. If he lays there and contemplates what to do too long the second person could teleport in on top of him! Alas that will kill them both! Therefore it is important to be sure that the first person is out of the way before the second tries to follow. Of course this applies to a third person as well.

Room 1

DM's Note: Ensure you are familiar with the specifics of this encounter area before you disclose anything to the players.



Room Contents: Inside of the pit (see below) is the body of a person, now skeletal, impaled on four of the upturned spears. The pit is 20 feet deep so reaching the body is difficult. A person can be lowered by rope along one of the walls of the pit and would just miss the upturned spears. The spears are set in holes in the floor and can be removed by a solid yank (16+ strength roll vs. strength, those of 10 to 15 strength can roll as well but add three to die roll. Those below strength 9 cannot yank the spears out.

The skeleton is dressed in chain (rusting) and a yellow brown cape (signifying association with the Fane of Syrul). The cape is badly torn. Other clothing is ordinary. The left hand has fallen into bones and litter the floor. The skull is penetrated by a spear. The body has a belt with a two pouches and broad sword in a scabbard. The pouches contain 2PP, 4GP, 20SP and some dried fruit which has rotted. The sword radiates magic and is +1 to hit and +1 to damage. On the floor around one of the finger bones is wearing a silver ring with a small ruby. The ring is also magic but is a Ring of Delusion.

Against the east wall there is raised stone (5 feet wide by 3 feet deep and 1 foot high). Upon it is a small altar. It is covered with a white silk cloth that is a bit dirty but otherwise intact. The edges of the cloth are trimmed in gold and silver thread and bear the holy symbol of Celestian (150GPV). There is a gold chalice with seven different gems (500GPV). It is tipped over and red stain appears on the silk cloth (it will wash out). The altar is not blessed or magical in any way. Next to the Altar is a wooden arm chair facing into the room. In front of the altar there is a 7 x 3 bench which has been knocked over.

The Arrival:

The person who teleports will appear lying upon a stone slab (he can feel it below himself) and in total darkness. The *Continual Darkness* was placed there almost 100 years ago just before Kroten died in 479. After one hundred years the darkness is still in place but weaker than it was initially.

Note: Some Dungeon Masters play *Continual Light/Darkness* as permanent. I do not rule that way. After many years "Continual" spells become weaker. I used 50 years as the beginning of weakening. At 150 years after casting the light/darkness will be at 1/2 intensity. Then 1/4 intensity after 250 year, 1/8 at 350 years and 1/16 at 450 years. At 550 years they wink out completely. It is important to decide how you would rule since the first person who teleports into the darkness might light a torch or candle. If he/she uses a light spell of course the rest of the darkness is cancelled in any case.

The effect of this weakness means that a candle could be seen at a range of 5 feet (just barely) then at 6 feet the darkness would swallow it. A torch or lantern could be seen at 10 to 15 feet. This would mean that a candle is virtually useless unless the light is very close to the item being looked at. A torch however would cast just enough light to discern some features of the room. See footnote.

The first person arrives on the slab. The room is in total darkness, if he or she has infravision they can see their

own hand as a source of heat but the intensity of the heat image is greatly reduced (because of the dim *Continual Light*). The person has to decide on whether to move off of the bier or stay there.

Be sure that the character does in fact have tinder and flint, a candle etc. with him (he may not). The person has to find the materials and then use them in darkness, most likely while sitting up on the bier and dangling feet over one for the four edges. The DM has to decide on elapsed time before the process is ready to start. Usually 2 to 5 minutes unless the person can demonstrate that the materials are truly at hand. Then the flint must be struck and the combustible material must be in place to accept the spark. Now how long does the fledgling flame need to ignite and light a candle, torch or lamp? Most likely another 2 to 5 minutes.

Did the person have some magical light available via spell or item? That might be used more quickly.

In the meantime has anyone else laid him/herself down on the bier and teleported? If someone follows while the first person is still lying there then they are both doomed. To give the 3rd person an even break it is reasonable to assume the first two bodies will sort of explode when one teleports into the same space as the other, sending bits and pieces of all kinds of things in all directions. Material items like weapons, armor, clothing, etc. may or may not be affected by the teleportation. Magic armor teleporting inside of magical armor could mutually destroy both (save applies) but worn items like a ring might very easily escape the carnage of the teleport inside of another person. In any case "stuff" will be all over the place and some things or pieces will still be on the bier. The 3rd person teleporting in on top of that should be subject to damage only, 2d6+4 would be reasonable. That person, if he survives, now has the light problem to confront.

Let's assume the first person gets light in hand somehow without a second person teleporting in. Or that the person sits up on the bier. Now the second person coming in is only partially in the way. 30% of the time there will be 2d6 damage to both and an item or two might have to save. 70% of the time the new person will miss the sitting person altogether and now it had best dawn on them (in either case) that if there is another person in the crypt room that he or she could be showing up any second.

We come to the decision point. Does the person(s) on the bier jump off and does he or she have light or not?

With Light

The person(s) can look over the edge and see floor on three sides and maybe the glint of some metal widely spaced on the 4th side (the upturned spear points). If the *Light* is good then the upturned spears will be seen. Simple *Light* will cancel the darkness. *Faerie Fire* will cancel darkness. *Continual Light* will cancel the darkness and give the caster maybe two to five minutes of dim light then that light will go out. This gives the character the 'break' of the *Continual Light* being much stronger than the weakened darkness and therefore some light remains for a short period of time.

Does the person have a second magical source of light? An item like a sword that casts just has to recover from the cancelling of the darkness. Two to five rounds recovery time is reasonable with a more powerful weapon being ready to cast light again on the next round.

If the light is mundane, like a torch or a lantern, the light dims to that of a candle. There are no drafts so the candle or torch will burn steadily.

The DM must begin to mark the time that one or two or three people arrive in this room.

The air is stagnant but breathable for a short period of time. One person will use the air up to the point of passing out in three hours. Death will follow after unconsciousness by another hour.

When a 2nd person does teleport some air will come along so add fifteen minutes to the room's air for 2nd and the 3rd person in.

Without Light

The person will have to rely on either luck or on thought. A method might be dropping a coin over each edge. Three sides will cause the sound to come back as the coin hits a stone floor and likely rolls for a few seconds. The 4th side however sound will be almost a two full seconds later and will be muffled and at least different.

If a long item is available like a bow or a sword or a staff (which of course had to be brought along in the first place) then probing with the item is not too tough. Three sides will yield something solid and one side will not hit anything. The person(s) could now decide to jump down with some confidence if there is some testing that the DM sees as reasonable.

If the person jumps off blind then be sure which side the person jumps off. The person arrives with his head facing the EAST. So to his LEFT is the pit.

A person jumping into the pit will take $8d8 + 8$ damage and run a 50% chance of being impaled! The other 50% of

the time a spear or two will break or be pushed aside but the victim will be at the bottom of a twenty foot pit surrounded by other upturned spears. The spears are in holes in the floor so the spear could be pulled out by physical strength and set aside if the person is still alive. There is a body already in the pit (see above).

A person lowering himself into the pit because a 2nd person is holding a rope or because the rope is anchored in some way acceptable to the DM should have some chance to realize that he is going down a significant distance if the pit is there. He should be able to hold on with one hand and feel the upturned spear heads with his hands or his feet as he goes down if it is a controlled descent. If the person is aware of the upturned spears and/or the deep pit he or she could climb back out and go another way.

A person jumping to the floor will land solidly since the floor is four feet down from the top of the bier. The questions about light come back into play once the person is standing on the floor. Now the top of the bier is at chest level on most figures so the bier could be used as a make shift table or the person could sit on the floor.

If the person stood up on the bier the ceiling is five feet over his head so depending on height the person may have hit his/her head or not.

The person is now on the floor (damaged or not)

With Light

With light the person rather quickly discovers the size of the room to be 20x13. The walls are stone and the ceiling is nine feet. There is no apparent way out! Getting back on the bier does not do anything. There is the small altar, the chair and the toppled bench.

Searching for a secret door had best be the next decision. Standard chances apply. If the person(s) searches and then searches a second time allow a diminished chance of success on the 2nd attempt. A third or fourth try is up to the DM. But four times should be the maximum number of tries for one person. If he fails he dies.

Without Light

A person feeling his way around the room and avoiding the pit (don't forget the pit – the person in darkness may still not know the pit is there.) will have only a 4% chance to discover the secret door by feel alone! A 2nd try at 3%, 3rd try at 2% and 4th and final try at 1%. Each try should take some time (at least 30 minutes). Air will be getting bad by this point. Does help arrive or does it not?

Recall that the person(s) with the first teleported figure are still in the crypt room and have no idea of where and

what is happening to the person(s) who has teleported away. The 2nd the 3rd person have no real vindication for lighting a candle, torch or lamp and then teleporting themselves. That is why the DM can't let the other party member(s) know what is happening to the 1st and 2nd person who has teleported away.

If there was an explosion of body inside of body the person(s) still in the crypt might hear a muffled noise if you are really, really a nice guy. If the 1st or 2nd person is tapping the walls ceiling with something solid some noise might be heard. However digging down to the room below will not happen in time. The rooms below are a full six feet below ground level of the crypt! Only a magical *Dig* spell or a person with uncommon strength (> 18/00) acting with a good digging tool might have any chance of breaking through the ceiling of the room below the crypt. The complex below the crypt has been there over 130 years so any sign of covering up a hole with stones is long gone.

If the secret door has been found then room 3 has been found.

Room 2

The door opens and more air is available in this room, which is actually a long (32 1/2 foot by 3 foot wide) corridor. The height of the corridor is seven feet. Tight quarters for a tall fighter in full armor!

There is no magical darkness in the corridor so infravision (if any) and light (if any) will operate normally. Just walking up and down the corridor will not disclose much. The east end is a bit damp and there are three small spiders. A small crack between two stones is allowing ants and these spiders to come in and out. In the middle of the corridor there is a leather back pack that has some men's clothing, a pair of sandals for a large person, a small hammer and four spikes, a small mirror, a small wool blanket and a large piece of chalk. Careful examination of the floor will show drops of a candle. The stub of a small candle is at the west end of the corridor near the secret door to the room 1.

If there is light of some type after the corridor is entered.

The search is now on for the next secret door(s). Standard percentages apply to the search. 2nd, 3rd and 4th attempts (at diminished chances to succeed) are allowed. If the door(s) are not found we are back to no air again. The air will run out a person will pass out in 3 hours and die in one hour after that. Multiple people use the air up more rapidly. As does use of a torch. The candle and lamp use only a little air so let burn without reducing the amount of air available.

If there is no light after the corridor is entered.

The chance of finding one or both of the other secret doors is terrible. 4% for the 1st try by feel, 3% for the 2nd, 2% for the 3rd and 1% for the 4th. Time runs out. People die.

If the secret door on the north side of the corridor is found then room 3 is found.

Room 3

The door opens. There is no magical darkness so there is no reduced infravision or light (if the person(s) has a light). However there are the two ghouls.

Ghoul, 2HD, AC: 6, 1d3/1d3/1d6 and paralysis possible from any claw hit. HP: 13 & 14

If the person(s) entering cannot see the ghouls (no light) then the ghoul's armor class becomes 2! The ghoul is sensing life force and does not need light to attack living beings. If the person(s) is/are paralyzed then end of scenario. He/she/they are about to become ghouls themselves.

Turning undead does not require light just purpose so a cleric could try to turn if he/she has some reason to vindicate the action.

The room itself is circular with a thirteen foot diameter and nine foot ceiling. In the center of the room is a circled four foot diameter pentagram. Stepping on the pentagram teleports a *living* figure out of this place and into the other crypt room (Ellisabar's crypt) in the old graveyard! Way out!

This teleporter also can teleport three times in one week and only three times in one week. Usually the person(s) is safe since there three teleportations in and three teleportations out again. So the person should not get fouled up by teleport cycles.

If the secret door on the south side of the corridor is found then room 3 is found.

Room 4

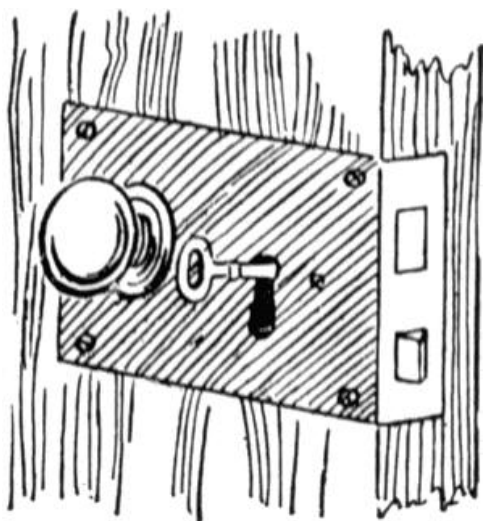
The way out is through the circular room. So even if the person(s) goes south first he/she/they still need to find the door on the north side of the corridor. There is a clue to keep looking in the room 6!

A 12 x 12 stone room is entered with a ceiling of seven feet high. This room is vented via a pair of two inch diameter pipes that open in the roof of Ellisabar's crypt. Though Ellisabar does not occupy his crypt until 13 years after Kroten Dies in 479CY the two buildings were both

built in 477CY. One of the pipes is partially blocked by inadvertent debris but the other is still clear. Thus this room has fresher air and it will not run out since there is a fresh supply from both of the pipes. Open flames in this room will flicker slightly and the pipe ends can be located at ceiling level if they are sought after. Air is noticeably fresher in the immediate proximity of clear pipe.

There is a table here with a large wooden air chair. On the table is a iron chest with a lock and poison needle trap. The poison has diminished in potency over almost a hundred years. Those who save vs. poison will take d4 of damage and those who fail will take 4d4 +4 damage. (The original poison did 4d8+8 damage.) Inside of the chest are 74PP, 375GP, 720SP and 920CP plus four large rubies: 500, 400, 300 & 200GPV. On top of the booty is a +2 **Dagger +2**.

Some will consider that this is it and will leave. But would anyone make so elaborate a set of traps to protect a treasure of under 10,000GPV?



Room 5

Those who press on may find the other secret door (standard percentages apply). This opens on a 20 x 3 foot corridor that has a six foot ceiling. A ghastr resides in this corridor.

Ghastr, 4HD, AC: 4, 1d4/1d4/1d8 with claw hits possibly causing paralysis. Also stench, save vs. poison or -2 on 'to hit' rolls. HP: 27.

If the ghastr is destroyed or held at bay at the far west end of the corridor this corridor can be searched for yet one more secret door. Standard percent chances to find it. The ghastr is wearing a **Necklace of Adaptation**. The remains of the ghastr who converted him spread out over the floor of the corridor.

Room 6

The final 12x7 room contains a small altar to Celestian. Prayer here by any good cleric, ranger, paladin, fighter or magic user will grant a nine question *Commune* with an emissary of Celestian. Remember that the emissary can only answer questions that he knows the answer to. So questions involving current events are a waste of time. The emissary does know that Nebub is not the son of Febartus, but instead he is the son of a Devil (he does not know which devil). He also does not know Nebub's true name. Questions are answered YES. NO. MAYBE and I DON'T KNOW. The emissary does NOT elaborate.

The altar holds three items:

A Book of Exalted Deeds

A **Ring of Wishes** (1 *Wish*). The ring becomes a **Ring of Protection +1** after the *Wish* is used.

A *Wish* has limits. It should not produce an effect that has a price tag of over 45,000 GP or 45,000 XP. It should not produce an effect equal to or more powerful than a 9th level magic user spell or 7th level clerical spell.

A shield that is made of pitch black metal and decorated with seven gems: a diamond, an amethyst, a sapphire, an emerald, a topaz, a jacinth and a ruby. The shield is a **Shield +5** and gives the holder the power of flight at a fly speed of 720 feet per minute with maneuverability class D. The shield can hold aloft 250 lbs at full speed, up to 350 lbs at 1/2 speed and up to a maximum of 450 lbs. at 1/4 speed with an altitude of only 20 feet. The shield will radiate a good alignment. It may be employed by any good or pure neutral character. A neutral chaotic or neutral lawful figure may use the shield but it will only afford +1 protection and no ability to fly.

An evil figure who employs the shield will get the full +5 benefit (but no flying ability) until he/she is wounded in combat for the first time. The shield will then act a **Shield of Missile Attraction**. The hand and arm that bears the shield will become paralyzed and will wither over the course of the next full day. Only a *Wish* or *Regenerate* spell will reverse the withering of the arm. (27,500 GPV)

(155) Fane of Syrul

Introduction

The Fane's outer wall, two towers and barbican are made of a light gray rock that has veins of yellow quartz randomly infused into the rock. The three inner stone buildings are of the same stone. The inner wall and main building are made from a dark grey stone, and look more weathered.

Flying atop the north east and south east towers are the golden brown banners of Syrul. The banner is long and thin with a snake tongue along its tapering length. (13 feet by 3 feet at the base and 1-1/2 feet at the twin tips)



DM information: The stones for the outer walls were cut from the northern Trollheim Mountains and brought by ox drawn wagons years ago (499CY). The older building (finished in 448CY) and its dark grey outer wall were cut from stones in the mountains of the north peninsula. The gate was marked with the Black Circle and Seven Stars of Celestian but that symbol was covered with white wash. Over the years the symbol has endured and reappeared as the successive layers of white wash become weathered and lighten to the point where the Circle and Stars dimly appear again.

The Barbican has two square towers with two floors. A wooden gate, hinged to swing outward, is attached to each tower. The gate is always closed but can be thrown wide and will hinge 180 degrees to lie flat against each tower. The Barbican has a stone floor with each tower having one or two arrow slits that face the inner entrance. Another gate is on the south side of the barbican. It can also be flung wide and if this is done the two first floor entrances are covered by the gate. Both gates are barred when closed. If the bars are removed they are stored behind the barn under the walkway.

The 2nd floor of the barbican towers has north facing arrow slits and doors onto the crenellated middle walkway. Both towers have crenellated tops. A guard can be seen walking along the north wall and the east wall but no guard will be seen walking the south and west walls (since there is no walkway on those two walls).

There is a small shuttered window in the gate (eight inches by eight inches). Anyone who wishes to enter will first be interviewed from one to the barbican towers or

center walkway. If the initial exchange warrants additional conversation that guard or a priest might come to the gate window. The guard(s) who walks along the wall will usually (80%) not respond at all to unknown caller(s) unless that caller(s) carries him or herself as a person of rank or importance. The guards know most of the prominent men in town. The priests of Pyremius and guards from with livery of the Duke are always acknowledged immediately. Along each walkway there is a small brass horn which the guard can wind to alarm or alert the other guards on duty.

Time & Percent

Each person who sleeps in a particular room, alone or shared has a percent chance to be there in the general time frames of night, evening, day and afternoon. These time ranges have a range of about 5 to 7 hours depending on season.

Night is midnight till false dawn / sunrise.
Evening is sunset/dusk to midnight.
Day is false dawn / sunrise to noon.
Afternoon is noon to dusk / sunset.

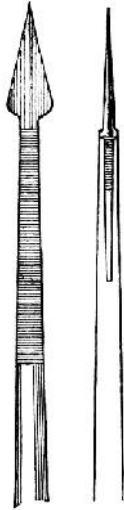
Roster

Note: All of the people in the temple complex wear some obvious mark of their place of employment/residence so the people in town know where they come from and leave them alone. The fighters wear honey yellow capes; the clergy wear robes and cloaks of the same honey yellow color. The clergy also have a forked tongue symbol on the breast of the cloak or on the back of it. The servants wear honey yellow hat or caps.

Captain of the Syrulian Guard, Room 21

Fighter Erribor, NE, Lv 12 [Syrul] s18/61 i15 w13 d16 cn16 ch 7 HP 91. **Black Plate Mail of Midnight** §, **Shield +3**, AC -6/-4/0, Purse 44PP, 32GP gem 400; **+3 Long Sword +3 / +6 vs. Good Fighters & Clergy** {Detect Good 10' Radius, Detect Magic 10' Radius, Shield 10' Radius each is for the duration of the sword being drawn and held}, **+2 Long Bow +2**, 12x **+1 Arrows +1**, 4x **+3 Arrows +3**, 6 arrows, **+2 Dagger +2**, **Cape of Flying** {fly 270 feet/round, duration 20+d8 minutes per day, up to 3 flights/day}, **Ring of Proof from Hold & Charm** {+4 to save vs. Hold and Charm Spells}

Fighter Assumdar, Ne, Lv 9 [Norebo] s17 i14 w13 d15 cn15 ch8 HP 63 Room 22. **Chain Mail +3 & Shield +2**, AC -2/ -1/ 2, Purse 84GP, Pearls 100(3), 50 (6), **+1/+3 Long Sword +1/+3 vs. Dwarves & Gnomes, +2 Hand Axe +2, +1 Long Bow +1**, 6x **+1 Arrows +1**, 18 Arrows, **Boots of Striding & Springing** (augments armor class in some situations), **Ring of Spell Storing** (*Dimension Door, Minor Globe Of Invulnerability*)



Fighter/Thief, Iskibish NE, Lv 8/5 half-orc [Grummish] s17 i11 w14 d15 cn17 ch 6 HP 69 Room 30. , **Bracers of Defense AC5, Ring of Protection +2**, AC: 2/3/5, Purse 74GP, **+2 Battle Axe +2, +1 Dagger +1, Sling of Seeking +2 *** (2 sling stones per round), Twelve steel sling bullets (1d4+1 damage +2 for magic), **Ring of Feather Falling, Ring of Spell Turning**, Iskibish has a dog whistle that mimics commands 1 to 6. (This fact is not known by most, the high priests know and so does the dog trainer.)

* For to hit vs. magical creatures the **Sling of Seeking** only counts as +1 to hit not +2.

Fighter Zebbus, Ne, Lv 4 [Kord] s1808 i12 w9 d13 cn17 ch11 HP 35 Room 3., **Chain Mail +2 & Shield +1**, AC 1/1/3, Purse 37GP, 82SP, gem 200 (2), 100 (4), **+2 Broad Sword +2, +1 Dagger +1**, Light Crossbow, 8x **+1 Quarrels**, and 12 quarrels, **Ring of Fire Resistance**.

Fighter Annaralel, NE, Lv 4 female [Syrul] s16 i16 w11 d13 cn12 ch17 HP 30 Room 3., **Chain Mail +1 & Shield +1**, AC 2/2/4, Purse 8PP, 17GP, Gem 100, **+1 Long Sword +1, Dagger +1**, Long bow, 4x **+1 Arrows +1**, 16 arrows, **Ring of Feather Falling**

Fighter Openda, nE, Lv 4 female [Syrul] s16 i10 w16 d16 cn15 ch13 HP 29 Room 2., **Chain Mail +1 & shield AC 1/3/4**, Purse 11GP, 70SP, Gem 50, **+2 Mace +2**, 3 hand axes, light cross bow, 4 **Quarrels +1**, 16 quarrels, **Ring of Disguise** (plus or minus 30lbs, 30 years, and 4 points of charisma. Once/day)

Fighter Yerizil, Ne, Lv 2 [Syrul] s15 i12 w12 d13 cn16 ch 9 HP 17 Room B16., studded leather armor & shield AC 6/6/8, Purse 7GP, 8SP, Pearl 40, broad sword, dagger, light crossbow with 12 quarrels, Yerizil is secondary dog handler and has a dog whistle that emits six different sounds.

Fighter Emgo, Ec, Lv 2 [Beltar] s11 i12 w13 d16 cn13 ch 5 HP 12 Room B16., studded leather armor & shield AC 4/6/8, Purse 42SP, 60CP, Gem 50 50 40, broad sword, dagger, light crossbow with 12 quarrels

Fighter Armin, En, Lv 2 [Pyremius] s17 i10 w11 d15 cn15 ch11 HP 16 Room B22., studded leather armor & shield AC 5/6/8, Purse 11GP, broad sword, dagger, sling and 20 sling bullets

Fighter Carmis, En, Lv 2 [Pyremius] s15 i12 w12 d9 cn13 ch14 HP 12 Room B22., studded leather armor AC 8/8/8, Purse 20GP, **+1 Quarter Staff +1**, sling and 20 sling bullets

Dog Handler, Thief Ebelicanda, Ne, Lv 5 female [Syrul] s16 i15 w10 d16 cn15 ch13 HP 25 Room G7 , leather armor & **Ring of Protection +1**, AC 5/7/7, Purse 3PP, 8GP, 18SP, Gem 10 10 10 10, three throwing daggers.

She has a dog whistle that can produce 10 distinct sounds. She has more control than Yerizil. See command list given at the dog pen (Location G5), Ebelicanda has a collar that allows her to Speak with Animals as the spell for a period of ten minutes. These ten minutes can be all at once or up as many as ten separate periods of time in a 24 hour period. The Collar of Speak with Animals will function on normal mammals only. Its GPV is 4000 and XPV 350.

Groom, Thief Eppius, Nc, Lv 5 male [Phyton] s10 i16 w13 d17 cn15 ch16 HP 21, Room G8, leather armor AC 5/8/8, Purse 62SP, 31CP, 18 BT, 42 BP, short sword and sling with 15 stones

He can whistle naturally to mimic all ten dog commands. Eppius is 19 years old. He has given up his thieving five years ago to care for the horses. He has rapport with the horses and the dogs. He can whistle for the horses to come to him at a separate pitch than the other whistles. Eppius also has the job of keeping the thorn bushes near the barn (Location ##) in check. He clips them every Moonday. Note he is not evil.

Advisor (and Consort to the Chief Priest), Assassin Obearo, NE, Lv 7 female [Syrul] s13 i16 w14 d17 cn15 ch8 HP 30, Room B21, **Bracers of Defense AC7, Ring of Protection +2** (AC 2/5/5), **+2 Dagger +2** (with mechanical poison release. Load in hilt and twist guard to release poison that runs down the knife in a channel of the

blade's flat side. The dagger is held pointing toward the ground for a full minute to let the poison run down the blade. Normal melee will cause the poison to be wiped off after 1d8+4 rounds. This particular poison does 4d6 damage and d6 if there is a save vs. poison.), Three throwing daggers, short sword, **Ring of Levitation** (can lift 200 lbs – Obearo with equipment, weighs 125 lbs)

High Priest and Curate of the Fane of Syrul, Chief cleric.

Cleric, Partamin NE(l), Lv 12 male [Syrul] s9(1800*) i17 w17 d16 cn10 ch13 HP 48, Room 33+34, **Bracers of Defense AC3, Ring of Protection +3**, AC -2/0/0, Purse 15GP, 22SP, Gem 500 200 100 100, **+2 Two Prong Fork +2** (balanced for throwing) [Save vs. paralysis or paralyzed for 2d6 rounds], **+2 Mace +2, *Gauntlets of Ogre Power** (+3 to hit and +6 to damage) [Note: he can still cast touch spells while wearing the gauntlets], **Wand of Fear** {11 charges, cone 180 feet long, base of cone 60 feet}.

Spells (8/7/6/3/2/2): Command, Command, Detect Magic, Detect Good, Darkness, Fear by Touch *2, Cure Light Wounds, Hold Person*2, Silence, Augury, Know Alignment, Resist Fire, Slow Poison, *Obscure Alignment*, Animate Dead, Cause Blindness, Dispel Magic *2, Locate Object, Continual Darkness, Cure Serious Wounds, Poison Touch, Protection from Good 10'r, *Undetectable Lie*, Finger of Death, Plane Shift, Word of Recall {to castle}, Blade Barrier.

During service add *Light* in place of *Detect Good*, one more *Augury* in place of *Know Alignment*, *Create Food & Water* in place of *Locate Object*, *Tongues* in place of *Cure Serious Wounds*. If *Commune* or *Raise Dead* is added it is in place of *Plane Shift*. If *Heal* is added it is in place of *Blade Barrier*.

2nd in command cleric

Cleric, Essibell, E(l), Lv 10 female [Syrul] s13 i16 w16 d14 cn15 ch18 HP 51, Room 31, **Chain Mail +1 & Shield +2** AC 1/1/4, purse 34GP, string of 40 Pink Pearls (2000GPV), **+3 Flail +3/+5 vs. Good Clerics, Two Pronged Fork +1, Ring of Great Beauty §**.

Spells (6/6/3/3/2): Bless, Cure Light Wounds*2, Detect Magic, Darkness, Fear by Touch, Hold Person *3, Silence, Sanctuary, Know Alignment, *Obscure Alignment*, Dispel Magic, Prayer, Cause Disease, Cure Serious Wounds, Detect Lie, Poison Touch, *Undetectable Lie*, Flame Strike, Finger of Death.

3rd in command cleric

Cleric *Selivar*, NE(l), Lv 9 male [Syrul] s9 i13 w17 d15 cn11 ch9 HP 43, Room 5, **Chain Mail +2 & shield** AC 1/2/3, Purse 7PP, 22GP, Silver Ornate Ring (150GPV), **+1 Two**

Prong Fork +1, mace, **Ring of Telekinesis** (maximum weight affected 50 pounds) (GPV 4500).

Spells (6/6/4/2/1): Curse, Fear by Touch*2, Sanctuary, Light, Darkness, Hold Person *2, Know Alignment, Augury, Silence, Detect Charm, *Obscure Alignment*, Animate Dead, Prayer, Dispel Magic, Glyph of Warding, Cure Serious Wounds, Poison Touch, *Undetectable Lie*, Finger of Death.

Cleric Nebbis, NE, Lv 5, male [Syrul] s16 i11 w15 d16 cn9 ch 8 HP 22, Room 4, chain mail & **Shield +1** AC 1/3/5, Purse 18GP, 6CP, 18 BT, two prong fork (balanced for throwing), hammer.

Spells (5/4/1): Cure Light Wounds *3, Bless *2, Silence, Spiritual Hammer, Know Alignment, Hold Person, *Obscure Alignment*, Dispel Magic

Cleric Omara, NE(l), Lv 5, female [Syrul] s9 i12 w16 d8 cn9 ch12 HP 19, Room 11, chain mail & shield AC 4/4/5, Purse 11GP, 3SP, Gem 50, **+1 Mace +1**.

Spells (5/5/1): Cure Light Wounds *2, Bless, Curse, Detect Magic, Hold Person *2, Silence, Speak with Animals *2, *Obscure Alignment*, Cause Disease

Omara has a dog whistle that can produce ten distinct command sounds. She can control the two headed dogs along with the dog trainer and one of the guards.

Cleric *Pebogar*, NE, Lv 5, male [Syrul] s17 i11 w 14 d15 cn13 ch12 HP 20, Room 4, **Chain Mail +1 & Shield +1** AC 1/ 2/4, Purse 2PP, 18SP, 3CP, Pearls 10 10 10 10, 3 throwing hammers.

Spells (5/3/1): Cure Light Wounds *2, Command*3, Hold Person, Silence, Spiritual Hammer, *Obscure Alignment*, Dispel Magic.

Cleric *Arman*, NE(l), Lv 5, male [Syrul] s16 i15 w15 d13 cn16 ch15 HP 34, Room 10, **Bracers of Defense AC6, Ring of Protection +2**, Shield AC 3/3/4 Purse 54GP, **+1 Flail +1**, two throwing hammers.

Spells (5/4/1): Cure Light Wounds *2, Detect Magic, Detect Good, Darkness, Hold Person *2, Silence *2, Cause Blindness.

Cleric *Bellava*, NE, Lv 3, female [Syrul] s10 i11 w14 d12 cn12 ch9 HP 15, room 11, studded leather armor & shield AC 6/6/7, Purse 8GP, 7SP, gem 25, two prong fork

Spells (4/1): Cure Light Wounds, Bless, Fear by Touch *2, Hold Person, *Obscure Alignment*.

Cleric *Gerk*, NE, Lv 3, half orc male [Syrul] s17 i9 w13 d16 cn15 ch7 HP 19, Room 4, studded leather armor & shield AC 4/6/7, Purse 13GP, mace, throwing hammer.

Spells (3/1): Curse, Darkness, Fear by Touch, Silence, *Obscure Alignment*.

Cleric *Nosella*, LE, Lv 3, female [Syrul] s10 i11 w14 d13 cn15 ch17 HP 14, Room 7, studded leather armor & **Shield +1** AC 4/4/7, Purse 34GP, 17SP, 8CP, Mace, throwing Hammer, **Figurine of Wondrous Power Ivory Goat** [3HD, AC 3, 1 attack 2-7, move 12, 24HP usable once per day. If killed save of 4 on d20 to revert to figurine, otherwise destroyed. (2500 GPV)].

Spells (4/1): Cure Light Wounds *2, Detect Magic, Light, Know Alignment, *Obscure Alignment*

Cleric *Helligor*, NE, Lv 3, male [Syrul] s11 i10 w15 d12 cn13 ch13 HP 13, Room 25, studded leather armor & **Shield +1**, AC 4/4/7 Purse 11GP, 33SP, two pronged fork, two throwing hammers.

Spells (4/2): Detect Evil, Detect Magic, Command, Darkness, Hold Person, *Obscure Alignment*.

Cleric *Pomus*, LE, Lv 2, male [Syrul] s10 i11 w16 d16 cn10 ch13 HP 11, Room 28, studded leather armor & shield AC 4/6/7 Purse 34GP, 8SP, 3 Hammers (all throwing).

Spells (4): Cure Light Wounds, Detect Magic, Light, Darkness

Cleric *Zeepa*, NE, Lv 2, female [Syrul] s13 i12 w17 d13 cn16 ch13 HP 20, Room 24, leather armor & shield AC7/7/8, Purse 71SP, two pronged fork.

Spells (4): Cure Light Wounds, Light, Darkness, Fear by Touch

Cleric *Bollark*, NE, Lv 1, male [Syrul] s11 i16 w14 d15 cn10 ch17 HP 7, Room B12, **Bracers of Defense AC6** & shield AC 4/5/6, Purse 3PP, 7GP, **+1 Two Pronged Fork +2**.

Spells (3): Cure Light Wounds, Light, Darkness

Servants and cleaning crew

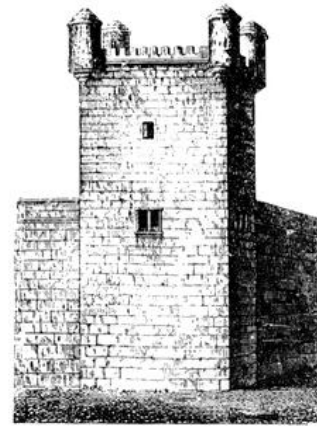
Cook *Sobeus*, Ne, Lv 0, male [Syrul] s10 i14 w12 d9 cn8 ch12 HP 3, Room B17, No armor, dagger. AC 10/10/10 Purse 4SP 3CP, 3 BP

Cook *Lebbin*, Nc, Lv 0, male [Syrul] s10 i15 w13 d10 cn9 ch12 HP, 4 Room B17, No armor, dagger. AC 10/10/10 Purse 5SP

Cleaning Magic User Jivar, NL, Lv 1, male [Weejas] s11 i15 w12 d15 cn9 ch13 HP 4, Room B18, Robe, six darts. AC 9/10/10 Purse 1GP 3SP 33CP, 3 BP

Spells (1): Sleep

Cleaning Fighter Ebbel, NI, Lv 1 female [Weejas] s16 i12 w12 d14 cn16 ch14 HP 6 Room B18, leather armor AC 8/8/8 Three throwing daggers (spear available), Purse 11GP, 8SP, 14CP



North East Tower

3 levels T5, T24, & B30

Horned Devil {Ebisebius}, LE, 5+5HD (d10), [Syrul] s18/57 i14 w14 d (na), cn (na) ch (na) HP 57, AC -5, Hit only by magic weapons, Move 270 ft / fly 540 ft, claw claw bite tail 1d4/1d4/1d4+1/1d3 Magic Resistance 50%, size 9' tall. Special Attack: Tail hit will bleed until the wound is bound. Until bound there is one extra point of damage per round. A cure of any kind will stop the bleeding.

Constant powers: *Infravision*, *Fear 5' Radius*, *Telepathy* (to communicate not to control or cast a spell) *15' Radius*. At will powers: *Pyrotechnics*, *Produce Flame*, *ESP*, *Detect Magic*, *Phantasmal Force*, and *Summon* another horned devil, *Charm Person*, *Suggestion*, *Teleport*, *Know Alignment*, *Animate Dead* (skeletons and zombies), and *Create Illusions* with olfactory and auditory components.

Ebisebius' name is known only to the three high priests. While it can summon another horned devil, it will do so only if reduced to 10 hp or less.

Treasure: gold and thirteen gem encrusted belt (5000GPV), gold necklace with five rubies (1800GPV), gold ring (200GPV), gold and three diamond pendant (1500 GPV), silver and seven ruby ornamental dagger (1000GPV), 81pp, pearl 300

Ebisebius may not plane shift to Hell without the permission of one of the three high priests of this temple. But he may teleport to another temple location for aid or to save himself. He also teleports to the garrison next door and can go the castle, wizard tower or shrine of Pyremius. Ebisebius commands the hobgoblin irregulars. He may kill one for disobeying a command or for cowardice. The hobgoblins are stationed outside of the

temple complex at a small garrison (location ## in L5A). They are never allowed through the front gate.

Fire Mephits (*Flamar, Conflag, Pryius*), E(ln), 3+1HD, [Syrul] HP 25, 25, 25, AC 5, Hit by ordinary weapons. They take no damage from normal or magical flame but double damage from any cold attack. Claw/claw 1d3+1/1d3+1. Breath weapon employable three times per day (jet 15 feet, 1d8+1 damage save allowed or blanket 5 feet, 4 damage with no save.) The fire mephit can *Heat Metal* or employ *Magic Missile* (2) once each day. They are not allowed to gate in another mephit unless one of them dies or plane shifts to Gehenna or Hades. Gate success is 25% is for another Fire Mephit only. Their touch can make small flammable items burst into flame.

Outside Barracks

See next building

Pen G5

Six two-headed dogs, 2+4HD, AC 6*, move: 500 feet/r running**, No Attacks 2, Damage: bite 1d8+1, 1d8+1, Special attacks: Saliva is acidic, save vs. poison or 2d4 more damage per bite. Each dog can attack two figures in front of the animal or two heads on one opponent. Special Defenses: surprise on 1 on d12, High level of smell, High level of hearing. Magic Resistance Standard, Intelligence 2-4, Size: Large, XPV: 110 + 4/HP. HP: 20, 18, 15, 15, 13, 12

* The dogs here have a thick leather caps with a iron plate making AC 5.

** Two bulky heads cause the dog to be slower in running than if it had only one head.

Barn G6

see barn hereafter for horses

Entering the Complex

The complex sits upon a broad hill that rises thirty feet above the river banks and the majority of the town. The front gate is flanked by two towers facing the north by northwest. There is either a guard or guards on one or both of the towers, on the north walkway between the barbican and north east tower or on the roof above the gate entrance. The arched double entry rises to a height of thirteen feet to accommodate upright rider on horseback or a good sized team or horses/oxen pulling a

large covered cart or wagon. The two towers rise to a height of twenty three feet and the walkway between them is fourteen feet from the ground. The guard will ask your business if you approach or look up to see him/her/them. The gate is always closed unless people or animals are coming in and out. As soon as traffic stops the gates are closed again.

The guards will admit up to five individuals. Anyone excess of these five will be asked to walk away down one of the city streets. The guards will watch the person(s) walk away and not open the gate until the party in front of the gate numbers five or fewer, and any additional people are three hundred or more feet away.

The guard will let the person(s) into the first gate. He/she will close the outer gate and be with the person(s) seeking audience. A second person will now open the inner gate when the guard with the person(s) gives a signal password (that changes each week of the calendar and is given by the high priest to the Captain of the Guard once each week).

The person(s) will be told to stand on the walkway (G1) while a cleric(s) is summoned from the main temple. If a 5th or higher cleric is already present then another will not be summoned. Each petitioner is expected to give one gold piece to the cleric at this point in time. This is not a bargaining point. Pay One Gold Piece each or leave now.

Before a major service where people from town will be attending this procedure is slightly different. A cleric standing in the gateway will collect one Silver Piece each and the worshipers will be allowed to congregate on the main walkway. Services never surpass twenty four people! If a 25th person arrives an upper level member of the cleric will either admit him/her/them and ask one or more people already there to leave to bring the total to a maximum of twenty four. When the Duke, his Wizard, or a cleric from another temple is planning to arrive a courier will tell the guard in advance how many prominent people to expect so that that number of spaces will be reserved.

Syrulians will accept any person of any alignment to worship their god. However, strangers as expected to say the following "I am come to give worship to the goddess Syrul, Mistress of Secrets and Teller of Lies. I bring no intent of violence or robbery so help me _____. " The person fills in the name of their own deity. A cleric will come among the strangers to ask specifically which deity (deities) will be named in this pledge.

This sacred pledge is a covenant agreed to by the clergy of all of the gods of the Suel Pantheon! To break one's

word is to visit the chance of reprisal and vengeance upon the oath breaker.

Of course the gods do not watch or witness every oath. There is a 33 1/3 % chance, however, that if a person(s) enters with the intent to do violence or robbery and carries out that action that reprisal will occur! The first line of retribution comes from the three Fire Mephits that reside in the north east tower! They will teleport in upon the oath breaker(s) and attack without quarter or mercy. This action is 50% likely. The other 50% of the time one of the following curses will be inflicted:

- 1) Cure spells (Light, Serious or Critical) will function on oath breaker for three full days, nor will Remove Curse. Heal will still work.
- 2) Visitation of clumsiness for seven full days. On a natural of 17 in combat the cursed person will throw away his/her weapon instead of strike with it. Any saving throw of a natural 17 will fail instead of succeed.
- 3) All of the person's hair will fall out and not regrow for one full year. A person so marked is anathema to all religions and might be stoned or spat upon wherever he or she goes. Donning of a disguise or fake hair will cause severe itching and a rash that will do one point of damage per round until the disguise is removed.
- 4) Inability to speak for three full days.

See **Oaths** in the section **New Gods & Cleric Abilities** in the *L5C: The Kroten Campaign Companion* for more details.

Outside Perimeter

Gate House, Ground Level

T1. Guard Post Tower

100% chance for one guard (cleric or fighter) of 1st or 2nd level and 45% for a second guard of the same rank. 5% of the time a 4th level fighter (sergeant) will also be present.

The room has an arrow slit front window that is three feet tall and three inches wide. There is a similar arrow slit facing the gate entrance. The door to the room can be barred from inside but it has no lock. A ladder to the upper room is in the North West corner and leads to an opening that is not covered by a trap door. In the floor's south west corner there is a trap door leading to the basement.

Table and two chairs, two pouches of ten light cross bow bolts, two heavy capes of golden brown wool with brass clasps (5GPV each). On the table are two brass candle sticks and under it a supply of 8 d8 six hour candles. Hanging on the wall is a light crossbow and two throwing hammers.

T2. Gates House

Occupied only during times of alert so normally the room is empty.

The room has two arrow slits facing the gate entrance. The door can be barred but it has no lock. There are two stools. On the wall there is a crossbow with a pouch holding ten crossbow bolts. There is a tall fourteen foot ladder in the south east corner leading to the 2nd floor. The opening in the ceiling has no trap door. There is no entry to the lower level from this room. The ceiling is very high and cloaked in darkness even in full daylight with sunlight steaming into the arrow slits.

T3. Gate entrance

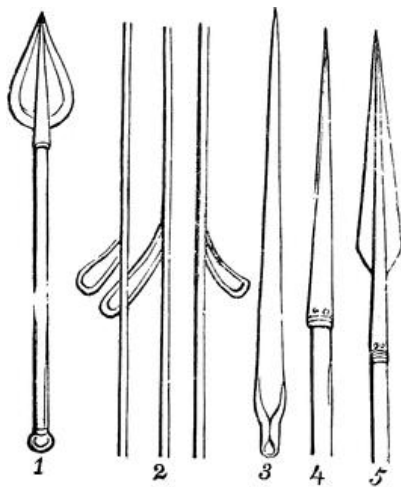
The stone arched entry has two heavy gates both of which swing outward. The gates are barred from inside and rise to a height of thirteen feet, the height of the double arch. Normally the inner gate is swung against the towers and only the outer gate is barred and closed. Sometimes during the day the outer gate is wide open as well (70% likely).

Gate House, Basement Level

An observant traveler will notice a covered funnel and pipe that disappears into the floor. The large funnel (ten inch diameter) is located in the North West corner. There are two buckets next to it.

B25. Weapon Stores

There is a ladder on the west wall in the south corner leading to the trap door above. The north wall has a large barrel holding ten spears. On ten pegs on that wall are ten throwing hammers. The small table holds eight quivers holding eight light crossbow bolts and there are two light crossbows with six replacement strings. A supply of eighty torches and one hundred six hour candles complete the stores in the room.



B26. Small common room

There is a small table with three benches. A large water barrel is on the north wall. It is connect to a pipe in the ceiling so that water can be poured into a funnel built into the North West corner of the gangway above. A small cupboard contains a wheel of cheese sealed in wax (three pounds GPV 1) eight apples and some jerky. There is no alcohol permitted. The room is used for off duty guards to rest. A small cot is in the north east corner.

B27. Cell

The cell is used in emergencies only for temporary housing of a prisoner taken at the gate. It is a door made of iron bars. There is a bucket, large tin cup and some rags on the floor. There is a pair of iron manacles hanging from the north wall.

B28. Hallway

On a peg near the door are the keys to the two cells and to the manacles in the two cells. There is a cudgel and a brickbat used to subdue a prisoner.

B29. Cell

See B27, above for details.

Gate House, Upper Level

T21. Look Out Guard Post

The 2nd floor of the entry tower has an exterior arrow slit two feet high and three inches wide. There are two stools and a small table. A rack on the south wall holds eight spears. The door to the middle walkway can be barred from the inside but has no lock. The ceiling of these two towers is fourteen feet high so that the 2nd floor opens onto the walkway between the towers.

T22. Walkway

The walkway is fourteen feet above ground level. The entry gate arches are thirteen feet high. Commonly the gate guard occupies this walkway in decent weather during the day. The guard can easily see anyone approaching the temple complex. He has a wooden bench near the front wall and is allowed to remain seated through most of his tour of duty. He is expected to get up and look over the wall and look into the courtyard occasionally. There is an hourglass here on a small bench. The guard uses it to determine when he must get up and look around. His watch is typically ten hours long.

T23. Guard station

This room is used mainly as a make shift garderobe (privy). There is a special large chair with a bucket beneath it and some rags. Once a week the bucket has to be lowered by a rope to the outside and dumped in a cesspool around the east side of the temple. No guard wants this job or shift. It is commonly used as a minor punishment duty; otherwise it falls to the least senior guard.

T4a. Walkway Between Gate House & NE Tower

The outer walls are eleven feet tall and the walkway behind that wall is eight feet off the ground. There is no entry to either tower from this walkway. There is a ladder at the east and west ends. The walkway allows a guard to walk behind the barn and to defend the north wall. It is seldom manned but some guards who are off duty like to go there to take a nap or even sleep. A sleeping guard can be found there at night 5% of the time during reasonable weather.

T4b. Walkway Between NE & SE Towers

There is no entry from the NE tower to this walkway or ladder down from it. The walkway is entered from the crenellated top of the south east tower. The walkway is occasionally occupied if there is a guard stationed in the south east tower. That guard would jump down to the walkway from the tower and then walk its length. He will slowly look over the wall and down into the grounds below. This wall is eleven feet high with the walkway at the eight foot level.

Along the walkway are eight large stones (about 12 inches in diameter) that can be dropped on persons below (d8+4 damage from that height). Additional stones are on top of the tower and in the basement.

Northeast Tower

Only one of the three high priests will approach at any time and enter this tower.

NE Tower, Ground Level

T5

The horned devil occupies this tower 50% of the time on any day or night. He will go to the upper level only at night. If he is needed in the garrison next to the temple complex he will *teleport* there without error. The Devil may remain stationary and create an illusion of large wooden crate around him. He can maintain the illusion only if he does not attack physically or perform another spell like function.

The room appears to be empty (unless "the crate" is there). There is a ladder in the south east corner and a trap door along the east wall.

NE Tower, Upper Level

T24

The 2nd floor of the tower has three arrow slits facing west, north and east. On the western side there is a vertically barred two foot wide by three foot tall window. The Horned Devil occupies this room during night time since it is loathe to be exposed to daylight coming in the slits and windows. Sunlight does not harm the devil; it just disdains the bright light. The devil's treasure of 84PP, 96GP and four rubies (100GPV each) is here with a **+2 Dagger of Accuracy +2 §**.

T27

The crenellated top of the tower is usually unoccupied. There are twenty large rocks weighting around six pounds each. If thrown with force they would inflict 2d6 +3 points of damage. The Horned Devil is capable of throwing one up to 150 feet (5 -50 close, 51 - 100 medium and 101 -150 long range)

NE Tower, Basement Level

B30

This is a treasure room for ordinary coins. The money is used to pay troops and for goods and services in town. Town merchants sell their goods to the priests of Syrul at a 50% discount fearing reprisal if they dare charge fair or high prices.

There is a wooden chest with a built in lock and secondary pad lock. Inside are three bags of coins; 88 gold, 620 silver and 895 copper.

The Horned Devil guards the treasure but only incidentally. If an intruder appears in the tower he will try to kill him whether the person is there to steal the coins or not.

South East Tower

T6. SE Tower Ground Level

This tower has a solid wooden door that can be barred from inside. Otherwise the door is unlocked. Inside are a table and two chairs with a brass candle holder and eight hour candle. The south wall holds six quivers of eight light crossbow bolts and four light crossbows are hanging, unloaded and uncocked beside them. On the east wall there are eight two prong forks that can be used as hand to hand or throwing weapons. There is a narrow stone stair case on the north wall. There is a trap door to the lower level in the south east corner. It can be barred from this level but that bar is not in place.

T25. SE tower top

There is a trap door to this open crenellated top but it is usually left open. A guard can step from the tower to the walkway using the small stone stair built into the tower. A guard or two are posted here irregularly during the day (30%) and might consist of a lower cleric and lesser guard. That guard(s) will go down the walkway but stop within thirty or forty feet of the north east tower. No guard wishes to approach that tower much less set foot on it.

There is a flagpole with a yellow-brown snake emblem on it that flies at all hours and in all weather. When it becomes tattered it is burnt in a ceremony in the temple and replaced. There are thirty large rocks (about six inch diameter on average) that could be thrown from the walkway or tower as a missile (d8+4 damage from the height of the tower/walkway).

B15. SE Tower Basement

There is a sturdy ladder in the south east corner leading to the trap door above. This trap door is normally barred from this side. The bar hangs from a chain when not in place so it can be put back in place later. The lower room has a secret door to the entire inner complex. It is known to the 5th and higher level clerics, Captain of the Guard and his 2nd in command. The purpose of the secret door is to leave the building complex, not to enter it. The door is only secret from the tower side. The mechanism to open it is obvious in the corridor.

The room itself has a table and two chairs, a stack of twenty large rocks that could be thrown (see T25).

See 2nd clergy building for room B25 off of corridor B14

Grounds

G1. Entry Path

Crushed stones make up the entry way and the various paths that travel between buildings and towers. The stones make a compacting noise when walked upon with hard leather boots. Soft leather, and the appropriate skill, will allow a person to walk carefully on the stones and not make any incidental noise. A thief suffers a -10% penalty to *move silently*.



G2. Dense Thorn Bushes

These bushes are quite thick and full with many thorns. Trying to pass through them is 80% likely to tear clothing and do 1d3 points of minor damage. There is an outcropping of these bushes next to the northeast gate tower that is spreading slowly behind the barn. The bushes are five feet high and are only trimmed along the edges so they do not overgrow the paths.

G3. Target Range

This area is composed of cobble stones and extends from the north east tower to the south east tower. Along the east side of the cobble path there are 20 foot stone markers counting backward from the target in front of the south east toward and moving backward. The south east tower wall has some large wooden beams tied to the tower so missiles that miss the target strike the wood and not the stone wall of the tower. Targets vary from a series of concentric circles over a tightly packed hay bale to old helms used for hammer throwing practice.

The guards and clergy practice with bows, crossbows, daggers, hand axes and hammers, aiming at various targets. There is a bench at the north end of the range. (Note: there are two air hole pipes that terminate under these benches. See room B25. A person has to be on hands and knees to see these openings to the secret room below).

Sometimes observers sit on the walkway to watch competitions. Spare targets and old battered helms lie in a pile between the soldier and cleric barrack buildings.

G4. Scoring & Observer Benches, Well

There are two benches near the target for observers.

Score is often kept on a series of a two dozen pegs driven into the south wall of the clergy barracks. If there is a hit a wooden circle is advanced from peg to peg the first of two opponents getting 12 hits is the winner. Concentric circle hits are scored 5, 3, 2 and 1 point for Bull's Eye to outer rim

The temple well is located north of the benches. It has a winch on a rope with a crank and two large wooden barrels. Water barrels are topped off once each day by one or more of the servants.

On the east wall of the north cleric barracks right at ground level are two small eight by eight inch windows that look into the basement rooms below. There are three similar windows on the east wall of the soldier barracks.

G5. Dog Pen

From false dawn to dusk the two headed dogs are kept in this pen. They are called to the pen by one of the three women who have dog whistles.

Command sounds:

1. Come to me
2. I'm a friend
3. Sniff for foreign smells
4. Attack the target I'm pointing at

5. Defend me
6. Get help
7. Walk forward slowly
8. Run with me
9. Attack any unfamiliar scent
10. Guard the horses

Via *Speak with Animals* other tasks can be given to the dogs.

During the night the dogs are released and have the run of the outer court yard. They often travel in pairs (30%) and go everywhere except the thorn bushes. The animals are quite intelligent and know the scent of all of the clergy and those employed at the temple. If a person travels the outer court at night he or she must come to a full halt, hands at their sides and allow the dog to smell them and accept them. Any waving of hands or drawing a weapon will result in an attack. The three dog handlers have their whistles and/or they can *Speak with Animals* to prevent an attack. The animals fight with vigor but do not bark to draw in their pack. Most figures under 3rd level are just too afraid to venture out at night.

The door to the pen is weak enough that if the whistle to summon the dogs were blown they could break down the door in 1d4 rounds.

G6. Barn

The wooden barn has six stalls on the north wall and nine on the south. Each pen is closed by a simple rope. Any of the horses could, if agitated, escape his stall. The barn door is closed but weak. One or more horses could kick the barn door open in 1d4 rounds.

Great War Horse, 1, 4+1 HD, AC 6, run @ 450 ft/min, 3 attacks 1d8/1d8/1d3 HP: 30. This is the horse of the Captain of the Guard.

Medium War Horses, 3, 2+2HD, AC 7, run @ 540ft/min, 3 attacks 1d6/1d6/1d3 HP: 15, 13, 12. These are the horses of the three high priests.

Light War Horses, 6, 2HD, AC 7, run @ 720ft/min, 2 attacks 1d4/1d4 HP: 16, 15, 14, 14, 12, 12, 11, 10, 10.

Draft Horses, 2, 3HD, AC7, run @ 360ft/min, 1 attack 1d3 HP: 22, 20.

Pony, 1, 1+1HD, AC 7, run @ 720ft/min, 1 attack 1d3 HP: 9.

Note: There is leather barding for six horses. This take 3 to 6 minutes to put on and improves armor class to AC 5. (110GPV each). There is one set of chain barding that improves AC to 3. It is for the Captain of Guard's horse. Takes 4 to 7 minutes to put on. (270GPV)

G7. Tack & Harness Room

Bit and bridles (15SP each), Harness (12SP each), Saddles (10GP each), blankets (3SP each), and large saddlebags (4GP each) for eighteen horses.

G8

Groom Eppius sleeps here. The room has a small bed, table and chair, candle holder with a supply of 20 3 hour candles. His small chest has three tunics, two pair of pants, a cloak, small clothes and a spare set of boots. Next to his bed are a tunic, pants and boots.

Eppius is loved by the horses which will fight for him if he is attacked. He grooms them and gives them sugar and apples when he can obtain these things. He spends his free time with and money on the horses. Eppius can walk fearlessly among the two headed dogs. He can whistle to mimic any of the ten dog commands. He can also summon the horses to his defense. He is an excellent rider who can ride any of the horses, including the great war horse, bareback.

Pathways To Buildings & Trees

There are three trees in the outer court. The trees produce pink blossoms in spring and cherries a month later. The cherries are gathered by the lower clergy and sold in town. The cooks do make cherry pies for about a week in season.

The dogs travel around the back of 2nd inner wall, west and south of the temple, but they do this rarely. Encounter chance for 1 or 2 dogs is 10%. The dogs favor the firing range, paths around the outer court and front entrance yard. In any of those locales encounter probability is 25% for 1 or 2 dogs.

The dogs do settle in one place the most common are between the barracks and first clergy building, behind the barn, anywhere along the firing range, and under any of the cherry trees. The dogs are fed at their pen after they are called in at false dawn.

Barracks Building

This is a solid stone building with a slanted wood and shingle roof. There are two solid wooden doors with locks that can be barred from the inside. Only the common room has any windows, two on the north wall

and two on the west wall. The windows have shutters that can be barred from inside. They are large enough for a person to crawl through.

Ground Floor

1. Common Room & Kitchen

Night 5% for 1 fighter or 1 cleric, evening 70% for 1d4+1 fighters and 3-8 clerics and 90% for cleanup servants, day 45% for 1-4 fighters and 1d4+1 lower clergy and 100% both cooks, afternoon 70% for 1d4+1 fighters and 1d4+1 clerics and 100% for both cooks.

The large common room has a hearth and oven on the east wall. Two large food preparation tables are in front of the hearth and oven. Spoons, carving knives, a meat cleaver and four iron pots hang on the wall. There is a large wooden shovel used to put items into and remove from the stove and oven. The oven and stove vent to a common chimney along the back east wall.

The north area by the windows and west area by the windows each have a long table that touches the wall below the window and extends into the room. Each table has two benches along that table can hold two people per bench and one chair at the end of each table. (20 people can eat at one time)

The cooks prepare a quick breakfast, small lunch and then a good evening meal. They let the cleanup crew clean their pots and pans and they go to bed.

There is a chandelier hanging by a rope in the center of the room. Each table has a candle holder. These items hold 8 hour candles. The chandelier holds three candles and the candle holders hold one each. At night at least two candles are usually lit but in the early evening all eight may be burning.

Near the oven are two shelves holding tin cups and tin plates. There is large barrel with water and another with beer. The guards are allowed to mugs of beer on their off tour of duty.

Along the west wall is a trap door to the lower level. There is no ladder but there are hand and foot holes in the stones that allow a person to climb down carefully. The trap door is 4.5 x 4.5 and fills the ceiling of the corridor below. A prisoner, if taken to the cells below, might be thrown down or lowered on a rope if he/she is unconscious.

2. Bedroom

Openda location: night 90%, day 15%.

The bedroom opens to the outside. It has a second door into Zebbus' and Annaralel's room but it barred from both sides. There is a bed, chest with clothing, table and two chairs, a small wool rug died bright red with a yellow stripe hangs on the west wall. On the floor is another wool rug that is dirty and tattered. Under the bed are a throwing dagger and a pouch holding a dozen light crossbow bolts. There is a light crossbow under the bed as well, it is not loaded. In Openda's false bottom chest there is pouch with 11GP and two pearls 20 and 10GPV.

3. Bedroom

Zebbus location: night 95%, day 20%. Annaralel location: night 90%, day 20%.

Zebbus and Annaralel are lovers. They share a large comfortable bed that has four down pillows (2GPV each). The bed is covered with a wool throw (7GPV). Beneath the bed are four pairs of boots, two are his and two are hers (6GPV each pair). There is a table and three chairs, two chests of clothing (one quality dress (8GPV) and one coat (his) that is of good quality and embroidered (12GPV). There is a candle with a 2 hour candle next to the bed and holder and 6 hour candle on the table. A spare pouch of 8 light cross bow bolts and a quiver of 15 arrows are hung on two pegs next to the outer door.

Upper Level

21. Living Quarters

Captain of the Guards Erribor location: Night 80%, evening 65%, morning 15%, afternoon 5%.

Erribor's large comfortable bed is in the southeast corner of the room. There is a heavy crossbow next to his bed anchored to a small table. Its trigger is wired to the door, if opened and entered immediately the crossbow will fire as if held by a 4th level fighter. It is dipped in lethal poison, save vs. poison or dies (save for 3d6 points of damage). In the drawer of the table are six heavy crossbow bolts and a vial of this poison (there is enough to coat six more bolts or two more knife blades). When Erribor enters his room he closes the door and attaches the string to the crossbow which he has loaded and cocked. When he gets up in the morning, after putting on his armor (which fits very comfortably), he deactivates the trap and slowly releases the tension on the crossbow. The poison bolt goes into a small glass bottle with a cork stopper. After 1d8+20 days the poison on the bolt begins to deteriorate (witnessed by changing color from dark green to flaky light brown). He then throws that bolt away making no attempt to clean and reuse it.

The room has two windows that have parallel iron bars in their construction. No one can get in or out via the windows. There is a large desk and leather chair in front of the central window. On the desk are the duty schedules for the fighting staff. A pen with quills and a bottle of black ink is on the desk. Erribor owns a dictionary of sorts that shows 320 words along with a brief meaning of the word. They are grouped by first letter but since each entry is made at the time the word is learned there is no alphabetical order. Erribor entered all of the words himself, and the text shows a slight variation in hand and color of ink. He is adding to his vocabulary, so mundane words are not written here. The book has one hundred twenty pages and is approximately 40% filled. Such a book, to a scribe or scholar, would easily fetch 120GP.

The walls of the room are decorated with two long swords, four throwing daggers and a bow with quiver of a dozen arrows. There are also two paintings of well-dressed men (there is no identification of who they are). (The paintings are worth 70GPV and 50GPV)

The north portion of the room has a large table and six chairs. Erribor meets with Assumdar, Zebbus, Annaralel and Openda at least once a week at this table.

Erribor has no sense of humor. He is rigorous and boring but smart. His meetings are businesslike and formal. He is respected by his troops and they are loyal to him since he is both fair and honest, though ruthless if he wants something done or has to mete out punishment. He is a religious man and spends time with Assumdar learning how to lie. Assumdar finds his lies quite obvious and transparent but he would not dream of telling him that. One of Erribor's lies is one of the few sources of amusement that Assumdar has.

In the north east corner of the room there is an invisible ladder that leads to a trap door in the ceiling. (The trap door can be seen if the room is well lit). Erribor can climb the ladder, go to the roof, and leap off (cape of flying). The trap door is secured from inside and cannot be opened from the roof side.

22. Bedroom

2nd in Command Assumdar location: Night 70%, Evening 55%, Day 20%, Afternoon 25%.

The room has two windows that have parallel iron bars from top to bottom. These bars, however, are hinged to swing outward and lock in place with a single inside latch. A person outside of the room, if he could see what he was doing, could spring the latch and open the window but at night would be a virtual impossibility.

With his Boots of Striding and Springing Assumdar can easily jump to the walkway from the open window or to the ground below and in like manner jump from the walkway or ground to the window. Since he knows how the window latch operates he can easily open the window from the outside and enter his own room while clinging to the bars of the window with is free hand.

The door to the room is thick and solid. It is locked and can be barred from inside.

A large comfortable bed with three down pillows and a patchwork wool quilt (8GPV per pillow, 16GPV quilt) is in the North West corner of the room. A night stand is next to the bed what holds a decanter of good wine. He places his **+2 Hand Axe +2** there at night within easy reach. His Long sword is on a belt and hangs from the headboard bed post.

There is a large padded leather chair and ottoman. Assumdar has twenty books on a shelf near the window. On the table next to the chair there is a 50GPV gem with *Continual Light* cast upon it. He can open the lid of its small box and allow it fill the room with bright light.

Assumdar's clothing is in a chest by his bed and includes some good tunics, trousers, a wool cloak and two pairs of extra boots (50GPV for the clothing and boots). The chest has a hollow lid that holds 32 PP and two pearls 100 and 50GPV.

23. Hallway & Guard Post

100% day and at night a guardian statue of an Ivory Goat.

Both room occupants have a chamber pot in their room. Jivar and Ebbus (servants who do general cleaning) remove the chamber pot from this room.

All of these people, and no one else, knows the command word to say while on climbing the stairs so that the goat does not activate and attack. The goat in on a table at the top of the stairs and anyone whose foot touches the landing without saying the deactivation word will be instantly attacked (surprise roll at -1 applies). The goat attacks by a head butt as it grows to full size in one segment. 3+3HD, AC 2, Butt 2d6 +2 damage and if surprised can knock the person back down the stairs on a hit that does 8 or more points of damage. (Save vs. constitution @ -2). HP: 27. The goat is not aligned and will operate if thrown down or put on guard. The command word "Yebbeth" is carved into the belly of the small statue. If knocked to -4 or more hit points the statue might break instead of just return to small size (10% per negative hit point in excess of -4).

The hallway has a bow and quiver of 12 arrows hanging on the wall. There is a chair and small table. A guard can

be posted here but that person dare not try to leave via the stairs without saying the command word. The statue could be picked up carefully from behind and examined as long as the statue's head does not face the examiner. The goat will attack for multiple rounds if the intruder is not knocked down the stairs. It will continue until it is damaged to zero or fewer hit points at which point it shrinks back to small size. It must then recover its hit points at the rate of eight hours base time plus one hour per point of damage it sustained. It cannot reactivate until it is 'healed' of prior damage. Goat has a value of 1500GP.

Lower Level

B19. Secret Passage to Cleric Quarters One

Both sides of this passage have secret doors. The clergy and fighters below 3rd level do not know these secret doors exist.

B20. Interrogation & Torture Room

Many implements of torture to extract information (details withheld....you figure it out). If there is a prisoner(s) in the cells then a guard will check the prisoner frequently. The locks should hold the prisoner.

The room also acts as a storage room for common items: a crate of eight hour candles (144 candles), two chairs, a table, two rolled up small rugs (8GPV each), barrel of wine 3/4 full with spigot (4GPV), 8 tin plates and 12 tin cups. There is one sack of flour, a small wooden barrel of salt and a small keg of whole pepper (17GPV).

High on the east wall, at the ceiling, are two eight by eight inch windows that let in some daylight.

B21. Bedroom

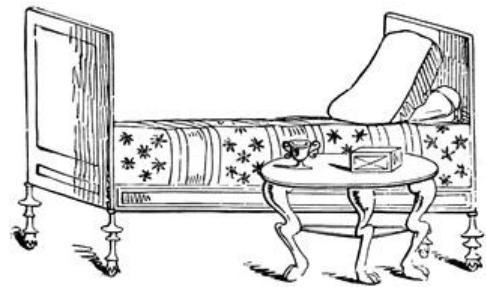
Obearto location: night 72%, evening 30%, day 7%, afternoon 30%.

Obearto reports directly to the high priests and only gives lip service to obeying the Captain of the Guard. Her purpose is to keep her eyes open and watch all of the fighters and hired staff. She follows people around and spies on them for hours at a time just to observe what they are doing.

Obearto's room is quite Spartan. The room contains a cot, small chest containing a few pieces of clothing of mediocre quality, three throwing daggers and a spare short sword. She uses four hour candles and is always sure it is out before she does to sleep. There is a secret door into the back of cell B that operates only from the

bedroom side. She has keys to the cell and the cell corridor of course.

Under a rock below the head board bed post there is a pouch with 3PP, 31GP, gems: 400, 300, 100, 100, 100 there are also three doses of the poison she uses on her dagger.



B22. Bedroom

Yerzil location: night 70%, evening 10%, day 30%, afternoon 40%. Emgo location: night 85%, evening 35%, day 5%, afternoon 5%

Yerzil and Emgo do not see each other too often having different tours of duty. Just as well they do not get along too well and discussion turns to yelling quickly. They have tried to fight on two occasions but the flogging they both received made them reconsider their dislike for one another. On the next punishment the threat was to cut off their left hands and throw them out. That is a very sobering threat since they know the Captain of the Guard will do without a second thought. They compete using their light crossbows. Emgo's dexterity advantage usually means that he wins. They don't bet money any more, as that could lead to the fight neither of them wants.

The room contains two cots, chests with clothing, a table and two chairs. There is tattered red rug on the floor and two extra shields are on the wall along with two pouches of extra light cross bow bolts (12 each).

B22A. Corridor

The trap door in the ceiling leads to the common room above. To go up one knocks twice on the trap door to alert the person(s) above that the trap door is about to open. There is no ladder to the trap door just hand and foot holds created by indenting some rocks about three inches. This corridor is usually pitch black so a small candle or the torch next to the hand holds is lit. The appropriate door is opened. The torch is then put out and put back and the person feels their way to the door they have just unlocked.

Note the *secret door* leading to the short passage between buildings. Yerzil and Emgo do NOT know it is there.

B23. Corridor

This corridor passes in front of cells A, B, C, & D. Cell B is not used unless there are more than 3 prisoners since cell B has a secret door leading to room 21 (can opened only from the bedroom side). The Cells have a straw mat, and two buckets, one for water and one for waste.

They have good locks (-5% on thief's lock pick percent). If the thief is IN the cell and trying to pick the lock subtract 15% from the lock pick roll instead of 5.

Each cell has iron manacles bolted into the wall and a prisoner might be hung there prior to interrogation. High on the east wall of the passage, at the ceiling, there is an eight by eight inch window that lets in some daylight.

Outer Court Stone Buildings

These three buildings have some common features. Their windows, if barred, are vertical bars, either two or three, in windows that are usually two feet wide and three feet tall. The windows have shutters that are usually wide open except in bad weather.

The foundation of each building rises about a foot above ground level. This means that each door has two stone stairs and small landing. At ceiling level of the lower level rooms there are small eight by eight inch windows that are at ground level outside. They have imperfect glass in them that distorts good images but allows a limited amount of daylight in. The windows are cleaned by the occupants of that building since daylight is important to daily functioning and then candles, torches and oil lamps do not have to be lit during the day.

The three buildings are made of same light grey stone as the perimeter walls and towers of the outer court. The inner wall and temple itself are made of a dark gray stone.

Cleric Quarters North Building

Ground Level

4. Bedroom

Nebbis night 98%, evening 72%, day 3%, afternoon 7%,
Pebogar night 96%, evening 82%, day 4%, afternoon 8%,
Gerk night 4%, evening 8%, day 97%, afternoon 93%

Three beds with a single pillow each. Their footlockers contain clothing, spare boots and leather gloves (worn and not worth much). Their vestments of honey colored with a forked tongue on the back of the garment are hung on pegs next to their beds. The vestments are of good quality and valued at 30GP each.

The table has four chairs and a copy of the *Righteous Book of Lies* (15GPV) is on it along with a candle holder with an eight hour candle. The door to the room is solid wood and had a lock. The window has shutters than can be secured from inside (but can be opened from outside with a very thin knife blade).

The clerics here have opposite tours of duty. Gerk is in the temple complex at night while Nebbis and Pebogar are there during the day.

5. Quarters of Curate

Selivar 88% night, evening 80%, day 2%, afternoon 20%

Selivar is the curate, the head of the lower clergy. His room has two small eight by eight inch windows high on the east wall (seven feet up the wall). They allow a little daylight into the room with sun light entering for just over an hour in the morning when the sun shines in over the outer wall. The rest of the time the room is rather dark during the day. The bed is on the south wall with two small tables on either side of it. He has a *Righteous Book of Lies* (leather bound 30GPV) on one side with an oil lamp and a flask of oil. The other table holds a tankard and there is a small barrel of ale in the south east corner. Selivar likes a tankard before going to sleep. He sleeps very soundly.

He has an upright wardroom with a lower drawer for small clothes, tunics and trousers. His four vestments hang inside the wardrobe. They are all high quality with elaborate decorations and even a few rubies or amethysts in the forked tongue symbol on the upper right breast of each vestment. (400, 350, 300 and 250GPV for the vestments). There is two pair of very good quality boots, one for town wear (25GPV) and one heavy but comfortable pair for traveling (35GPV).

He has three two prong forks made for throwing or hand to hand combat on pegs on the wall. There is a central table and a large wooden arm chair with leather padding on the back and seat. Selivar schedules duties for the clergy and once a month he meets with the captain of the guard to coordinate duties where lower clergy and lesser soldier do joint duty. Many shifts have a cleric working with a fighter

Selivar has a 400GPV diamond in the heel of the traveling boots. It is found by removing the inside padding of the

boot so that the hollow heel can be seen. It rattles just a little if the boot is shaken. Normal walking will not make enough rattling sound to be noticeable.

6. Hallway

The outer door is barred at night and locked. The inside doors also have locks. Near the door into room 4 there is a trap door to the lower level where the servants reside. There is pulley directly over the middle of the trap door used to raise and lower food stores. A wheelbarrow is kept here (between the doors and off the trap door) for transporting food stuffs to the common room in the next building.

Lower Level

B16. Corridor

The long corridor ends in two secret doors that are unknown to the servants on this level. A trap door in the ceiling positioned between the two room doors can be reached by indented bricks in the wall that form a series of hand and foot holds and act as a ladder.

B17. Bedroom

Sobeus location: Night 100%, Evening 55%, Day 0%, Afternoon 3%.

Lebbin location: Night 100%, Evening 60%, Day 0%, Afternoon 20%.

The room contains two decent beds with pillows and threadbare, but warm, wool blankets. There is a locked foot locker at the end of each bed. They contain clothing of mediocre quality but kept clean and patched. Sobeus has three needles and four colors of good thread. Sobeus has a pouch of 21SP and 30CP. Lebbin has a wooden flute and a tambourine. He plays both and sings as well. (Consider him a 4th level entertainer) Under his clothing is a small box with 108SP and 88CP (he gets good tips for singing and playing). Lebbin would like to leave and is just waiting for someone to help him go.

High on the upper east wall, at the ceiling, there is a small eight by eight inch window that lets in day light. At night they use an eight hour candle. They have a table and two chairs, a set of three ten sided dice for the game In-Between. There are two piles of copper coins; no one seems to keep accurate score of wins and losses.

There are some stores along the west wall including two sacks of flour, a small barrel of salt, a jar with black pepper (7GPV), a large barrel of cooking oil (12GPV.)

B18. Bedroom

Jivar location: Night 100% Evening 15%, Day 15%, Afternoon 45%.

Ebbes location: Night 100% Evening 8%, Day 8%, Afternoon 40%.

Jivar and Ebbes are lovers. There are two decent beds with pillows and good wool blankets. There is table between the beds with a small oil lamp. A table and four chairs with two eight hour candles in holders fill in the room. Jivar's book is under his bed and wrapped with some oil cloth and tied with a six foot length of cord. It has the spells; *Read Magic*, *Sleep*, *Light*, *Shield*, *Feather Fall*, *Erase*, and *Charm Person*. Jivar and Ebbes would like to leave Kroten and for a good bribe (15GP or more) will tell someone secrets of the temple complex.

The room has a sturdy door that has a lock. High on the east wall, at the ceiling, there is an eight by eight inch small window high on the wall to allow daylight to come in.

Cleric Quarters South Building

Ground Level

7 Bedroom

Nosella night 45% evening 80% day 10% afternoon 10%

Nossela's room has a solid locked door that can be barred from inside (70% likely during sleep time which, for her, is evening). There is a two foot wide three foot high window with two vertical bars. It has outside shutters that have a simple latch.

There is a bed at the far end of the room with a table next to it holding an eight hour candle in a brass holder and drawer with four candles a copy of the *Righteous Book of Lies*. There is a table and chair in front of the window. A small wooden barrel (one foot tall eight inch diameter with a handles lid) will contain some fresh fruit in season (apples, strawberries, cherries or peaches). Nosella is quite afraid of the hounds and does whatever she has to do to get a day or afternoon tour of duty so she does not have to be out at night.

There is a chest at the foot of the bed with clothing a good quality Vestment (20GPV) of died yellow-brown wool. There is a gold Syrulian Pentagram pin on the left upper breast (80GPV).

8 Hallway

The door to the building is solid but is seldom locked or barred though both can be done. (30% to be locked and 20% to be barred at night only). The door has a three by three square hole that lets in some daylight. There is a torch sconce next to the door of room seven. It is seldom lit at night (20% likely evening only).

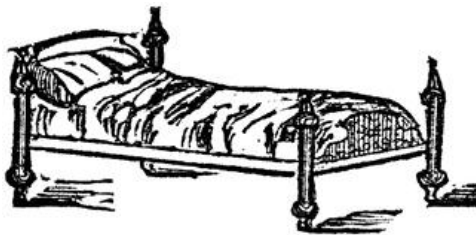
9 Common Room

This room is for 5th level clerics and lower. Night 1d4+1 evening 1d4+1 day 70% for 1d4 afternoon 40% for 1d3.

Clerics from both buildings come here for rest or light meals. There is a fireplace on the south wall, with some pots, pans and cooking utensils. A preparation table is along the east wall. There are two tables with two benches that seat two people each (eight people total). Tin cups and plates are on the mantel. There is a large bucket and some soap to wash the plates. (The well is nearby outside).

There is a narrow staircase down a thin corridor on the north wall of the room to the workroom above.

There is a trap door in the floor at the middle of the east wall that leads to a storage room below. A winch hangs above the trap door to aid in moving heavy objects to and from the room below.



10 Bedroom

Arman night 45% evening 60% day 40% afternoon 95%

Arman's bed is large and comfortable. It has two silk covered pillows (8GPV each) and a wool blanket of excellent workmanship (35GPV). The bed is covered in silk sheets (10GPV). Under the bed is a change of pillow covers and sheets (another 26GPV value for all of them).

There is an upright dressing cabinet that has three yellow-brown vestments of exceptional quality with gold pentagram snake pins with small gems for the snake eyes on each (120/250, 100/200 and 85/150 GPV for vestment/pin combinations). There are silk small clothes (2GPV for each pair of shorts), three silk tunics (15GPV each), two pairs of wool trousers (10GPV each), wool and silk stockings, hard travel boots (30GPV) and casual soft leather boots (20GPV). Arman has aspirations to be the

next in line for promotion. He has enough experience to be trained; he just needs a bit more money. (He spends too much on his wardrobe and room furnishings as well as expensive meals and wines.)

In the false bottom of the chest there is a pouch of 340 coins, all silver.

11 Bedroom

Omara night 5% evening 20% day 95% afternoon 70%, Bellava night 95% evening 80% day 5% afternoon 15%

There two women seldom see each other as they have opposite tours of duty commanding the inner court clerics assigned to patrol and guard duties. 95% of the time one or the other is in charge with Pebogar filling in the slack as needed.

Their room has a south facing two foot wide and three foot tall window with four evenly spaced vertical iron bars to prevent entry and egress. There are shutters on the inside of the room that are usually open except on cold or rainy nights. A large table with three chairs is in front of the window. It has a brass candle holder with an eight hour candle, two eagle feathers used as writing quills, two bottles of sepia ink (3GVP each). They are jointly working on the project of copying a *Righteous Book of Lies* (the complete copy is valued at 15GP) the new copy is about 30% done. Between them they do a full page per day. Their calligraphy is similar so that the text looks reasonably uniform. The book is owned by Omara and Bellava will get the copy.

They each have a comfortable bed and have invested in blankets made of good stuff (7GPV each). They use wool stuffed pillows covered with silk (3GPV each), a small luxury. There is a yellow-brown flag on the back of the door's room. The door has a lock and can be barred. Both have chests with clothing of good quality. Each has one formal vestment with a brass snake pentagram pin that has shakes with one ruby eye (shakes heads shown from a side view – value 20GPV for the vestment and 70GPV for the pins). They have a small table between the beds that has an oil lamp. Bellava leaves the lamp burn on very low flame all night about 75% of the time.

Beneath the table there is a war hammer held by two small pieces of twine, one solid tug will break the twine.

Upper level

24 Bedroom

Zeepa night 90% evening 60% day 10% afternoon 10%

Her room has a west facing two foot wide and three foot tall window with four evenly spaced vertical iron bars to prevent entry and egress. There are shutters on the inside of the room that are usually open except on cold or rainy nights. It is tall enough to see over the temple over the wall but not high enough to look down into the inner court.

The room has a fire place on the north wall. Her job is to make candles for the temple from rendered fat. Sometimes there is no supply of fat for this task. She has wicks and molds. The smell from the room can be quite annoying, more so when she opens the door to her room which is just off of the chapel. She was flogged once for doing this.

She has a small bed with a threadbare cotton blanket. A table and two chairs plus a green wool rug complete the room's sparse furnishings. She has a foot locker with clothing. Her vestment of plain yellow brown wool hangs on a peg. There is an embroidered snake pentagram which she did herself. Her skill at doing it was so good that others have asked for her to do the same for items that want embroidered. She has needles and a few balls of wool, some silk and cotton thread (5GPV). This side job earns her some extra money which she hides behind loose stone of the fire place. 22GP are hidden there and a gem worth 10GP.

25 Bedroom

Helligor night 90% evening 65% day 15% afternoon 5%

His room has a north facing two foot wide and three foot tall window with four evenly spaced vertical iron bars to prevent entry and egress. There are shutters on the outside of the room that are usually open except on cold or rainy nights. He can see most of the inner court from his window and this is the best 'view' of the town over the walls.

Helligor is just about ready to be trained for 4th level and has acquired a trove of 420GP and a **+1 Dagger +2** (1600GPV) which he plans to use to pay for his training. They are in an iron box that is chained to the lower window bar. The box sits on the table that is in front of the window. A large arm chair is next to the window (8GPV). The box is locked and there is a poison needle trap in it. The trap is disarmed by depressing a rivet on the upper left corner of one side of the right side of the box. The poison is quite toxic (doing 3d8+7 damage, or half damage if a save is made).

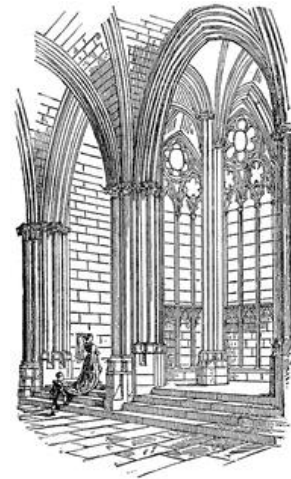
He has a small bed with a good wool blanket and pillow. His clothing is of fair quality but he has a good pair of traveling boots (25GPV). His vestment has a large

embroidered snake pentagram on the back (it cost him 16GP to have Zeppa do it for him – it took her twelve hours of real work).

26 Chapel

There are three small wooden altars in this room.

Along the east wall there is a small statue of Syrul with the painting of a snake pentagram behind it. A small covered brass bowl has two brass balls of half inch diameter. A kneeling pad is in front of the altar. The supplicant kneels and puts the brass balls in his or her mouth while saying *The Convoluting Lie* (found in the *Righteous Book of Lies*). Done correctly (difficult with the balls in your mouth) is rewarded by a full *Bless* spell of 24 hour duration! (Success is 40% + 10% per level of the supplicant.)



Along the west wall the altar holds a statue of Beltar sitting a bright red silk embroidered cloth (80GPV). Behind Beltar is the painting of a beholder. It has ten gems for its eyes valued at 75GP each. A non-evil who tries to pry one of the gems from the painting is subject to a *Curse of Stupid Fumbling* (save vs. magic @ -3 to the die roll). The curse will operate as long as the person is inside of the walls of the outer court yard (i.e. the entire temple area) no matter if that time is five minutes or five years. Once the person leaves the temple complex the curse is automatically cancelled. The curse cannot be bestowed again until a 5th or higher priest of Beltar says the proper incantation over the painting that has ten appropriate gems in the beholder's eyes. The curse cannot be removed by a *Remove Curse* while inside of the ground of this temple unless the caster is 9th or higher level, in which case the *Dispel Magic* percent is used. *Dispel Magic* will not remove the Curse unless a minor deity casts it.

A victim has a 20% chance of dropping anything that he/she holds in his/her hands every minute he or she is

inside of this temple complex. This means weapons of course. A thief who tries any manipulation with his hands like picking a pocket, removing a trap or picking a lock suffers this 20% penalty. If he or she tries to throw a dagger or cast some missile it is at -4. Spell casters suffer a 20% penalty if hand gestures are required for the spell they are casting. Roll 1-20 on d% and the spell fails completely.

Along the north wall the altar is devoted to Pyremius. An ever burning candle is on the altar. It is lit by a 5th or higher level cleric of Pyremius will say the words of *The Prayer of Continual Burning*. The candle can be picked up and carried by someone else and the candle will not go out for 72 hours even in heavy winds and during rain. However, if the person who takes the candle is not evil that person is subject to a *Curse of Fire Intolerance*. This curse operates the full 72 hours. If the victim is hit by any fire spell he will take two extra points of damage per hit die of the spell. A Flame Tongue sword used against this person will be +4 to hit and do double damage. Daytime temperatures over 90 degrees will inflict one point of damage per turn. Note that the candle can be put down at any time but the curse is still there. If the candle is put in a bucket of water or tossed into the river it will go out. Blowing on it does nothing.

A supplicant who prays here for four hours continually and is evil will gain +1 on his or her saves against fire up. The magic will absorb up to sixteen points of fire damage that might occur within a week, e.g., The person shakes off seven points of damage from a *Burning Hands* spells one day and three days later nine points of damage from fire.

27 Work Room and study

There is a narrow open staircase that leads to the common room below.

28 Bedroom

Pomus night 35% evening 55% day 40% afternoon 20%

This room does have a locked door but there are four round two inch diameter holes that form a square at the five foot level. They let the *Continual Light* from the scribe room to come in. Since the room has no windows this light is quite useful. Pomus' bed is comfortable with large stuffed pillows and a wool blanket of good quality (8GPV). He has placed a mirror in the north east corner to catch the reflected *Continual Light* and shines it on an upright wardrobe on the south wall. When Pomus is awake he often leaves the door wide open or ajar but he does close it when he goes to sleep. On four cords tacked to the back of the door are four corks than can be used to

plug one, two, three or all four of the *Continual Light* holes. Some small amount of light does come in under the door in any case so the room is never pitch black.

The wardrobe contains a yellow-brown vestment with an embroidered snake pentagram (15GPV). His clothing is kept in good repair but it is of mediocre quality. His traveling boots are ready to fall apart. In the false bottom of the wardrobe is a pouch of eight black pearls worth 15GP each.

29 Scribe room

The room is lit by a *Continual Light* thrown on the air of the room. It fills the room with bright light. There are three work tables with high stools. There is a small barrel of water and a bowl of fresh fruit (depending on season) on a small side table. The room has a shelf with rolled blank scrolls (14), six bottles of sepia ink (3GPV each) and three partially used bottles, one on each table. There are quills and three straight edge yard long flat sticks on each table. A series of maps of the quarters of Kroten are in the process of being copied on the tables. There is a master copy and three partially finished copies. There are dividers and the straight edge has marks every 1/4 of an inch to aid in placing items on the map. There are numbers on various buildings on the map but there is no key to the number system seen here.

Lower Level

B9 Hallway

Eight by eight inch window at ceiling level in the south west corner on the south wall gives some daylight to both wings of the long corridor.

The corridor has two secret doors which are known to and used only by 5th and higher level clergy. Just below the small window, behind a loose stone (rank as a secret door), is a **Potion of Healing**.

B10

Eight by eight inch window at ceiling level at the far end of the east wall of the room gives some daylight to the room. Next to the small window is a ladder that leads to common room above.

There are eight crates along the north wall. 1. Scented oils used in church services. The selection of eight oils is imported from Keoland and is valued at 280GP. 2. Yellow Brown cotton cloth used to make flags and banners (15GPV). 3. Tin cups (30) and plates (45) valued at 60 and 90SP. 4. Twelve heads for two prong forks made in the Great Kingdom. They were made of iron and painted

with a red paint (36GPV) 5. Four small wooden chests of good craftsman ship. The chests are eight by ten by six inches deep and have a pair of keys inside of each box. They have inlaid mother of pearl lids. (45GPV each) 6. Contains twelve pounds of pepper from Keoland valued at 48GP. 7. Three pairs of comfortable leather boots for an average sized foot. (15GPV each). 8. For glass oil lamps (one has been broken in shipping and can be heard rattling inside). 12GPV each for the unbroken lamps.

Two small barrels of cooking oil (12GPV each) and two small barrels of lamp oil (16GPV each).

There is a secret door to the next building here. Bollark knows it is there and has discovered how to open it. He also found the passage and other door. But once he opened it and let it close he could not find the way to open it. He snuck out of the north barracks room without anyone noticing. He later propped the door open and then looked for the trigger. He finally did find it.

B11

Eight by eight inch window at ceiling level in the middle of the room's north wall gives some daylight to the room.

Four Ghouls, 2HD, AC 6, three attacks 1d3*/1d3*/1d6 (*save vs. paralysis), HP: 15, 14, 14, 12. Incidental treasure among torn and ransacked goods of two dead fighters (dispersed bones – dead 15 or more years) 4GP, 8SP, +1 **Short Sword**. The clergy – 5th level and above – that know the ghouls are there do not remove the incidental treasure. 5th and higher level clergy command the ghouls at will roll 2d6 to see if all four are controlled or not.

* Lendore Island rules on ghouls and ghaists are that only the claws could cause paralysis.

The room is otherwise empty. The ghouls can sense life just outside of the door and will be massed there if the door opens.

The room's door is on a large iron spring that will swing back against the east wall of the room if the secret door here is opened incorrectly. This secret door has a double trigger, one to open the secret door and one to disable the trap. If the second is depressed within one round of opening the door the spring will not trigger and the ghouls will not be released.

B12 Bedroom

Bollark night 5% evening 20% day 80% afternoon 40%

Eight by eight inch window at ceiling height in the middle of the room's north wall gives some daylight to the room.

Bollark despises this bedroom. He wants to be above ground. He will do most anything even betray a 2nd level cleric, the location of the secret doors (all three of them) or the fact that there are Ghouls in room 11. Bollark needs a round to try this negotiation. He will tell a party these things in exchange for just being tied up and left in his room.



This bedroom has a small bed with an inadequate cotton blanket. When it rains the window leaks into his room and creates a nasty smell for a few days after. He has a foot locker with mediocre clothing. His only treasure is his two prong fork which, of course, he would like to keep. There is a small table and chair. While he curses the leaking window he does appreciate the daylight that comes in and if he stands on a small stool he can see out into the courtyard. He often does this just for the sake of some view. He tries to get outside whenever he can but the patrols keep moving the lower clergy (1st and 2nd level) back into the common room or their bedrooms if not on duty.

B13 Passage To Temple Basement and Old Staircase

Note the trap on the secret door (see B11) if opened from the clergy room side. There is no trap if the door is opened from the temple side. Inside of the passage the trigger to open either door is obvious. The doors are only secret from the outside.

Down this corridor an observant person will note old stone, like the stuff of the temple, extends to a debris filled staircase. This staircase led to a trap door outside of the old temple complex but it was removed and filled with dirt when the elbow passage was dug to the new clergy barracks building. The newer stone color can be observed easily enough if the searcher is observant.

B14 Passage to South West Tower

The secret doors from B9 and B16 are known to the 5th and higher level clergy. There is not only a secret door to room 24 but an illusion of wall on top of it. Only the 9th level clergy know that door is there and how to trigger it. The door cannot be found by a typical search for a secret door because of the illusion on top of the door. *Dispel Magic* must succeed vs. 9th level magic to remove the illusion. But the illusion does radiate magic. The passage itself is not noteworthy.

B24 Hideaway

This room is used to hide from attackers if the temple seems like it will be overrun. It has three cots, blankets and a barrel of water that has to be refilled once every three months. Only the high priests do this mundane task since the rest of the temple does not know this room exists. There is a wax sealed small barrel with dried and salted mutton. That also has to be changed once a year or it will spoil.

There is a table and three chairs and a supply of 20 eight hour candles. There are two small metal pipes two inches in diameter in the ceiling for air movement. The pipes emerge under the observer benches above (location G4). The cleric who brings in the bucket of water checks to be sure the air pipes are open and clear. At night that same cleric will verify that the opening under the benches is also open and not obstructed.

In a locked chest are four **Scrolls**: **A.** *Cure Light Wounds* x3; **B.** *Create Water* x3; **C.** *Light* x3; **D.** *Raise Dead*.

Fane of Syrul, Main Complex

T7. Tower & Gate House

100% for a clerical guard(s)

15% for one or the other listed and 85% for both during the night

35% for one or the other listed and 65% for both during the evening

80% for one or the other listed and 20% for both during the day

90% for one or the other listed and 10% for both during the afternoon

If there is only one guard the other will be in room T12 below.

The guard(s) stationed here will be inside only at night or during bad weather. Otherwise he or she will be outside in the front yard area. That guard will be awake and attentive, perhaps walking in the area. There is a large bench underneath the cherry tree and the guard might be there. At night they do not go around the temple unless they carry a torch or a lantern.

The small guard post has four small eight by eight inch windows that have poor quality glass. While the glass is clean it distorts images while allowing daylight to come into the small building. There is a table and two chairs with a brass candle holder and an eight hour candle. On the east wall there are four throwing hammers hanging on pegs in the wall. There is a small cot but a single guard is expected to stay awake. The door is solid and can be barred but is often wide open unless it is cold or there is bad weather. There is a lantern here with a small barrel of lamp oil. The lantern holds twelve hours of oil. By the door there is an open small barrel that has eight two hour torches. There is tinder and flint.

There is a ladder in the north east corner that leads to a trap door. The top of the small room is crenellated. The guard might be up there as well. It is easy for the guard to step to the walkway that goes around the entire temple.

T8. Inner Walkway

The walkway goes completely around the building. If there are two guards at T7 then one of them will slowly travel around this walkway, stopping occasionally to look in the outer courtyard. The guard will go all the way around to the far end, pause for a minute or two and then come back.

The two guards are expected to be attentive and to refrain from visiting with one another except for brief exchanges.

With two present the second guard may walk around the temple as part of his guard duty. That only occurs once or twice during the tour of the duty.

T9. Entry Road & Gate

The entry flooring is made of small stone chips. The gate to the temple can swing wide to lie against the front wall. This gate is fairly solid and has a large bar. It is usually unbarred and the gates are thrown wide except at night when the dogs are loose. The Gate is always closed at dusk and not opened again until dawn. The guard will verify that all of the dogs are back in their pen before opening this gate.

Grounds Around the Temple

The grounds are not remarkable. There is a cherry tree with a bench under it. The grass around the building is not tended but trampled by the guard who walks around the building on patrol. There are yellow flowers, daffodils and daisies that grow wild beneath the walkway surrounding the building. They are not tended but are not pulled up either. The flowers may be picked and used for decorations.

The Fane

DM reminder: Recall that this temple was not built by the Syrulians but was taken over by them some years before. That is why the inner wall and building itself are made of dark stone and the other complex made of a lighter newer stone.

12. Entry & Waiting Room, Guard Post

This L shaped room controls the staircase to the 2nd floor, has doors to three rooms and ends with the main entrance to the temple itself. The double front doors have a complex lock (thief minus seven percent to pick) and can be double barred from the inside. The two foot wide three foot tall window has three vertical bars and can be shuttered from the inside. It is usually open at all hours. A torch sconce is at the base of the up staircase and has a torch burning there during the evening. It burns out around midnight.

Along the east and north walls there are a total of five benches that can hold three people each. Eight to ten additional people can easily mingle in the room but there is room to pack up to forty more people if the corridor is also used.

Next to the corridor there is a table and chair and the guard, if there is one, sits there greeting people who have been admitted by the front gate guard. He or she will direct people or ask them to wait. There is a bell on the desk that he/she can ring to summon a second cleric to find out if one of the 5th level or high priests is available.

There are three throwing hammers on the wall behind the table. A large snake pentagram is on a tapestry on the south wall. It is made of silk and done in seven colors. (120GPV).

13. The Temple Office

Open for business in daylight and evening hours all but Godsdays, when it is closed.

If a service is being sought, like a spell casting, the supplicant would come here. One of the 5th level clergy will be called 90% of the time but 10% of the time one of the secondary high priests will appear. Regardless of which cleric appears, a *Know Alignment* will be cast upon the supplicant and questions will be asked about the service desired. If the service is for someone not present, the cleric will ask that the person in question be brought here to continue the process. This of course applies to someone to be *Raised from the dead*. It may be necessary for the supplicant to leave while know alignment is prayed for or for some other spell deemed necessary to the transaction.

The room has a two by three foot window with three vertical bars. It can be shuttered from inside. The cleric sits at a desk near the window and faces the supplicant who enters from the door. The door is solid and kept locked unless a cleric is present. There is a tapestry on the wall of a large dead tree (no significance in the topic – 100GPV). Along the east wall there is large table with two books and twenty scrolls. None are magical. They are guides to ceremonies involved in particular spell castings and have no value except to mid or high level Syrulian clergy.

Spell costs are based mostly on the alignment of the petitioner.

For another Syrulian the cost is reduced by 50% and within the temple itself there may be only a token payment or no payment at all. Worshipers of Pyremius get a 20% discount and worshipers of Beltar get a 15% discount.

Raising the dead will require extensive questioning including *Speak with Dead* at the cost of 100GP to the petitioner! Standard procedure is to pay 50% down, come back the next day, pay the other half, then get the spell cast. Also recall these clerics are liars so buy spells at your own risk!!

14. Spell Casting Room

This room has an iron door and two locks. The Door will not give in to bashing unless large hammers swung by those with 16+ strength and causing 40 points of damage. Both locks must be opened to enter. Failure to pick one or both locks will cause a small dart to fire from the center of the door (the small crossbow is built into the door and can be seen easily from the other side). The bolt does only one point of damage but the poison on it is quite potent (save vs. poison or suffer 8d8+8 damage (save 4d6+4 damage)). Next to the door on a small shelf are four more bolts and a two sealed vials of this poison (each vial is tiny and has enough poison to coat one bolt). The

Spell	Good L or N	Good Chaotic	Neutral L or N	Neutral Chaotic	Evil L or N	Evil Chaotic
Cure Light Wounds	125	150	135	140	90	110
Cure Serious Wounds	450	550	480	525	350	400
Detect Magic	165	185	170	185	100	140
Dispel Magic	125/level	140/level	110/level	120/level	85/level	105/level
Raise Dead	7,000	refuse	6,500	6,800	5,000	5,500
Remove Curse	700/level	refuse	800/level	800/level	550/level	600/level
Cure Blindness	1,800	2,400	1,900	2,000	1,000	1,250
Cure Disease	1,800	2,700	2,000	2,100	1,000	1,350
Commune	refuse	refuse	1,500+600/ question	refuse	1,000+400/ question	1,200+550/ question
Neutralize Poison	1,300	1,700	1,450	1,550	1,000	1,100

Costs for Spells

crossbow is welded in place and would be destroyed if removed. The small hole in the door might be noticed and blocking it would foil the trap.

At the back of the room is the side of the staircase going to the 2nd floor (the foot of the staircase is in room 12). But on the back side of the staircase is another staircase going down to the basement. There is a locked wooden door on the staircase.

The room contains a large work table (where a person would be lain down for spell casting on the body). There are two large chairs by the door. One is for a guard (one of the 5th level clerics) and one witness. Only two petitioners enter this room maximum. The witness and petitioner must leave their weapons in room 16 across the hall or there is no spell casting! (Rings and jewelry may remain on but any obvious weapon, rod, staff or wand must be left across the hall. The petitioner may have a 3rd person stay with the weapons of the petitioner and the witness.) This is NOT a matter for negotiation. Leave the weapon(s) or don't get the spell casting. Concealed weapons might be smuggled in.

One of two people (petitioner and witness) might be seriously wounded, poisoned or even dead. One of the three high priests is the spell caster.

15. Temple Stores

The room has a lock that can be opened from both sides.

This room has furniture in storage. There are six large chairs with the emblem of Celestian on the back. There are two large trestle tables and four 2x1x1 chests with locks and keys inside of each chest. There are four braziers that burn coals and six buckets of coals (a bucket can fill a brazier six times and burn for four hours). The

braziers are usually only used during the colder nights of winter.

16. Waiting Room

See room 14. The door is solid wood and has a good lock. The lock must be manually locked. This is important because there is key hole on the room side. There is also a bar that can be put in place. It is on a chain and lying on the floor in the hall.

The second door inside of the room leads to a storage room. It is solid and locked.

If one or two people are in room 14 getting a spell(s) cast additional party members are told to wait in this room. This is not an option for the party member(s) unless he/she/they are willing to leave the temple and grounds altogether. The exit will occur before room 14 is opened. Once the person(s) is in room 16 and the others go to room 14 the lock will be locked and bar put in place. A guard, a low level cleric, will stand between room 14 and 16 until the spell casting is all done.

The weapons of the person(s) going into the spell casting room can be given to the person (s) waiting in this room.

There are six large solid chairs and a table. The room has a brass candle holder with an eight hour candle. There are spare candles (d8+3) on a shelf by the door.

17. Temple Main Vaulted Room

DM's Note: This is the most complex room on the grounds and the DM must be totally familiar with it. Read all of this text over before any character(s) enters. The DM must also populate this room and the balcony with any figure(s) that might be present before any character enters.

Services have clergy officiating (from one to three 5th level clerics) and one or two of High Priests for major occasions all three High Priests. Normal daily services at 6PM are run by the one or two 5th level clerics assisted by one or two low level clergy. These minor services are just prayer rituals to Syrul and pass the day.

Double door entry made of heavy dark grey wood. There is a Glyph of Warding for Paralysis that will activate by touch. The door can be barred from the inside.

There are four decorated black pillars along the outer walls and four black pillars near the rear of the room. They hold up the balcony on the 2nd level. The four rear pillars have reliefs of shooting stars. The east and west pillars show moon cycles. The west pillars show the four phases of Celene and the east pillars the four phases of Luna.

Eight benches, each holding up to four people, face the altar area. Above the room are two five sided chandlers each holding a six hour candle. They are suspended from the ceiling by a rope that goes to a pulley tied off on the west balcony. There is enough rope to lower the chandler all the way to the floor. The candles can be lit or replaced and then the chandler hoisted back up to a height four feet above the balcony benches. These chandlers and the altar candles provide the only light at night. Thus the room is really quite dark on the lower level especially under the balcony.

There are a total of sixteen thin windows (two inches wide and four feet high) with opaque burnt orange thick glass. There are eight on the balcony level and eight more along the first floor in line with the windows above. The thickness and already dark color of the glass allows very little light in the room during full daylight (equivalent of dusk about twenty minutes after sunset). Everything is bathed in the orange light of the windows. There are many deep shadows, especially on the side of the room where the sun is not shining directly on the windows.

A large altar rests on a single tall (three feet) raised stone dais. There are small steps at the back of the altar for the clergy to climb up to the dais. The altar is made of the same stuff as the entire temple. The surface of the altar is polished to a high shine. Around the front of the dais stone and along its sides there is a two foot high sturdy solid brass rail that has two levels. The priest(s) mount the dais from the rear, climbing five stone steps. Someone fighting from behind the rail is partially protected by both the height of the dais and the solid brass double railing. Anyone defending in hand to hand melee is two armor classes better from swung weapons (like flails, hammers, morning stars, two handed swords etc. and one armor class better from thrusting weapons like

spears and some swords. The person on the dais is +1 to hit the defender on the ground below gaining this bonus for striking from above. Small opponents like gnomes and halflings at ground level are less likely to be hit from above due to their small stature (one favorable armor class because they are not over four feet tall).

Upon the altar are two large gold candle holders (500GPV each) that hold 13 hour black candles. There are two large step stones behind the altar for a cleric to stand on to light the candles.

There is a large book of chants and hymns to Syrul. It is leather bound with vellum pages. It is worth 200GP but likely only to a library or another cleric of Syrul. The book in and of itself is not magical or evil.

There is an incense burner that is lit an hour before a service begins. The incense is stored in a black locked iron box that is bolted to the floor and resides behind the altar. Inside the box are two types of incense. Ordinary incense fills the chamber with a musk aroma that is slightly unpleasant but not harmful. There are twenty pieces of this incense that will burn for two full hours. Each piece has a 5GPV.

The red incense is magical and evil. Each piece burns for two full hours. It has a sweet honey fragrance that invigorates those of evil alignment. +1 to initiative rolls but -1 to armor class due to impetuousness. (Apply these adjustments on a round to round basis. The 9th and higher level Syrians in the room is NOT -1 to armor class due to Syrul's "Evil Luck" benison that they received at the time of the granting of the luck.) Good aligned figures who inhale the incense for a full round will be -1 to hit on all combat rolls if they fail a save vs. wisdom. This roll must be made while they inhale the air of this room. Even after the incense is put out the save must occur (since it is hanging in the air for a full hour prior to the start of the service). Each of these eight pieces of incense is worth 700GP. If a good cleric, ranger or paladin touches the incense with a bare hand he or she must save vs. poison or take 3d8+8 points of immediate damage. Save will take 1d8 +4 points of damage. A good cleric who destroys this incense gets 500XP.

Under the front edge of the altar, held there by sealing wax, is a Wand of Fear with ten charges. The wand fires a visible red ray of dim light. It affects only the single person it is aimed at. Save vs. wand or run away in panic (50% to drop a carried item) for 3d8 rounds. Escape will be the person's sole thought.

Behind the altar is a large decorated red curtain that extends along the entire back length of the room at the 2nd floor level. The curtain has many embroidered stars,

two full moons (Luna and Celene), shooting stars and an image of the Sun. That means the curtain is sixteen feet from top to bottom of each curtain panel the curtain rod is supported by five metal pillars. The curtain is really eight panels so there are seven openings between panels where someone can move in front or behind the curtain. The clergy know exactly where the doors are and will move accordingly to go right through. Usually one of the two doors is already closed and barred from the other side. Door closing and barring will change randomly at the whim of the presiding cleric. A stone wall is 30 inches behind the curtain. The door, when opened, will let the *Continual Light* of room 18 shine in for a brief moment. This might be noticed under the curtain and certainly if the curtain is parted while that door is open. The door is very close to the floor but some light does come out under both doors and is quite easy to see compared with the relative darkness of the main temple. Even with candles lit the main temple is certainly not bright.

Above the altar and protruding from the back wall is a supported ledge holding a statue of Syrul in her 'old hag' form.

18. Clergy Preparation Room & Staircase

DM's Note: Details on the room behind the two doors are below. Read them before going on.

Two doors behind the curtain lead to this long back room. The doors can be barred from the room side but have no locks. Two bars on chains hang next to the door ready to be slipped in place. A person walking behind the curtain can be quite invisible if he or she moves very slowly but a half walk speed or faster will make the curtain move a tiny amount.

The back room has a small diamond (100GPV) held by sealing wax in the middle of the room on the ceiling. It has a *Continual Light* spell cast upon it so the room is quite bright. The room has six large chairs and four small tables. The on the south wall there are mirrors over the four tables. The cleric can seat himself/herself there and comb / brush their hair and make sure their vestment is properly draped. The cleric always wears one weapon or carries his/her two pronged fork to the service. The fork is propped up against the side of the altar but is within easy reach.

On the north wall between the doors are six throwing two prong forks and six shields.

There is a staircase going up to the 2nd level as well as stair on the backside of that staircase doing down. There are no doors to either of these staircases on this level.

One of the shields is magical. However, it is a cursed shield that radiates magic but not evil. A *detect curse* will identify the shield as cursed. Of course using it will bring out the curse. The shield will not operate until it is used and someone strikes at the wearer actually hitting the shield instead (that test is to use the person's armor class and determine what hit will miss hitting the wearer by one. Example: the required "to hit" on the character holding a shield with no magic is let's say 13. Then all rolls of 13+ hit. A roll of 12 will hit the shield. A roll of 11 or less will strike the body armor.) When the shield is hit in this manner the shield will attack the bearer. The shield's hand and arm bands will tighten suddenly inflicting d4+1 points of damage to the wearer's arm. On each following round 1 or 2 more points of damage will be taken. Cures of all types will not affect this damage to the person's arm (the DM will keep this as a separate total). The shield can only be stopped by *remove curse* or by cutting off the wearer's arm. Otherwise the damage will ultimately be fatal. *Dispel Magic* vs. 16th level magic, if successful, will stop further damage for d20+3 rounds but not stop the shield. The arm bands themselves can be cut but invariably that will do 2d4 more points of inadvertent damage to the wearer. Of course cutting the shield bands is not possible in active melee'. When both bands are cut the shield will disintegrate into a red pile of rust. Note that testing of the shield by hitting it will invoke the curse as well but only if the shield is being worn normally. The 5th and upper level clergy know which shield NOT to take.

19. Vestment Storage

This long room has a closed wooden door with a good lock and a poison needle trap on the lock. Save vs. poison or 3d8 +3 damage (1d8+1 if save). Near the back on the south wall is a secret door that can be opened from both sides with two separate triggers.

On pegs on both walls are clerical vestments, eight in all. They are made of good quality wool and have either gold pentagram pin on the breast with a few rubies or a large embroidered snake pentagram on the breast or on the full back of the garment. In order the vestments have value for the pin (if there is one), for the garment, and any magical property.

* Levitation limit is ten real minutes per day at a rate of twenty feet per minute. Can be used multiple times in the same day as long as the ten minutes are not used up. Any use counts for a one minute minimum.

Upper level

30. Personal Bodyguard

Iskibish's presence is determined by whether Partamin is inside of his quarters or not. Since Essibell is his secondary duty he will not be able to follow both high priests if they split up.

Iskibish guards the first and second in command from his room often taking up a position in hallway 32.

Essibell has to pass through room 30 to enter her own. She ALWAYS knocks firmly in the following way: 3 - 3 - 1 before unlocking the door. She gives Iskibish a full two minutes to respond. He will slip a small piece of parchment under the door to let her know to enter. If Essibell does not see the parchment after counting to 150 she will take a deep breath and enter the room, assuming he is not there.

Iskibish sleeps on a hard piece of wood raised six inches off the floor on eight legs. He allows himself a pillow but no blanket. He sleeps with his bracers and ring of protection on of course and he is a light sleeper. He will ALWAYS hear the 3-3-1 knock at the door and wake up. The piece of parchment is on a small string hanging on a peg on the door. He can easily remove and slide in under the door to signal Essibell that is safe to enter.

The door to this room has three locks. Only the bottom lock is actually engaged and opens the door. The top and middle locks are fakes but are traps in and of themselves. There is no "trap" to detect or remove! If a key or lock pick is inserted in the lock and turned a small bell hanging on the door tinkles. Note that if the door is open quickly the bell also rings. Essibell always opens the door very slowly and then closes and locks it behind herself before unlocking her own room. The window is 2x3 feet and has shutters on the outside of the window than can be pulled shut and fastened with pair of hooks.

Iskibish's clothing are scattered in three baskets, two for clean clothing and one for dirty. He does not care about his appearance but he does keep clean since he knows that a good thief as well as some halflings and elves can smell body odor.

Under the slab bed, which must be lifted, is a floor board that can be removed by pressing down one end of it which causes the other end to rise. Under it are a collection

#	Pin value	Garment Value	Magical property if any
1	200GPV	300GPV	none
2	300GPV	450GPV	none
3	100GPV	200GPV	none
4	none	300GPV	as Cloak Of Protection +1
5	600GPV	800GPV	proof against normal small missiles
6	none	300GPV	none
7	200GPV	400GPV	as a Cloak Of Missile Attraction §
8	none	500GPV	allows the wearer to levitate *

Pin and Garment Values

of perfect blue-white diamonds valued at 1000, 1000, 750, 750, 750, 500, 500 and 500.

Remember that Iskibish is wearing a **Ring of Spell Turning**.

31. Bedroom

2nd in command High Priest Essibell. Night 85% Evening 70% Day 10% Afternoon 40%

The room has a solid wood reinforced with iron(break down door at -20%). The lock is complex (-7% to lock pick) but not trapped. The room has three 2x3 foot windows with three vertical bars on each. There are shutters on the outside of these windows which have two small hooks to secure them. Esibell usually has the shutters open and enjoys looking outside at any hour she might be awake. The room as a coal brazier in the North West corner and it is usually lit at night for indirect lighting of the room. If she wishes to read she will cast a *light* spell.

The room has a large well-made table (100 GPV) and four armed and leather padded chairs around the table (85GPV each). There is comfortable padded chair, ottoman and side table by the middle window (105GPV chair, 60GPV ottoman and 25GPV side table).

She has a library of twenty books on a shelf on the south wall. These books are fiction and tell stories of great love and adventure. The books are worth 20+1d20 GPV each. None are magical.

Her bed is oversized with four down pillows and a good quality yellow brown wool blanket (20GPV each pillow, 35GPV blanket). She has a decanter of imported (Keoland) whiskey with a 1 liter sealed back up bottle. (20GPV for the unopened bottle)

Essibell has a two scrolls under her bed: **Scroll 1:** Cure Serious Wounds*3 and **Scroll 2:** Heal.

32. Hallway

There is a chair and a cot here. Iskibish often sleeps here when Partamin retires to go to sleep. Partamin can signal Iskibish that he is going to bed. (See room 33)

33-34. Chief High Priest Quarters

Partamin night 95% (90% of the time in bed asleep), evening 85% (90% of time working on something in his study - reading, writing, praying or studying), day 15% never in bed, afternoon 25% never in bed.

33 is a study and workroom, 34 is Partamin's bedroom

The study has an iron door which has a *Glyph of Warding for Death* § just inside of the door. Anyone walking over the Glyph without saying "Rysul" must save vs. death or die, save equals 3d8+3 damage anyway!

The door has two locks, both complex (minus 10% to pick) and both must be opened to enter. The locks must be opened bottom lock first. Failure to unlock in the proper order sets off a Magic Mouth says (loudly and twice); "No stupid, the bottom one first!" *Dispel Magic* vs. 12th level magic can remove the mouth.

This entire room is lit by a half strength *Continual Light*. It is the quality of a lightly cloudy day, fairly bright but not like the near sunlight of a full strength *Continual Light*.

Any cleric can be taught to diminish the intensity of his own *Continual Light* or *Continual Darkness* spell. The cleric must be 7th or higher level to do this.

The interior room is well appointed. Partamin entertains the Duke and other important guests. They are escorted here by Partamin himself, accompanied by Iskibish. The guest(s) is asked to wait at the top of the staircase for a moment while Partamin opens the door. His guests realize that to disregard this request to wait could be a serious breach of more than just etiquette. Even the Duke will wait patiently to be called into the room. The opposite procedure is used to leave. Partamin goes to the door, says "Rysul" softly as he gets near the door, and opens the door for his guest to leave. He can ask the guest to find his own way out, of course, which would be rather damaging to the guest! When the Glyph discharges if it is gone until it is put back in place.

There is a large (seven by eleven foot) imported (Keoland) black carpet that is decorated with half-moons, shooting stars and individual nine pointed stars of various sizes (2000GPV) There is a large polished mahogany table with large carved legs (300GPV) and five padded leather arm chairs, the one at the head of the table (facing the door) has a taller more ornate carved back. (100GVP x4, 175GPV). A large work table with a

tall stool and a chair are on the east wall. Partamin uses this table for writing.

A bookshelf is on the north wall. It contains 100 books, three of which are magic (#34 **Book of Evil Casting** §, #71 four magic user spells are in this one hundred page book on gardening (page 44 *Magic Jar*, page 57 *Teleport*, page 77 *Stone to Flesh*, page 99 *Limited Wish*), #87 has three clerical spells in this one hundred page book on baking bread (page 33 *Raise Dead*, page 71 *Blade Barrier*, page 89 *Word of Recall*). These spells in the last two books can be read and memorized or cast from the book **without** removing the spell permanently, but only by spell casters of the appropriate class and level. *Detect Magic* will help find these books but if the spell is thrown at the entire book case all will radiate magic, not the specific books. Either the books need to be scattered about and then magic detect for, or each book has to be touched, one at a time, with *Detect Magic* in effect. Otherwise the spells will only be found by reading. Note that the *Book of Evil Casting* does NOT radiate magic but does radiate evil.

Books 1 to 28 are about snakes and lizards and have drawings of many types. There is a discussion of venom in books 11, 12 and 13. Books 29 to 43 are about gesturing and speaking during spell casting and prayer. Book 31 talks about ventriloquism. Book 37 and 38 talk about projecting the voice to a group of listeners. Book 44 to 70 are about plants and their care. Book 51, 52 and 53 talk about plants that can make a person sick if the fruit is ingested, book 54, 55 and 56 talk about plants that can be boiled to make various poisons. Book 72 to 100 are stories of events and adventures. They seem to be filled with braggadocio and overelaboration and seem likely to be exaggerated and false but they read reasonably well. They are valued at 20+1d20 GP each.

There is a small barrel of fine imported wine (20GPV) with six crystal goblets (15GPV each).

The bedroom takes up most of the south wall. There is a room for a night table on the east wall and for an narrow secret door next to the west wall. This secret door can be detected from this side or from the balcony side but can only be opened from this room.

The bed has a large comfortable mattress with six stuffed down pillows and an embroidered wool blanket with a silk underside (pillows 20GPV each, blanket 60GPV).

There is a large comfortable leather chair next to the window where the High Priest can read. He often looks out of the window to courtyard and beyond toward the Trollheim Mountains that he can see in the distance.

On the east wall, near the bed, is a two prong fork that is eight feet long and meant to be used as pole arm. The

prongs of this fork is coated with a thick gummy poison that renders a victim paralyzed for 4d4+4 rounds if that person fails a save versus poison.

35. Balcony of Main Temple Room

The balcony is supported from below by twelve 13' tall pillars. The balcony forms a U shape and extends over a part of the first row of benches below. There is a substantial, well anchored twelve inch brass rail around the edges of the balcony that would easily bear over five hundred pounds of weight.



Along the north wall of the balcony there are individual chairs. A large padded central chair and two smaller padded chairs on either side of it. They are covered in honey yellow leather; the legs look like snake bodies and the foot of each is a snake head. The arms are snake shaped and the adornments on the back of each chair ends in the head of snake with its forked tongue protruding. The chairs are valued at 500GP for craftsmanship with the center chair being worth 600GP. There is a round metal shield behind each chair (the center chair's shield is of +1 magical quality). Each shield is yellow brown in color and has a snake tongue emblem emblazoned upon it. The three chairs are on a six inch high dais.

These chairs are reserved for the Duke, Duchess, his son or one or two advisors of at least 5th level. No one else would dare sit there. If the Duke is present all in the room will remain standing until he sits down. He is the only person who need not stand during the service. Everyone else will follow the direction of the High Priest performing the service.

The east and west balconies have two benches each that have the capacity for seating a total of sixteen people. The benches are not anchored to the floor.

During a service at least one or two fighters with a missile weapon are seated at the far end of one of the two wings of the balcony. If there are two there is one on each side. Their weapon will be ready for immediate use (thrown or fired).

A secret door can be found on the north wall (into room 34) but there is no trigger to open the door on this side. *Knock* will open it.

36. Guardian Room

Wraith, non-corporeal, 5+3HD, AC 4, hit by silver for half and magic for full but no damage from ordinary weapons, 1 attack for 1d6 damage and drain one level of experience. Move 360/720, HP 37.

The three High Priests can command the wraith and with their protection another living figure or two can be allowed up the ladder to the 3rd level or into the next room. If a prisoner is taken and is to be executed the person will be tied the wall in room 37 and then the wraith will be allowed in to take his life force and drain him of his life levels. The corpse is then beheaded and burned so a lesser wraith, under the command of this one, will not arise.

The staircase has a door at the top of the stairs. The lock for it is on the staircase side. There is no keyhole on the room side.

The room has no furnishings but has six throwing two prong forks on hooks on the wall. There is a ladder going up to a trap door and a solid iron locked door. The door to this room has a one inch clearance beneath it so the wraith can move between these two rooms freely.

37. Pentagram Room

The iron door has a complex lock (-5% from lock pick rolls). It can also be barred from inside. Bashing it, even with hammers, will have little effect until 60 points of damage from figures with 17 or higher strength is registered.

The room has a yellow, red and green wool prayer rug with the snake pentagram symbol in each corner. Each symbol has a 500GPV diamond woven into the material of the rug. It is magical but not evil. A cleric who prays to Syrul from this rug will cut off 3 minutes per level of each and every spell he/she prays for. Thus all three high priests are eager to use it when they need to pray for a number of spells. As the cleric rises from prayer a *prayer* spell will protect him or her for fifteen minutes for every spell level prayed for on this rug. [One 5th level spell and one 4th level spell would normally take $9 \times 15 = 2 \frac{1}{4}$ hours will take 1 hour and 48 minutes and the cleric will have a prayer spell in effect for $2 \frac{1}{4}$ hours.] Another cleric of another faith (any other faith) who kneels to pray on this rug will teleport to the north east tower of this complex. If the Horned Devil is present the melee will begin immediately. Rug 7,500GPV but only to a Syrulian cleric, to anyone else it may be worth 3,000GP.

Painted on the far west portion of the floor of this room is a **Circled Snake Pentagram** §. Just outside of the circle, at the snake head points, are five hold candle holders (one at each apex) holding a honeycomb candle (450GPV each

candle holder). The candles do not have to be lit but if they all are then the person standing in the pentagram may call out and speak to someone in or near another such pentagram within three miles. {There are two such pentagrams, one in the wizard tower on the north hill and one in the Duke's castle.} There must be someone present to hear what is said so communication is not guaranteed in this manner. The other person must step into the pentagram to join in the conversation or it remains one way.

By speaking the name "Syrul" as a command, not part of a sentence, the figure in the pentagram will teleport to one of the other two pentagrams in range. The person can say, as the very next word, "Castle" or "Tower" to specify which of the two locations he or she is going to. The teleporter can take only one living figure per teleport. It 'resets' itself in one full round for another teleport. Up to five teleports may occur in one week. Arriving here does NOT use up a teleport 'charge'.

The wraith cannot speak aloud or use the teleport device.

The door to this room has a one inch clearance beneath it so the wraith can move between these two rooms freely.

Third floor

38. Spy Room

The trap door to this room can be barred. The bar is next to the trap door.

The north wall has two small arrow slits which show in the temple as two inches wide and twelve inches high. However, they are very difficult to see from the temple or balcony if there is no light in this room. The inside of the arrow slit is tapered and allows a greater degree of freedom of sight. An arrow or crossbow bolt could be fired from here into the temple or the balcony but the DM must examine line of sight carefully. The slit is too small to effectively aim and throw any hand held weapon. Of course someone in this room can easily overhear normal conversation from the floor below said in full voice. Whispers would be impossible to understand though some sound (like mumbling) might be heard.

There is a large door in the middle of the north wall which allows the statue overlooking the temple to be cleaned or replaced. The stand holding that statue has a recess six inches deep allowing the feet of the statue to be more firmly secured. The statue of Syrul has a thin solid cord around her neck and it is attached to a hook just above the door. This prevents the statue from falling forward onto the altar below under normal

circumstances, even during a mild earthquake, were one to occur. The cord is just thin rope so it can easily be cut.

One of the high priests may allow a fighter (4th or higher level) access to this room during a major ceremony. The fighter could then fire at someone in the main room. The best shots are at targets in the balcony. Shots to the floor below are at -2, they are just too difficult to line up and aim with best accuracy.

There are two long bows with two quivers of twelve arrows each on the wall next to the arrow slits. On a table near the eastern wall (the ceiling to this room is slanted at a 30 degree angle to conform to the roof) are a light crossbow and a pouch of twelve bolts. There is a spare string. The crossbow has to be cocked. Also on the table are a candle holder and an eight hour candle.

On the south wall of the spy room is a wooden ladder to a trap door in the ceiling. The bottom of the ladder has a crate behind it to keep it about sixteen inches from the wall. The crate is empty.

39. Observation Octagon

The trap door can be bolted from inside of the room. At the top of the ladder there is a six foot length of rope attached to the middle top rung of the ladder and the other end is looped on a hook next to the trap door. This rope would allow a person who climbs up the ladder to pull it up after him/her. It also allows the ladder to be lower down again and braced against the crate then lay against the wall. The rope would allow the ladder to be hung over the side of the upper tower to keep it out of the way. There is a large protruding spike on the south side of the hexagon where the rope loop can be hung and the ladder dangled down the back side of the building.

The small observation tower is hexagonal with eight five foot tall crenels. There are groove marks on the crenels with marker numbers carved into them. These grooves can be lined up for sunrise on the mornings of the equinoxes and solstices. The opening between the crenels goes all the way to the floor of the octagon so there is not much missile protection. The tower is used to observe the heavens and not to defend the temple. There is a sturdy chair with an inclinable back where a person could partially recline and observe the night sky. A large closed but unlocked chest contains a tinder and flint, parchment and ink, four torches, a bull's eye lantern and three small flasks of oil (burning time 12 hours per flask). The top of this tower can be seen from the castle and signal fire set here would stand out plainly. On the outside of one of the north crenels there is an iron basket containing straw and some dry leaves. It is covered by a wooden lid to keep the rain out. The lid can be removed and hung by a

rope. The contents can be lit to produce a larger brighter flame (that would burn for about an hour).

Lower Level

B1. Entry Chamber, Waiting Hall, Guard Post

The stairs from the first floor open here. A torch sconce is at the base of the stairs with a new torch in place (torch burns for about 2 hours [roll 2d20: an even die total adds to two hours while an odd total subtracts from two hours]). There is a table and chair and three two prong forks. The site is usually not manned with anyone. Two doors lead out. The back door (east wall) leads to a long wide corridor. There are seven Ghouls, HD 2, AC 6, 3 attacks 1d3*/1d3*/1d6 (*paralysis from claws only not from bite), limited immunities to spells that affect the living but not the undead like *Sleep*, *Charm Person*, *Suggestion* etc. HP: 15 14 14 13 11 10 10. (5th level clerics turn these automatically, 7th level can automatically command). If there is a service to Beltar in room B3, the ghouls are herded into room B4 where they can be released if someone were to break into the temple. They can be held back against the west wall but this really requires two 5th level clerics since command only get 1-12 at a time one 5th level cleric might not get them all. In theory even two clerics might not control all seven of them but that would be quite rare. The clergy could back out as quickly as possible and lock the door to try again in a turn or two.

B2. Burial Room & Crypt chamber

Along the east wall there are ten crypts in two rows of five each. # 1 to 4 had their seals broken long ago and inside will be found the scattered remains of four bodies dressed in decaying black robes (Celestian clergy). The silver trim has been ripped off and the fact that some fingers are off suggests that rings may have been taken off the bodies. The Syrulians decided not to totally remove the remains from these four crypts.

#5 to #8 is sealed with yellow-gold sealing wax and bears the symbol of the Snake Pentagram of Syrul. Each seal has curse that will be visited upon the person opening the crypt (no saving throw). For seventy two hours that person must tell the absolute truth and withhold nothing if asked a question. The cursed figure will give up any item asked for in a direct manner unless it is an aligned item (then a save vs. magic is permitted) or if the item is +2 or better in enchantment (or the equivalent – valued at 10,000 or more GP) (then a save vs. magic is permitted).

Syrulians do not bury their dead with magic on them, ever. So opening the crypt will only reveal bodies buried

in appropriate vestments (decayed). #5 and #8 have gold pins displaying snake pentagram worth 200 and 300GP each. [Aside: many religions view grave robbing as a major alignment offense especially for clerics. Atonement may be required to regain spell casting powers of a cleric of some religions who would be so foolish as to advocate a grave robbery. Just being present is sufficient to cause removal of the ability to cast spells!]

Crypts #9 and #10 are empty



There is a large stone table in the center of the room with a chandelier holding nine eight hour candles above it. The chandelier is on a chain tied off at the side of the room so it can be raised and lowered. Bodies are prepared here for burial. Syrulians disembowel the dead the burn the removed contents. There is no ceremony involved, it is just done.

Seven iron knives can be found on a shelf next to the door. They are used in the body preparation. There is also some paste make up and both incense and fragrant oil to cover the stench. Syrulians encrypt 7th and higher level clergy and do so within three days of death whenever possible.

B3. Chapel of Beltar

On the east wall there is an altar on a three step dais with a painting of Beltar in type V demon form. She is seen to hold six swords. The painting is worth 500GP. On the stone altar are a shallow gold bowl (150GPV) and a wavy blade iron dagger. There are two gold candlesticks (150GPV each) with an eight hour candle in each.

In front of the altar are four long benches that can hold five people each. There is a staircase going up to the 2nd floor. The staircase ends with a door that can be locked from either side and barred from this side.

Services to Beltar were once held here, but none have been held since the Beltarians built their own shrine about twenty years ago.

B4. Storage

Along the south wall there is a storage room with shelves, but only broken pottery pieces and shards of glass remain here. It was pillaged long ago, and never cleaned up and reused. Note the Secret door to connecting passage complex. In the time of Celestian this secret door let to a stairway outside of the wall. The Syrulians filled in the stair and added other passages when they built the three outer buildings.

B5, B6, B7 & B8. Old Bedrooms

When this temple was used by Celestian, 60 years ago, these rooms were for minor clergy and servants. The rooms still have the old beds and chests in them but the material is old and not clean. The cloth items have begun to decay. Anything of value in the chests and hanging on the walls was taken or broken.

However, in room B6, under the old bed frame, there is an etching of the holy symbol of Celestian, a two foot diameter circle with seven stars. There is no aura of magic because it is masked from any evil spell caster who seeks it. *True Seeing* or a *Detect Magic* by a 16th level spell caster could find an aura here. Curiously the high priests have never used a *True Seeing* spell on these old rooms and they are not high enough level to get past the masked aura of magic.

If a good person (not just good tendency) stands in the circle (deity does not matter just alignment) the person will meld down quickly into the stone and vanish in two segments. While in this mode sound will not escape from the circle so if there is someone else in the room that person, if not watching the circle, will not see or hear him/her vanish! The person reappears in the Celestian Holy Room. This teleporter will function up to seven times per week for seven persons of good alignment.

Celestian's Holy Room

This room is unknown to the Syrulians.

This ceiling of the holy room is 36 feet below the floor of the first basement. The dwarves had to tunnel downward removing all of the dirt and rock and leaving it temporarily in the hole for the first basement. The high priest was very careful to keep as many as he could away while the dwarves were doing their delve. It took them five weeks to get down 36 feet. Now they had to dig and construct a room shaped like a heptagon. Each outside face of the heptagon was exactly ten feet. The height of the room is eleven feet in the center of the room and nine

feet at the edges so that there a slight dome effect. The dwarves had to lay a foundation, build the walls and put in a ceiling without pillars. A difficult task but the dwarves did six of the seven facets of the room leaving only one where the channel from above entered the room. Four dwarves took the materials needed down into the room. They had etching to do, gems to place and a special altar to build. Seven chairs were lowered down into the room while the wizard threw magic spells at the etching and its gems. When he was finished and the Teleporter was confirmed as working the dwarves sealed the room except for a roughly eight inch circle in the roof so air could get in. Once they finished this room (a one year process) the magic user let them teleport out one by one. Now they had to build an air pipe in the 36 foot deep hole that would finally make its way all the up to the top of the temple roof! This air hole then is almost 60 feet long. While it has been noticed once or twice no one has thought anything of it and it remains open. The dwarves filled in the rest of the long deep hole and finally the foundation floor of the first basement was laid. Some people saw a hole in the center of what would be the first basement but questions were evaded and no one was allowed to examine it.

The heptagonal room has seven gems (to represent seven stars) in each section of the heptagon. There is one gem in the each face of the polygon at ceiling height; a diamond, an amethyst, a sapphire, an emerald, a topaz, a jacinth and a ruby. These gems make the entire room a teleporter! To activate the teleporter out of the room all a person needs to do is to put both hands on one of the seven faces of the heptagon and he or she will teleport to a small clearing in the forest one mile south of this temple. People in this Holy Room can only teleport to that clearing and not back up the teleporter in room B6 above. The teleporter can function seven times in one week, once for each face.

These gems are worth 1000 GP each but to remove one will break the teleporter explosively (3d12 + 6 damage with no saving throw)}. The really bad news at this point is the fact that his basement is thirty six feet below the first basement and the teleporter is the only practical way out! Digging is folly since the original dig is gone.

The arrival room (heptagon) is lit by *Continual Light* that has deteriorated to about half normal intensity. The air is stale but breathable because of the long chimney up to the roof of the temple. When people enter the room the ventilation will be challenged as time passes. But seven people could easily be here for a full day before the limits of the air exchange would be seriously compromised to the point where breathing would be difficult. If people cannot figure their way out or if they damage the

teleporter mechanism they will starve eventually. They might not suffer too much as they would begin to pass out due to lack of oxygen after 3 to 5 days anyway.

Heptagon Room Detail

There is a circular obsidian glass altar in the center of the room. It is made up of a two stair dais also made of obsidian glass. Facing the altar are seven chairs in a semi-circle, one of them having a slightly taller back and arms. If a Good cleric kneels at this altar and prays to his or her god (it does not have to be Celestian) three objects will appear on the altar. They can be used by any good cleric, ranger or paladin. The items will not function for any other class regardless of alignment.

1. Silver Ring of Chill §
2. Silver Rod of Meteors §

3. Silver Horn of Summoning §.

The dragon summoned by the horn, Crestabiral, was given to Celestian by Bahamut two centuries ago. The dragon carries NO treasure. If the party attacks the dragon it will kill the person with the horn ... first.

Crestabiral will not fight to the death and if he takes half damage he will fly away for reinforcements! Woe is the party with Crestabiral on their trail. He has many allies of metallic dragon kind to say nothing of a few good neutral deities he can call upon for aid. If the horn is still with the party after they attack him he will never stop until he has the horn back. Recall that he has the ability to polymorph into various human forms as needed.

When the three objects are found the good cleric will have a mental image of touching the walls with both hands (telling him the way out). Hopefully he or she will realize what he has to do.

(239) Fane of Pyremius

Adventure Introduction

DM: General notes on the fane and its buildings, please read all of it before playing.

Building Complex

The Fane of Pyremius is composed of five buildings. It was constructed twenty years ago to replace a smaller church and barracks which were dismantled for their stone and to clear the way for this complex.

Each building has these characteristics in common. They are all basic squares and entrances and windows (or arrow slits) are in the corners of each square. The basic square has an outer straight wall that is topped by a pyramid shaped roof. The outer four pyramids, positioned like the four outer pips of a five on a six sided die, have walls that are ten feet high and roof slanted at about 30 degrees. The innermost pyramid has twenty foot walls and a roof slanted at about 45 degrees. The top of each roof has a square chimney like opening that has a flame burning in it. The flames flicker and climb to a height of about three to five feet above the edge of the chimney. They burn constantly day and night. They cast good quality light with the central area being quite bright

since it is lit by all five pyramids. (DM: these are minor Fire Flames, semi minor Fire Elementals, see L5C for complete details.)

There is a ten foot stone wall built from outer pyramid to the next outer pyramid. From outside the viewer sees a ten foot octagon with pyramid shaped roofs in the center of the long walls.

The four outer pyramids have an inside square corridor that goes all the way around the inside. The corridor formed by the inner walls is thirty inches wide. A small figure like an elf or a halfling or a human who is five foot eight or shorter can run down the corridor while exercising some care to not bump into either wall. Larger figures will have broader shoulders and larger hips run the risk of scraping the walls as they move. Six foot tall or taller figures will engage in melee at a disadvantage due to the tightness of the corridor. Consider them at -1 to hit and damage unless a thrusting weapon like a spear is being used. Armor class dexterity bonuses are also harmed due to inability to jump from side to side. The smallest of figures, thirty six inches or smaller, can still move about and gain their dexterity adjustment. As they get larger there will be a percent chance that the dexterity bonus will be lost. 4% per inch of height over three feet

would be a reasonable adjustment downward adjustment of the dexterity bonus. So someone 3' 7" would have 28% chance to lose his/her dexterity bonus on a round to round basis. Either there is a bonus or there is not so do not differentiate based on the actual dexterity score.

The four small pyramids have two small 3x5 inch open windows nine feet up each outer wall. This would put the windows in the corridors that surround the perimeter of each pyramid. There is a pair of 3x24 inch arrow slits at the end of the outer corridors.

During the day a small amount of day light comes in these windows. Early morning, late afternoon and overcast days afford little day light but still, if one's eyes become accustomed to the light a person can see down each corridor well enough to move. The small peek holes in the doors afford a bit more light and the arrow slits at the end of all of the outer corridors let more light in.

At night the arrow slits afford no light unless some fire light comes in from one or more buildings that surround the fane. All the arrow slits face out of the pyramids. The small windows on the two corridors inside of the complex get a tiny amount of light from the fire elemental on the roofs of the next pyramid. The windows on the external corridors of each pyramid may get some town light but generally are quite dark.

On the roof of the four smaller pyramids there are two small ten by ten inch windows that have opaque glass. The windows are on the face of the pyramid facing the center pyramid. The glass is three inches thick and could be broken by a solid hit with a hammer, sword pommel, butt of a spear, etc. However the opening is too small for a figure to climb through. These windows do let in some daylight in the select rooms where the windows are located, 26, 37, 38, 47, 48, and 57. At night the light from the central fire on top of the central pyramid would allow some limited light into the room below. The room would be dark but once a person's eyes are accustomed to that light a few things could be seen.

Fane Visitors

Supplicants

Anyone who wants to do business with the temple will arrive at the front gate and pull the bell cord during the posted hours. A minor cleric or guard will arrive carrying a torch (usually between 2 to 5 minutes). He or she will listen to the request and go speak to a superior.

{Only the Duke, his major henchmen or a high priest from the Fane of Syrul will be admitted immediately.}

Worshippers

A service is held every Moonday at Noon. The congregation will gather outside of the gate starting around 11AM. A priest carrying a torch will appear a few minutes before noon and admit worshippers into the inner gate. Once the outer gate is closed behind the first group of 7 to 10 people the 2nd gate will be opened by a second cleric or guard. Typically there are one to three groups of people (5 to 20 total). Many worshippers will arrive with a torch that they will light at the gate.

The cleric(s) who comes to the gate may ask a stranger(s) to confirm his/her alignment. Pyremius worshippers are primarily evil with a small lawful tendency. While a potential visitor / worshiper can decline the invasion of their privacy, that person will not be admitted either. They will be sent away and be expected to leave the area completely before the first gate is opened. {Note: a cleric of Pyremius can show his "Waves" (see below) in lieu of submitting to a Detect Evil or Know Alignment.

Services

There is a block of stone that is one foot tall and three feet wide and deep used by the officiating cleric to stand upon during "The Giving of the Flame", sermon and final blessing. This process takes ten to fifteen minutes. The block of stone is in the gate courtyard (#3). The parishioners, once admitted through the gates (#1) gather in the open area of the courtyard facing the priest, not beside or behind him (behind him would be in front of #41 or #51). Simple wedding and coming of age ceremonies are performed here as well.

A more prominent person's son or daughter might have a marriage or coming of age occur in the main temple.

A complex service is held at midnight on the 1st and 3rd Moonday of the month inside of the temple itself (#64). Few are admitted to this ceremony. Clergy who have gained a level of experience are confirmed at one of these services. The cleric may invite a friend or relative to his/her promotion ceremony. A lower member of clergy conducts the promotions of 1st, 2nd and 3rd level clerics. 4th and higher level clergy are officiated by the highest level priest.

Roster of Clergy & Guards

Note: "Pyremius Chain" (see foot note under #201 – special properties if attacked by Heat Metal, Freeze Metal, Fire Ball, Cone of Cold and similar attacks.)

Guards

All guards wear capes of red, orange and yellow colored material that resemble a burning fire.

Fighter *Zebble*, Ec, Lv 4 [Pyremius] s17 i12 w13 d16 cn15 ch12 HP 31 Pyramid Southwest (57), **Pyremius Chain Mail & Fire Shield** §, AC 0/2/5, Purse 42GP, 30SP, Rubies 50 50 50, long sword, dagger, and light crossbow with 12 quarrels

Cook aLv 3 / Fighter *Ollius*, Ne, Lv 2, [Kord] s16 i8 w12 d12 cn15 ch8 HP 18 Pyramid Southwest (56), studded leather armor & shield AC 6/7/7, Purse 20GP, 3SP, Ruby 25, long sword, dagger, and light crossbow with 12 quarrels

Fighter *Quesit*, NE, Lv2 [Pyremius] s14 i10 w12 d15 cn17 ch11 HP 22 Pyramid Southwest (58), studded leather armor & shield AC 5,6/7, Purse 18GP, 22SP, Ruby 25, long sword, dagger, and light crossbow with 24 quarrels

Fighter *Ogomo*, Ne, Lv2 [Pyremius] s15 i11 w12 d13 cn15 ch10 HP: 20 Pyramid SW (56), studded leather armor & shield AC: 6/6/7, Purse 13GP, 8SP, 8BT, 4BP, long sword, dagger, and light crossbow with 18 quarrels

Fighter *Bengus*, Ne, Lv1 [Pyremius] s16 i14 w16 d16 cn11 ch15 HP: 8 Pyramid SW (58). leather armor & shield AC5/7/8, Purse 3GP, 20SP, 7BT, long sword, dagger, and light crossbow with 18 quarrels

Clergy

Note: All clerics inside of the fane complex dress in "Robes of Flame". See **L5C, Kroten Campaign Companion** for additional abilities possessed by the clerics of Pyremius.

Cleric *Baldor*, EN, Lv 9 [Pyremius] s16 i15 w18 d15 cn11 ch10 HP 43, Pyramid Northeast (36, 37, 38, and 39), **Chain Mail +2 & Shield+ 2, Cloak of Flame** §, AC -1/0/3, Purse 3PP 8GP, Rubies 6 * 100, **+3 Flaming Long Sword +3** (aligned NE), four throwing hammers, Pyrotechnics once per day, +2 vs. fire spells and -2 from cold due to his clerical level. **Wand of Fire Balls** (6d8 damage, 11 charges, range 240 feet, discharge 1 segment, In the hands of a magic user the fire balls will do 6d6 damage at a range of 180 feet.)

Spells: Curse, Darkness, Light, Protection from Good, Fear Touch, Cure light Wounds, Silence, Spiritual Hammer *2, Know Alignment, Augury, Hold Person, Blindness, Animate Dead, Place Curse, Pyrotechnics, Poison Touch, Tell Lie, Cure Serious Wounds, Flame Strike

Baldor knows that Egglo (#407) is really an Ice Devil. He learned this information two months ago, but is now sure what to do with the knowledge. He is considering tell the Duke, although the Duke is well aware of whom Egglo really is.]

Cleric *Zebbigar*, EN, Lv 5 [Pyremius] s12 i13 w16 d13 cn12 ch18 HP 26, Pyramid Southeast (46), **Pyremius Chain Mail & shield, Ring of Protection +1**, AC 3/3/4, Purse 104GP, long sword, three throwing hammers, +2 vs. fire spells and -2 from cold due to level

Spells: Bless, Detect Magic, Detect Good, Cure Light Wounds, Fear Touch, Know Alignment, Hold Person, Spiritual Hammer, Silence, Produce Flame, Prayer

Note: Baldor, Zebbigar and Zebble have keys to the doors of the Temple (61 & 63).

Note: Eastor, Bomar and Yebbinar will each memorize a Detect Evil or Know Alignment spell on Moonday. This spell is used to screen 'strangers' at the gate for that service.

Cleric *Eastor*, EN, Lv 4 [Pyremius] s16 i10 w15 d15 cn15 ch9, HP 18, Pyramid Southeast (47), **Pyremius Chain Mail & shield** AC 3/4/5, Purse 18GP, Rubies 4x10, long sword, three throwing hammers, +1 vs. fire spells and -1 from cold spells due to level.

Spells: Cure Light Wounds, Fear Touch, Command, Light *2, Heat Metal, Know Alignment, Spiritual Hammer

Cook aLv 4 / Cleric *Bomar*, EN, Lv 2, [Pyremius] s10 i11 w15 d13 cn16 ch10, HP 14, Pyramid Southeast (48), studded leather armor & shield AC 6/6/7, Purse 14GP, 32SP, 20CP, 18 BP, long sword, throwing hammer, +1 vs. fire spells and -1 from cold spells due to level.

Spells: Detect Good, Darkness, Cure Light Wounds, Bless

Cleric *Yebbinar*, EN female Lv 2 [Pyremius], s9 i16 w16 d12 cn11 ch17 HP 10, Pyramid Southeast (49), studded leather armor & shield AC 6/6/7, Purse 4PP 18 GP, Rubies 25 25 25, long sword, two throwing hammers, +1 vs. fire spells and -1 from cold spells due to level.

Spells: Cure Light Wounds, Detect Evil, Darkness, Detect Magic

3 Fire Wisps (see fire pots in courtyards)

5 Fire Flames (see square chimneys atop each of the five pyramids)

Entry & Grounds

1. Double Gate

Outside of the gate there is a pull rope. Next to it is a sign.

**We conduct business between 10AM and 4PM.
Do not disturb the meditations of the priesthood
at any other time.**

**Ring once for a petition or request for an audience.
Do not ring again for five minutes.**

Ring twice if this is an urgent matter.

**We will be very displeased if we do not agree with your
sense of urgency.**

See Supplicants, Worshipers and Services at the beginning of this section for details on usual admission to the grounds of the Fane and the opening of the double gate.



Both entry and exit from the Fane occur by opening one gate, letting a person(s) into the area between the gates, locking the first gate, and then opening the second gate. The outer & inner gates are almost never opened at the same time.

The outer gates are a pair of thick wooden doors each 8 1/2 feet wide and ten feet high. They open into the temple. They are barred from the inside and a pad lock holds that bar in place. All clerics and guards have a key to the pad locks of the inner and outer gates.

The inner gates are made of vertical iron bars spaced six inches apart and crossed by horizontal bars that are also six inches apart. The frames of the gates are twice the thickness of the inner bars. This gate is closed with a heavy chain that has a pad lock. The pad lock can be reached from either sides of the gate since a person could put his / her arms through the openings in the gate.

2. Guard House

This small room has a wooden door and a peek hole into the area between the two gates. The inner room is only 4 feet x 4 feet; just enough room for a chair. There is a shelf with a brass horn and an hour glass. On a peg there is a quiver holding a dozen light crossbow bolts.

The guard house is manned by a 1st or 2nd level fighter or cleric from 6PM to Midnight and another will take his/her place from Midnight to 6AM. The guard will walk the courtyard and sometimes travel up path 4, 6 and even 8. To go past end of path 4 he or she must carry a torch aloft or run the risk of attack from the Fire Flame in courtyard 5, 7 and/or 9.

3. Entry Courtyard

The only real feature here is the 1x3x3 stone used for services (the cleric stands on it). There are some parched barely alive thorn bushes along the walls of the two pyramids. The only water they get is from rain fall.

A person in this courtyard can go right or left down the two south corridors. The south western corridor (#10) is trapped and no one from the temple ever goes down it. A good observer will note that corridor 10 is not worn and flattened the way corridor 4 is. To the trained eye it is obvious that corridor 4 is used much more often.

Please read the section on Services above for more details on the gate and inner courtyard.

Two doors open into the end of the courtyard (41 and 51) and lead into the southwest and southeast pyramids. The temple has a colored window protected by an iron grid facing to the south.

4. Southeast Path

During the day the path is not noteworthy. Both ends of the path do constrict because of the pyramid door and window jambs. At night the corridor is lit more strongly by the small pyramid to the left since the wall of that building is ten feet high and the wall of the larger central building is twenty feet high. However there is ample light and the shadows are not very deep. A thief hiding here would be at -10% to his/her hide in shadows percentage.

5. East Courtyard

The Fire Pots

A three foot diameter fire pot is at the entrance to the courtyard. It is a few feet from doors to two outer pyramids and the door of the temple pyramid. This fire

pot burns perpetually not because it is burning fuel but because it is a minor Fire Elemental.

The Fire Wisp will leave the fire pot and attack any life form larger than a house cat within twenty feet unless the figure is carrying an open flame like a torch. Upon sensing the flame it will remain in the pot. One figure with a torch that comes close to the fire pot can allow others to pass safely behind him. The covered figure(s) can move between pyramids or paths or any combination. If the Wisp is attacked the torch is not protection for the holder but it would allow for at least simultaneous initiative on the first roll.

Even during the day the fighters and clerics of this temple, as well as any visitor(s), must be under the protection of an open flame or suffer attack. The Wisp only reacts to the fire not the alignment of the person and does not 'know' the occupants of the temple from anyone else.

During melee' the occupants of the temple will attempt to keep their torches up and burning so that if a Wisp does appear it will attack the occupant's opponent and not himself.

Fire Wisp, 3+3HD, AC: 3, Hit by +1 or better weapons only. One attack for 2d4+2 points of fire damage and a chance, if there is a hit that does 7 or more points of damage, to set combustible clothing alight (a save vs. magic @ +2 to the die roll applies). HP: 27, Intelligence very low (2 to 5)

Wisps take damage from ordinary water in pint or larger size doses. (1d4+1 damage) Cold based weapons inflict double cold damage. (A weapon with Freeze Metal applied to it is "+1" vs. the Wisps. This is good for one HIT and the heat of the flame breaks the magic of the Freeze Metal with a 60% likelihood. If 61 - 100 is rolled the Freeze Metal is still in place for another possible hit.) Wisps take no damage from magical fire or *Magic Missiles*. Lighting does normal damage. See L5C for details.

The courtyard can be used for exercise and weapon training, if a person with a torch or a Produce Flame spell will stand in front of the Fire Flame and protect the people in the courtyard from attack.

There are a few scrub thorn bushes along the walls. A person who does not look before he leaps could land right in the middle of them for 2d4 +2 damage from thorns. Clothing could be torn. A person on the wall could leap over the thorn bushes if he or she is careful and athletic. An old and/or portly person would have to be helped down by someone already on the ground to avoid damage from the thorn bushes.

There is a pillory in the middle of this courtyard where a prisoner (or member of the roster being punished) might be restrained and punished. Typical lashings do 1d4 points of damage per hit and may number 5, 9, 13, or 23 lashes. 23 lashes are often fatal and 9 or 13 might be.

6. Northeast Corridor

Lighting notes see corridor 4.

7. North Courtyard

This courtyard has Fire Pots and thorn scrub bushes, as described in the east courtyard #5.

There are three statues in the courtyard just beyond the thorn bushes. They are of Beltar (left), Weejas (center) and Syrul (right). It is customary for the clergy to pray briefly at each statue on Godsdag.

Anyone cleric or guard who dies inside of the temple is lay in state for one day at the feet of statue of Weejas. Bodies of the Pyremius dead are cremated of course. (See courtyard 9)

8. Northwest Corridor

See #4 for lighting notes.

9. West Courtyard

This courtyard has Fire Pots and thorn scrub bushes, as described in the east courtyard #5.

This courtyard is used for cremations. Dead wood is tossed over the wall periodically so it amasses in a pile. As a worshiper tosses the dead wood over the wall (a sacred act) he or she will say "Burn in Hades" aloud as the wood is tossed. 10% of the time this act will produce a *Resist Fire* spell (which manifests itself on the person by a sudden 'chill') for three hours. As the *Resist Fire* spell ends the person will feel a 'hot flash' of heat for a moment. When the resistance comes to an end the person is to say aloud "Burn in Hades!" no matter where the worshiper might be at that instant. The 'blessing' of this *Resist Fire* spell is never given to a non-evil person. It is not uncommon to see a worshiper of Pyremius carrying a few dead branches and walking to the Fane and tossing the twig(s) over the wall.

10. Southwest Corridor

See corridor #4 for typical lighting conditions.

This south western path is trapped and no one from the temple ever goes down it. The triggers to the traps are lightly buried in the soft earth about four feet from the two respective courtyards. They are designed so that

someone stepping on a trigger will only set off the trap if the person is walking OUT of the corridor and not INTO it. This craftsmanship is not perfect and thus there is a 20% chance that the trigger will be set off while going into the corridor instead of coming out of it. Pressure of at least 50 pounds is required to set off the trap. There are four crossbows along the inner length of the corridor (#10) at the one foot high level. These crossbows fire from the central temple pyramid (see central temple #64 southwest wall)

The DM has to do a little work to see if there is a hit or not. If the crossbow bolts fire while someone is going INTO the corridor then no one will be hit.

If a person comes out and has some one, two or three people right behind them, then there could be 1, 2 or 3 hits! If there is surprise, then there is no dexterity adjustment for potential targets. The person's full armor class may or may not apply. A carried shield will not help. The shot is at the target's leg from the knee to the calf on most people. That area may be covered by a boot or armor or might be bare, so the DM will have to rule on target Armor Class. The attack as if a 4 hit die monster has just attacked.

If there is a hit from the crossbow the bolt will do $d4+1$ points of physical damage. Save vs. poison and save vs. magical fire. If the poison save is failed then the person will take $6d6+6$ points of immediate poison damage and $3d6+3$ more points of damage on the next round unless *slow poison* is immediately applied. If the saving throw is made the virulent poison will still inflict $2d6+2$ points of initial damage and $d6+1$ points of damage on the second round.

If the save vs. fire fails, the cloth worn by the person will ignite. Simple rolling on the ground or pouring water on the fire will only have a 50% chance of success per round. Fire damage is $2d6+2$ per round the fire burns. This fire spreads if not put out possibly setting the rest of the cloth and burnable items carried by the character on fire as well. Magical items might be destroyed or demagicked by this fire! If that happens, the fire will go out immediately. Any magic item touched by the fire must make a save (base required is 12). More powerful items or items that do not burn will receive adjustments. For every Plus on an item over the first plus add that difference to the saving roll. DM may have to rule on particular items as the fire spreads on the victim. If the fire save is rolled then only $d8+1$ of heat damage will be taken and the fire will go out.

The four bolts, even if they miss, will impact against the opposite pyramid wall and they will still burst into the flame. At the worst this will do $1d4$ points of quick heat

damage and will not set clothing on fire. Save vs. magic applies. If the save is made then there is no damage whatsoever from a near miss.

Doors into pyramids are denoted by 21 & 24, 31 & 32, 41 & 42, 51 & 54 and 61 & 63.

Arrow slits are all facing outwards from the four outer pyramids, 22, 23, 33, 34, 43, 44, 52 and 53. #60 and #62 are windows.

Lighting

In the four outer pyramid corridors:

The four small pyramids have two small 3x5 inch open windows nine feet up the outer walls. This would put the windows in the corridors that surround the perimeter of each pyramid. There is a pair of 3x24 inch arrow slits at the end of the outer corridors, a total of eight upper level small windows that are open at all times. They let in air and light as do the double arrow slits at the end of some corridors.

During the day a small amount of day light comes in via these windows. Early morning, late afternoon and overcast days afford very little day light but still, once eyes become accustomed to the light a person can see down each corridor well enough to move. The small peek holes in the doors to the outside afford a bit more light and the arrow slits at the end of all of the outer corridors let more light in.

Take corridor 33-34 as an example of lighting. The sun rises in the east so sunlight comes into the arrow slits (#34) about 40 minutes after sunrise. That sunlight is present till 11am or so depending on the season. The small 3x5 inch windows in the corridor itself let in more light. So that corridor has decent light on sunny or bright mornings. As the day progresses it becomes darker since the sun is now streaming in from the south. However the corridor has day light from both arrow slits and is the best lit corridor during the day. Corridors 31-34 is better lit in the morning than corridor 32-33 since arrow slit 34 gets the morning sun while arrow slit 33 does not. That leaves corridor 31-32 as the darkest during the day. Still there is some light from the upper windows so a person in the corridor could see someone approaching and melee could occur even though lighting is poor. Each of the other outer pyramids would have differential lighting based on time of day. The 20s and 50s pyramids would be better lit after 1PM or later when the sun comes around to the west side of the complex.

The small windows on the three corridors inside of the complex get a tiny amount of light from the fire elemental on the roofs of the adjacent pyramid. The windows on the external corridor of each pyramid may get some town light but generally are quite dark.

North West Pyramid

Outside

Roof Chimney

A three foot square chimney is at the apex of each pyramid roof. This chimney burns perpetually not because it is burning fuel but because it is a minor Fire Elemental.

Even during the day the fighters and clerics of this temple, as well as any visitor(s), must be under the protection of an open flame or suffer attack. The Fire Flame only reacts to the fire not the alignment of the person and does not 'know' the occupants of the temple from anyone else.

During melee' the occupants of the temple will attempt to keep their torches up and burning so that if a Flame will descend from the roof and attack the occupant's opponent and not himself.

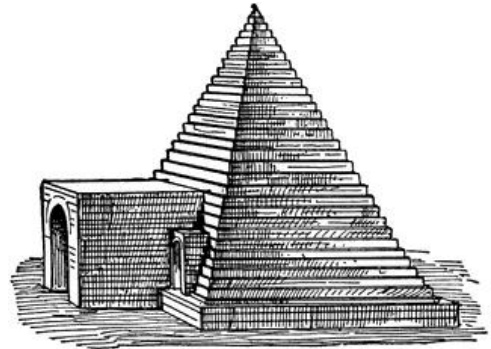
Fire Flame § 6+6HD, AC 3 Hit only by +1 or better weapons, Two attacks for 2d4+2 points of fire damage, plus, if there is a single hit that does 9 or more points of damage, setting combustibles aflame. Save vs. magic applies. HP: 54, Intelligence ranges from 4 to 7. See L5C for complete details.

It will leave the chimney opening on the roof and attack any life form larger than a house cat within forty feet unless the figure is carrying an open flame like a torch or Produce Flame. Upon sensing the flame it will remain in the chimney opening. One figure with a torch can protect two others who are close by (within five feet). If the Fire Flame is attacked of course the torch is not protection for the holder but it would allow for at least simultaneous initiative on the first roll. Flames take damage from ordinary water in pint or larger size doses. (1d4+1 damage). Cold based weapons inflict double cold damage. A weapon with Freeze Metal applied to it is +1 vs. the Fire Flame. Flames take no damage from magical fire or *Magic Missiles*. Lighting does normal damage.

Inside the Northwest Pyramid

Note: passages inside of the four small pyramids are referred to by two numbers, for example: corridor 21-22 is the south west corridor.

Refer back to the lighting of pyramid corridors above.



21. South Entrance

The door is made of iron, and has a diamond shaped three inch by three inch peek hole. There is a torch sconce outside of the door usually holding an unused torch. On the front of the door there is a large brass emblem of a torch head with flames rising from it. There is a door knocker (that sounds quite loudly inside of the pyramid) and a key hole. The door can be barred from inside. It is always locked. The south and east doors of this pyramid have the knockers placed in two different locations which allow the trained ear to tell which door to go to.

21-22. SW corridor

This corridor is trapped with pressure sensitive trigger stone in the middle of the walkway. It is 45% likely that a person walking normally will step on the stone in a regular stride. Therefore one person might step over it but the 2nd or 3rd in line trigger it.

The trigger stone releases a splash of acid from the container over the corridor (the container is filled periodically from the large common room). About a quart of acid will splash the person walking below. If another person is close (within 5 feet) there is a 25% chance that person will receive a bit of the acid as well. The acid will do 3d4+4 damage to exposed flesh and can eat into clothing and exposed armor. If the acid is not diluted with water on that or the next round items should save vs. acid or be destroyed or damage (DM will have to rule). If a save vs. acid is made no item will be permanently damaged and superficial damage will be 1d4. A person in front of the person who triggered the acid will take 2d4 or 1d4 damage from the splash and no item damage. A person behind the person who triggered the acid will take 3d4 or 1d6 damage since he/she is

walking into the splash as opposed to walking away from it. Item damage should be minor and only if the save is failed. Minor acid damage would include discoloration of a garment or worn piece of armor.

21-24. SE corridor

There is nothing exceptional in the corridor. Recall the small 3x5 windows high on the wall for lighting.

22. West Arrow Slit

There is a stool in the corner here that can be centered so someone can sit and look outside. A number of the occupants will take a few minutes of their day to sit on the stool or stand and look outside for the pleasure of it, not as part of any formal duty.

23. North Arrow Slit

A quiver holding a dozen light crossbow bolts is hanging on a peg. There is a stool here as well that can be moved in front of either slit or stored in the corner of the arrow slit.

24. East Door

The door is made of iron, with a diamond shaped three inch by three inch peek hole. There is a torch sconce outside of the door usually holding an unused torch. On the front of the door there is a large brass emblem of a torch head with flames rising from it. There is a door knocker (that sounds quite loudly inside of the pyramid) and a key hole. The door can be barred from inside. It is always locked.

24-23. NE corridor

There is nothing exceptional in this corridor. Recall the small 3x5 windows high on the wall for lighting

23-22. NW corridor

The center of the corridor has a 30x30 alcove and next to it a wooden door into the common room. The alcove does not contain the door.

25. Inner Entry & Alcove

A person could stand in the alcove out of sight of anyone in the corridor. The door is closed but usually unlocked.

26. Common Room for the Fane

The room is fairly dark at night unless there is a fire in the hearth or unless candles are lit on the two tables. This room has two 12x12 inch opaque windows on the ceiling facing the central pyramid, so some light filters down.

During the day the ceiling windows make it possible to see objects and people in the room, though the light is minimal.

There is a storage alcove next to entry door (by #25). It has shelves of food, candles, tinder and flint and some entertainment items like dice.

The common room has a central hearth that vents next to the chimney on the roof. The hearth has a fire in the evening when people gather for the evening meal. During the day, afternoon and night this room is empty of people. There is a 3% chance that someone might come in to get a piece of cheese or a piece of bread during the day. At night from 3 to all 8 people will be here from about 6PM till about 11PM. One of the two cooks will always be present. The evening meal is the principle source of food so everyone will show up at some time during the evening. After dinner it will be common to have some playing the **Game of 81** §.

Two tables with two long benches on each side are present. On each table are two brass candle holders with a six hour candle in each. (The candle may be burned down to some degree from a prior usage. The fighters and clergy tend to conserve the candles and usually only light one each table.

The rest of the space is open. Food storage, pots and pans and utensils are on shelves along the southeast wall as well is in the alcove by the door.

Along the south west wall there are three stone steps that allow a person to load the acid into the container used for the trap in corridor 21-22. Two bottles of acid are on a shelf almost at ceiling level. They are poured into the container, which holds about a quart of liquid.

Since AD&D is NOT a hit location game we will not go into the effects of acid in the face and hair and eyes of the victim. A DM might wish follow up on the acid effects. I would NOT blind anyone but save vs. acid or diminished vision or at least an hour and considerable discomfort. Make the save and no acid got in the eyes. If the person is bare headed the acid could cause considerable hair to discolor and fall out thus marking the person in the short term. I would NOT horribly scar anyone's face with the acid in any case.)

North East Pyramid

Roof Chimney (see North West Pyramid – roof)

The high priest Baldor has this pyramid to himself. He occupies rooms 37 to 39. 36 is for a guardian.

31. South Entrance

The door is made of iron, with a diamond shaped three inch by three inch peek hole. There is a torch sconce outside of the door usually holding an unused torch. On the front of the door there is a large brass emblem of a torch head with flames rising from it. There is a door knocker (that sounds quite loudly inside of the pyramid) and a key hole. The door can be barred from inside. It is always locked. Baldor has the only key.

31-32. SW Corridor

This corridor has a trap, in the middle of the corridor (*Detect Magic* will find it) there is a Teleporter. It will teleport whoever stands on it (up to three times per week). The arrival location is a small cluster eight large boulders arranged in an octagon. (See Kroten Hill, L5A) for more details) The rocks are on the north side of the hill at mid elevation; about 150 feet from both the Wizard Tower and the Castle. The octagon is an arrival site only. It is not an active teleporter itself. Two people can teleport at one time. Were three people to try to teleport at once one of them would randomly be left behind.

There is a second secret door in Baldor's bedroom (#38) that opens directly onto this teleporter. The teleporter takes two full rounds to "reset". So if someone teleports the next person must wait for two full rounds to pass before the teleporter will function again

31-34. SE Corridor

Nothing of Note

32. West Entrance

The door is made of iron. The door has a diamond shaped three inch by three inch peek hole. There is a torch sconce outside of the door usually holding an unused torch. On the front of the door there is a large brass emblem of a torch head with flames rising from it. There is a door knocker (that sounds quite loudly inside of the pyramid) and a key hole. The door can be barred from inside. It is always locked. Baldor has the only key.

33-32. NW Corridor

Nothing of note.

33. North Arrow Slit

A chair and small table are here. It affords Baldor a place to sit and read or write during the day since there is ample daylight from the two arrow slits. He prefers this location in the afternoon. On cold or rainy days he will not be here.

33-34. NE Corridor

The door into the inner pyramid is here. See number 35.

34. West Arrow Slit

A padded leather chair with arms is here. Baldor likes to sit here in the mornings and look into town. He can see from Sheep Hill and glimpse the south district wall and Wall Street next to it. He will be here many mornings (25% chance). He will brew a cup of tea and sit for 30 to 60 minutes. The large mug is often on the floor since he does not always remember to take it with him.

35. Inner Entry & Inner Corridor

There is a door in the corridor that Baldor locks it if he is leaving the pyramid, otherwise it is unlocked. A 25 foot corridor extends away from the corridor door. This inner corridor has four doors in two pairs that are across from one another.

36. Undead Room

The room contains some of Baldor's former guards and fellow clerics. They are now undead; a mixed group of six skeletons and six zombies.

Skeleton 1HD, AC 7, 1 attack for 1d6 HP: 8 8 7 6 6 5

Zombie 2HD, AC 8, 1 attack for 1d8 HP: 15 14 13 13 12 12

They are quite mindless but obey Baldor's commands. There is a door into the next room. If Baldor knows something is amiss he will open the door and have the undead protect him. They have no treasure and the room is bare as well.

37. Baldor's Work Room

This room has one 12x12 inch opaque window on the ceiling facing the central pyramid, so some fire light does filter down. During the day the ceiling windows make it possible to see objects and people in the room, though the light is minimal.

The door to this room is locked and barred from the inside. In the ceiling there is a ladder attached to the south west wall. It leads to a large trap door in the roof. The door swings down and into the room with hinges on the south east side. It leaves a 4 foot by 5 foot opening in

the roof. Baldor, and Baldor alone, can exit this way and not be attacked by the Fire Flame in the chimney on the roof. Anyone else exiting this way (torch or no torch) not in the presence of Baldor will be attacked by the Fire Flame. Baldor often opens this trap door for day light to work by. Since the trap door drop down and on a part of the roof facing the temple it is not obvious from outside of the Fane that the door is open.



Next to the ladder is a large inclined desk that Baldor uses for writing and drawing. He is a decent landscape artist (aLv 7) and can do a reasonable portrait (aLv 5). He works in charcoal and not paints of any kind. In the desk are forty of his drawings. They could easily sell for 30 to 50GP each. This is an amusement he allows himself and is not generally know by anyone but *Zebbigar*.

He also pens scrolls. There are three **Scrolls** in the bottom drawer. 1) *Prayer, Dispel Magic, Speak with Dead*, 2) *Cure Serious Wounds, Tongues, Protection from Good 10' Radius* and 3) *Silence, Speak with Animals, Glyph of Warding* and *Create Food and Water*.

The room has a large comfortable chair and foot stool. Two of Baldor's larger drawings are framed and on the walls (he does not say that he drew them). The floor has an expensive red fire burst rug (350GPV) imported from Keoland.

There is a secret door between 37 and 38. It is a secret door from both sides.

38. Baldor's Bedroom

This room has one 12x12 inch opaque window on the ceiling facing the central pyramid. So some fire light does filter down. During the day the ceiling windows make it possible to see objects and people in the room, though the light is minimal.

The door to this room has a lock on the inside only. Baldor leaves it double barred. He has put in a secret

door between his work room and this room. It is concealed from both sides.

There is a second secret door that opens into corridor 31-32. It opens a few steps away from the Teleporter in the corridor. Thus Baldor can open the door, step out, take two steps and Teleport all in about 8 segments. (See corridor 31-32). He can also go to the outside door or the corridors of this pyramid. He cannot step and out and go toward door #31 directly since the teleporter would catch him as he crosses it.

Baldor's bed is set to true north south (the door to the outside (#32) is in the corridor behind the headboard. The bed is large and comfortable and has wool blankets and down pillows covered in silk (150GPV for all of the bed linens). Next to the bed is a small night stand that contains a **Light Orb** § (see L5C for details) on a small pedestal. It casts excellent light for reading or other activities. Behind the head board of the bed, in the corner of the room, there is a three inch diameter hole that goes through to the corridor at a height of four feet. It allows for air exchange into the bedroom. Because of the bed's headboard in the way someone in the corridor cannot see into the room. A person could hear two people talking of course. Baldor can also hear a loud noise in the corridor or if there is open conversation at the door (#32). If all lights are out in the room and it is daytime (especially in the late afternoon on a sunny day) some light does come through from the hole as well as the light from the ceiling opaque window. If Baldor wanted to look out though the hole he would have to physically move the bed.

There is a writing desk with ink, quills, blank scrolls and some parchment (value 100GP). Inside of the desk drawer is a locked box holding 150GP and eight rubies valued at: 700, 600, 500, 400, 400, 300, 300, and 250. In the bottom drawer are **Potions of Polymorph Self** and **Invisibility**. There are **two scrolls**: *Quest, Commune, True Seeing* and on the other *Blade Barrier, Heal* and *Word of Recall*.

39. Baldor's Study

The door to this room is kept locked and when Baldor enters the room he bars the door as well. If he is cornered in this room he has no escape since there is only one door.

There is a hearth in this room with a Fire Wisp in it. This Wisp is under the direct control of Baldor and he does not have to hold a torch to keep it at bay. He can command it to come forth and fight for him. He keeps the room free of exposed combustible materials.

The room is warm and bright at all times because of the Wisp in the hearth. Baldor reads here at night by Wisp light. He brews his tea here in a kettle that the Wisp will keep hot for him. Baldor usually has some fresh fruit (in season), some nuts or dried meat.

The room has a large comfortable chair. There is also a table and chair. There was a book shelf but the Wisp burnt up all the books during an intrusion a few years before and Baldor has not replaced them.

Fire Wisp, 3+3HD, AC: 3, Hit by +1 or better weapons only. One attack for 2d4+2 points of fire damage and a chance, if there is a hit that does 7 or more points of damage, to set combustible clothing alight (a save vs. magic @ +2 to the die roll applies). HP: 27, Intelligence very low (2 to 5) (See L5C for details)

South East Pyramid

Interior numbers 41 to 49

Roof Chimney (see North West Pyramid – roof)

41. West Entrance

The door is made of iron, and has a diamond shaped three inch by three inch peek hole. There is a torch sconce outside of the door usually holding an unused torch. On the front of the door there is a large brass emblem of a torch head with flames rising it from it. There is a door knocker (that sounds quite loudly inside of the pyramid) and a key hole. The door can be barred from inside. It is always locked.

41-42. Corridor

The corridor has nothing of interest.

41-44. Corridor

Nothing of interest

42. North Entrance

The door is made of iron, and has a diamond shaped three inch by three inch peek hole. There is a torch sconce outside of the door usually holding an unused torch. On the front of the door there is a large brass emblem of a torch head with flames rising it from it. There is a door knocker (that sounds quite loudly inside of the pyramid) and a key hole. The door can be barred from inside. It is always locked.

42-43. Corridor

This corridor is trapped and not used by the clergy. There are two fine trip wires that cross the corridor at a height of ten inches. They are at ten and fourteen feet in front of door 42. A very good light source is needed to spot these trip wires (a torch would not be adequate) Both trip wires go through a tiny hole into Bomar's room. The apparatus for the traps is something Bomar knows better than to fool around with and he avoids the area of his room where it is located. Somehow when the trip wire is broken a small dart is fired out of the wall at the figure in the corridor. The tip of the dart is laced with virulent poison. It may well hit and go unnoticed as the tiny dart is only an inch and half long and weights only an ounce. Normal movement can easily dislodge the dart (40% chance) somewhere. (Roll every turn – sooner or later it will fall out and be lost).

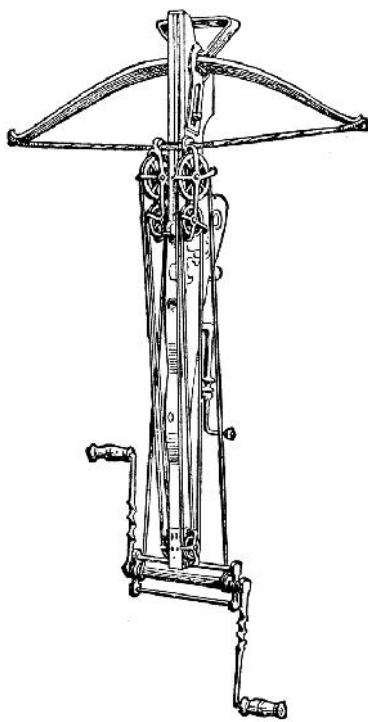
The poison causes withering that will have an onset in 4 to 16 rounds after this hit. Roll vs. the armor class of the person's leg (no shield, no dexterity) as if the attack were from a 4HD monster, so there might be a miss. There is a saving throw allowed vs. Poison. If the save is failed the victim will get a sudden painful spasm as the poison takes effect for 3d4 points immediate damage. This will be followed by racking pain each round and another 1d4 of damage each round for 2d4 rounds! A *Cure Light Wounds* has no effect on this damage or the disease. *Slow Poison* will cut damage by half but not change the duration of the damage. *Cure Disease* will stop the effects immediately and then Cures will work normally. *Neutralize Poison* will also stop the effects immediately. *Cure Serious Wounds* will do 1/2 curing but not stop the poison. *Cure Critical Wounds* will cure 1/2 of the damage and cut the damage duration in half. Heal will stop the damage and cure it.

If the save vs. poison is successful there will still be pain and immediate damage (1d6). Subsequent rounds there will major discomfort for 1d4+2 more rounds and d4 more points of damage per round. Cure Light Wounds will work on the damage but not stop the poison. Note that the same person could set off both trap wires and be hit by two darts!

The high priest has told the clergy to avoid this corridor at all times and Bomar knows a bit more since the mechanism to fire the darts is in his room. Now and then the thief Uggel (from the Kroten Inn #206 in L5A) will come to examine the mechanism to see if it is in good repair.

43. East Arrow Slit

There is nothing of interest in the immediate vicinity. There is a stool tucked in the corner of the arrow slit that can be used to sit and look outside. An occupant may do that for a few minutes during the day for the pleasure of it.



43-44 corridor

The door to the Inner Pyramid is here.

44. South Arrow Slit

There is nothing of interest in the immediate vicinity.

45. Inner Entry & Inner Corridor

The door leads to a corridor with two pairs of wooden doors across from each other.

46. Zebbigar's Bedroom

16x20

He uses a hammock strung between the south west and south east walls from spikes driven into the wall. At the six foot height in the south corner of the room there is a 3 inch diameter hole. Zebbigar can sit up in his hammock and look out of the arrow slit beyond. The hole allows air exchange.

His clothing is in a chest beneath the hammock. There are four pegs next to the door where things can be hung. There is a table, two chairs and a brass candle holder with a supply of six hour candles. Zebbigar has a dozen

books on a shelf on the south west wall. They are leather bound and worth 10GP each. They are stories of evil doings and foul play. He smiles when he reads them.

He has a scroll of three spells: *Light*, *Cure Light Wounds* and *Cure Blindness*.

The chest has a false bottom holding 44GP and three rubies (100, 50 and 50GPV).

There is a small wine rack that can hold 6 bottle of wine. It usually has 2 to 5 bottles. Zebbigar buys good wine only and indulges in a glass a night for five nights in a row until the bottle is empty. His wines would sell for 3 to 12 GP each.

47. Eastor's Bedroom

20x20

This room has one 12x12 inch opaque window on the ceiling facing the central pyramid. So some fire light does filter down. During the day the ceiling windows make it possible to see objects and people in the room, though the light is minimal.

There is a bed in the south corner of the room with a table and two chairs nearby. The North West wall is painted with a series of twelve burning torches of various sizes. Eastor also has tubes of various pigments and a few blank canvases. He has three paintings of decent quality (artist aLv 5) of various buildings in town (would sell for 25 to 30GP each). There is a chest of clothing and four pegs in the wall for hanging items. Eastor likes to paint in his free time and will cast a *Light* spell to give him enough light to paint for 100 minutes. He memorizes two light spells so that he can cast them both if he feels inspired. He has two painting on the wall. One painting is of Baldor. He plans to present it to him in the near future.

Eastor has a pouch of 40GP and two rubies (100 and 50) in his chest.

There is a three inch diameter hole in the west corner at a height of six feet that allows a tiny amount of light in and of course air exchange.

48. Bomar's Bedroom

20x20

This room has one 12x12 inch opaque window on the ceiling facing the central pyramid, so some light filters down. During the day the ceiling windows make it possible to see objects and people in the room, though the light is minimal.

The bed is in the west corner along with a chest at the foot of the bed for clothing. Four pegs on the wall hold additional items. He has a table, two chairs, and a pair of brass candle holders and a supply of six hour candles. In the chest is pouch of 81GP.

Bomar is often visited by Yebbinar who is his paramour. She is likely to be there about 30% of the time in the evening if they are both off duty.

There is a 3 inch diameter hole in the south corner at a height of five feet that allows a tiny amount of daylight in from the hole in the door (#42). If the door is opened during the day more light will come in for the minute or two the door is open. The hole also allows for air to exchange in the room.

49. Yebbinar's bedroom

20 x20

The bed is in the east corner. There is a 3 inch diameter hole there that allows air exchange and day light to come in. Just after sunrise a few rays of sun light come into the room. Yebbinar makes a point of waking early to see if there is sun that morning.

She has two chests of clothing and four pegs to hang additional items.

She has a good quality 3"x5" mirror in the middle of the North West wall. She like expensive perfume and will spend a few gold pieces on an ounce or two of some intoxicating fragrance. She has four such bottles that are each partially full (11, 13, 17 and 20GPV). The aromas are distinctive. She is Bomar's paramour but she also visits Baldor occasionally. Baldor is the one who buys her the perfume.

She has amassed 45GP and has four rubies (100, 50, 50, 25 GPV).

South West Pyramid

Interior numbers 51 to 58.

Roof Chimney (see North West Pyramid – roof)

This pyramid is the living quarters for the Fane Guards, all fighters.

51. East Entrance

The door is made of iron, with a diamond shaped three inch by three inch peek hole. There is a torch sconce outside of the door usually holding an unused torch. On the front of the door there is a large brass emblem of a

torch head with flames rising from it. There is a door knocker (that sounds quite loudly inside of the pyramid) and a key hole. The door can be barred from inside. It is always locked. All five fighters and the high priest have keys to this door and #54.

51-54. Corridor

Nothing of Interest.

51-52. Corridor

Nothing of Interest.

52. South Arrow Slit

Zebble and his two guards make a point of traveling around the corridors of the pyramid a few times a day and looking out of the arrow slits to see what is going on. Recall the town bells ring close to the hours of Midnight, 6AM, 8AM, 10AM, NOON, 2PM, 4PM, 6PM and 8PM. Zebble makes the rounds at 8AM and Midnight. Ollius or Obomo at 6AM, 10AM and Noon, and Quesit or Bengus at 6PM and 8PM. A circuit around the corridors, including stops at the arrow slits, takes about 5 minutes.

52-53. Corridor

The door to the inner pyramid is here.

53. West Arrow Slit

See arrow slit 52. There is a small hole into room #53 that is three inches in diameter and six feet up from the floor. Most will miss it unless it is dark and there is a candle on in the room.

54. North Entrance

The door is made of iron, with a diamond shaped three inch by three inch peek hole. There is a torch sconce outside of the door usually holding an unused torch. On the front of the door there is a large brass emblem of a torch head with flames rising from it. There is a door knocker (that sounds quite loudly inside of the pyramid) and a key hole. The door can be barred from inside. It is always locked. All five fighters and the high priest have keys to this door and #51.

54-53. Corridor

There are a pair of magical Wards here. The guards always travel the corridors in this manner, 55 to 52, to 51, to 54, to 53 then back to 55 and back inside.

The two Wards are ten feet down the corridor after leaving 54 and another ten feet before arriving at 53. The *Glyphs of Warding* have the names Hocus and Pokus

respectively. So the guard walking down the corridor will say aloud Hocus and few seconds later Pokus thus bypassing the two *Glyphs*. The *Glyph of Warding* next to 54 will do 10 points of electrical damage (no saving throw). The *Glyph of Warding* next to 53 will do 10 points of exploding damage (no saving throw) and make a considerable racket. Select items might be damaged by either the electrical jolt or the explosion. Someone within 10 feet of the explosion may take secondary damage (save does apply – make the save 1 or 2 points of damage, fail the save d4+1 points of damage but items will not be harmed). Since the peek hole in door 54 and 51 and open as well as the two pairs of arrow slits the sound could alert someone nearby inside of the Fane compound or near the arrow slits on the street. The sound as far away as the street would be greatly muffled and might not be heard.

The guards know how important it is to bypass the *Wards* correctly, and not because of the damage, but because of the beating they get for triggering the *Ward* in the first place. The punishment is 9 lashes. If one of the four lesser guards is beaten unconscious coupled with the damage from the *Ward*, they will likely die from the lashing unless the high priest permits a cure. Sometimes Baldor is not feeling inclined to mercy.

55. Inner Entry & Inner Corridor

There are three doors in the corridor, two across from each other into the bedrooms of Ollius and Quesit. The doors are locked and can be barred from inside. At the other end of the corridor there is an alcove to the right and the door to the left. Someone could hide in the alcove.

56. Bedroom of Ollius & Ogomo

16x20.

Ollius' bed is in the west corner of the room and Ogomo in the south corner. They have a table and two chairs. On the table there is a brass candle holder and a supply of 6 hour candles. There is a small three inch diameter hole in the corner of the room about six feet from the floor. The hole allows both daylight (from the arrow slit) and some fresh air into the room. Certainly this is not much light but during the day things in the room can be seen and identified. There is not enough light to read by unless you are right next to the hole (which is over the headboard of the bed). Someone sitting up in bed could just read by this light on a bright sunny day, especially in the later afternoon.

Ollius has two books that he treasures. They contain recipes he has written down in two books he got from his

mother. There are about 40 recipes in each book. Another cook would pay 20 or more silver pieces for these. They are basic but still a few are interesting. Ollius has been taught to read and write by the clerics of the temple. He is the only person in the temple who does not pray to Pyremius but he is steadfast and loyal. He prays at the shrine of Kord.

He has set aside seven gold pieces that are held by wax to the underside of one of chairs.



His clothing is in a chest at the foot of the bed and on four pegs on the wall. When off duty Ollius likes to travel into the South Village. He dresses in a grey cloak over his studded leather and carries his sword and dagger. Many do not know where he is employed. He enjoys listening to the music and hearing the songs of the various entertainers in the South Village.

He respects Phaulkon (the father of his god Kord) and might be tempted by a cleric of Phaulkon to talk about the Fane. This would be after he knows the person well.

Ogomo likes to gamble and spends his free time playing 81 or going to out to drink and play dice. His personal treasure ebbs and wanes from week to week. Ogomo is not a thief however and he will not try to rob Ollius but he does ask him to gamble.

They are a good match for each other since both have evil tendencies and are both more Neutral in nature. Ogomo, is not steadfast in his worship and could be tempted to talk about the Fane. He would not want his friend Ollius to be harmed and would defend him before any other person.

57. Bedroom of Zebble

The room is 20x40 and is quite large.

This room has two 12x12 inch opaque windows on the ceiling facing the central pyramid. So some fire light does filter down. During the day the ceiling windows make it possible to see objects and people in the room, though the light is minimal.

The door has a lock and can be barred from the inside.

The bed is in the north corner. His clothing is in a chest at the foot of the bed and on four pegs in the wall. There is a table and three chairs.

He gets along well with Ollius and tolerates Quesit (who he thinks is a bit too cruel and malicious). The southern end of the room is open. Zebble likes to shadow fight with his sword and dagger, and sometimes he and Ollius practice with two wooden knives that he has. His chest has a false bottom holding 34GP and ruby worth 50GP.

There is a 3 inch diameter hole 9 feet off the ground in the two corners of the room facing the outer pyramid doors. The two openings allow for air exchange but almost no light unless one of the doors is opened during the day. He might notice the flash of day light at the opening of the door if he happens to be glancing in that direction.

He often accompanies Ollius to the South Village. The two are more friends than they are sergeant and soldier (though that is their formal relationship).



58. Bedroom of Quesit & Bengus

The room is 20x20.

The door has a lock and can be barred from inside. Quesit keeps it locked and barred when he is inside. His bed is in the south corner. There is a three inch diameter hole in the corner six feet up the wall. It exchanges air and lets in some daylight. He has a chest with his clothing and four pegs on the wall to hang things. He has a table and one chair (no one visits him). On the table are a brass candle stick and a 6 hour candle. If he is there alone he will often have a bottle of cheap wine that he will savor for a few hours then go to sleep.

He does do his job but is not respected by Zebble or Ollius. He spends much of his free time in the various inns and taverns drinking cheap beer and wine, often gambling. His purse may be full or empty depending on his fortunes that night. The only smart thing he does is to leave some of his money in this room before he goes out so he does not gamble and spend more than 5GP in one

night on the town. He frequents the houses of ill repute at least twice a month. Quesit does not read nor write. He is a bad influence for Bengus. Sometimes Quesit goes gambling with Ogomo, but they are not good friends and often separate during the evening with Ogomo returning to the Fane before midnight.

Bengus' bed is in the west corner of the room. He has been in the Fane for only six months and is still learning his companion fighters and the clergy of the temple. He is a zealous worshiper however and is tempted to become a cleric. He has the statistics to do this but the longer he remains a fighter the less likely that will be. He is learning to read and write and has come to the attention of Zebbigar who is coaxing him to become a cleric. Given another few weeks the change of profession will likely occur (85% likely).

Central Pyramid (Temple)

Roof Chimney (see North West Pyramid – roof)

60. South Window

This window is colored with translucent red grass. It is also covered by horizontal and vertical one inch bars that are two inches apart. Someone could break the glass in the 15 by 60 window with a dagger or sword pommel but the bars would not give way.

61. West Door

The door is made of iron and has an 8x8 opening with a grid of bars in the upper center of the door. The opening allows for air exchange into the temple and some daylight. Of course the Fire Elemental casts a large amount of light and heat in the room. The door has a double lock. It can be barred from inside.

62. North Window

This window is colored with translucent red grass. It is also covered by horizontal and vertical one inch bars that are two inches apart. Someone could break the glass with a dagger or sword pommel but the bars would not give way.

63. East Door

The door is identical to the West Door (#61), above.

64. Temple

Along the North West wall

There is an eight foot tall statue of Pyremius centered on the wall. The statue is made of iron and adorned with red ruby eyes (1500GPV each). He wears **Brass Bracers of Defense** that are adorned with seven yellow sapphires each (250GPV each for a total value of 3500GP). The statue holds a replica of *The Red Light of Hades* (Pyremius' sword). The weapon is part of the casting and not separate so there is no weapon to steal. But the hilt is adorned with seven rubies valued at 500GPV each. The statue is magical as well as hot radiating about 350 degrees Fahrenheit. Touching the statue will do 2d6 points of damage. Someone pushed against it will take 4 - 24 points of damage. Being forced to touch the statue or being pushed against it are forms of punishment for wayward clergy; as well as a method of torturing a prisoner for information or just for general agony. "Burn Burn Burn" is chanted during a ritual punishment or torture.

The gems can be pried from the statue one by one but the person doing so will take heat damage as the rounds pass (unless wearing a **Ring of Fire Resistance** or some spell of fire protection). Prying out a stone will take one to three rounds and each such round the person will take one or two hit points of heat damage (unless protected in some way). Anyone taking twenty or more points of damage in this way in continuous rounds (or near continuous rounds – a break of one or two rounds in five is not sufficient) must save vs. magic or run the risk of passing out from the extreme heat. The person has a chance of falling onto the statue (25% likely). If he or she falls at the statue's feet additional damage will accrue at the rate of one point per round until the unconscious person is pulled away (or dies of course).

At the feet of the statue are two branding irons. Both are of a wavy line, the first is three inches long and about 1/4 of an inch wide and the second is four inches long and 3/8 of an inch wide. The very end of the longer wave has a curl at one end. (The branding irons are used to denote rank of the clergy. Each cleric of Pyremius is marked with one wave per level of experience. The larger curl wave used at 3rd, 5th, 7th, 9th and 16th levels.) To a cleric of Pyremius these irons are sacred and therefore worth 100GP each. Others might pay 2GP.

A cleric can approach the statue and take the appropriate iron and then perform the ceremony a few more feet away where he is just out of range of the heat of the incandescent statue. (At a distance of ten feet or more away a person will feel heat but not take damage.) The branding irons may be heated by the Flame Guardian of the room. The iron is brought to the guardian and thrust into his flames. He will bear this since he is not damaged

by it. Only a cleric in full vestments would dare commit such an act however.

Some clerics, in a fit of religious ecstasy at being promoted, will rush up to the statue and touch it even though they take damage from the touch.

* The seating along the North east and south east walls

There are two rows of two long benches (can seat 6 per bench) along these walls, the back row actually against the wall. These benches will seat a total of 48 people. Services on Moonday evening are held at 6PM and last for about thirty minutes. Some dozen or so people often attend.

* The four seats along the south west wall.

Along the south west wall there are four large inlaid wooden boxes against the wall. Each is four and half feet from the wall, three feet wide and twenty inches high. Inspection will show that the stones beneath the boxes are one inch lower than surrounding stones allowing the box to fit snugly into that recess. (Attempting to move the box would reveal this.) Each box is topped with a silk covered blood red down filled cushion (15GPV each cushion) that would comfortably seat a person. The box is actually a chest with a puzzle lock on the top of the box below the cushion. Use intelligence score to open the box if inspection discovers that inlays on the top of the box actually slide about an inch. The right combination of slide moves opens the box and each box has a different 'key'. Use 'the detect secret doors' percent to discover the sliding inlays. (A person could say "I try to move the inlays to see if they slide or lift." and that would find the same fact with a 100% certainty.)

When the chest is opened a cocked heavy crossbow will be found. It is aimed at the side of the box facing the wall. The person will notice a two inch diameter circle in the end of the box perfectly aligned with the end of the crossbow. Another two inch circular hole is in the wall of the temple pyramid allowing the crossbow bolt to fire into outer gangway #10.

The bolts are dipped in a mixture of Wyvern blood and Fire Snake blood; which are two very rare ingredients. Beselda, the alchemist in Grest (one of three small enclaves in module **L4, Devilspawn**) makes the paste for the temple. A guarded cleric of Pyremius appears once every year or so with a vial of each ingredient. The alchemist is paid 1200GP to mix the paste. 3 to 8 applications will result.

Once applied to the crossbow bolt the paste will remain viable for just over a year and then the crossbow bolt should receive a new application. The southern box

contains five applications of the paste. Each is in a small glass vial that is closed with sealing wax. In these vials the paste will remain viable for five to eight years.

Each application is valued at 700GP. Opening the vial to test the material will of course expose the paste to the air and start the degeneration process.

This poison is highly toxic doing 6d6+6 damage on the 1st round and 3d6+4 more points of damage on the 2nd round. If a save vs. poison is made damage will be 2d6+2 on the 1st round and d6+1 on the second. Further the poison is combustible if it touches flammable material like cloth or paper.

The Altar

The altar sits upon a three step marble circular dais, the outer step has an eleven foot diameter. Only priests walk up the steps to perform rituals at the altar on top of the ziggurat. Here, and here alone, can a priest operate freely without carrying an open flame. He or she would carry a flame in the room itself but place it in one of the four torch holders at the base of the ziggurat when he or she steps up on the first step. There is a secondary magic at work here that identifies the priest by his alignment and profession so that only an evil priest (who might not be a priest of Pyremius) can step on the dais and not be attacked by the Fire Flame guardian (see hereafter).

Those in the room (except the temple guards and clergy) must carry a torch or open flame to protect them from the Fire Flame if they enter the room without the High Priest standing on the altar. One torch can shield two other figures in close proximity to the torch holder (within ten feet).

Once Baldor or Zebbigar is on the first step of the dais they can command the Fire Flame to remain where it is and allows all other people in the temple to put aside their torches while he prevents the Fire Flame from attacking. With this power comes the authority to make the Fire Flame attack a particular individual in the temple as well. Often the high priest or chief priest will enter alone and step on the dais then call the others to come in. Then they do not have to carry a torch to walk in.

Atop the central five foot diameter, three feet tall, circular marble altar there is a large fire pot with a perpetual flame. The Perpetual Flame is a more powerful Fire Flame (see north west pyramid roof or details on the Fire

Flame). Note this Temple Fire Flame is intelligent enough to operate independently. It is intelligent enough to recognize the specific fighters and clerics of this temple and to distinguish among them if a melee breaks out in this room.

Temple Fire Flame § 12+12HD, AC 3 Hit only by +1 or better weapons, Two attacks for 2d6+2 points of fire damage, plus, if there is a single hit that does 9 or more points of damage, setting combustibles aflame. Save vs. magic applies. HP: 84, Intelligence 10.

If the temple Fire Flame is attacked a torch is not protection for the holder but will allow for simultaneous initiative on the first roll. The temple Fire Flame takes damage from ordinary water in pint or larger size doses. (1d4+1 damage). Cold based weapons inflict double cold damage. (a weapon with freeze metal applied to it is "+1" vs. The temple fire flame.) The temple fire flame takes no damage from magical fire or *Magic Missiles*. Lightning does normal damage.

This fire flame is the 'boss' of all of the other elementals and flames in this temple and the three that are in town at the smelter, the jeweler and the foundry. If this Fire Flame is extinguished (killed on this plane) the gate to the elemental plane of fire will close and all of the other elementals and flames will be extinguished immediately.

If the boss is in jeopardy (1/2 or greater damage) it will call upon the others to come to its aid. They will reply immediately moving at the rate of 360 feet per minute. The three town elementals will take a direct route down major roads and through gates to get here oblivious of anything else. If someone stops to intercept or melee them they will ignore the attacker unless hit for damage. Then they will defend themselves and try to vanquish the offending attacker(s).

On the altar there are four golden cups used in ceremonies. There is a gold decanter containing a specially brewed red wine. It is spiced with hot peppers and is virtually undrinkable for the untrained palate. The cups are valued at 150gp and the decanter is worth 250gp.

Beneath the seat of the Boss is the Gem that has bound him here. It is the "Heart of the Furnace". The Heart is a gigantic Ruby valued at 35,000GP.

(401) Castle Kroten



There are three pillories on the hillside facing the town. People appear there a few times a year. Each Earthday the Duke holds an open court for petitioners and for hearing grievances (few people in town ever grieve). The Duke may hold the court himself or his Seneschal may do so in his place.

Roster

The Duke of Kroten, His Royal Highness, Guardian of the Kroten Forest, Lord of The Phytal Woods, Mayor of Kroten and Protector of the Trollheim Mountains, Nebub the First, Heir of Lord Kroten the Founder.

His full, and secret, name is Nebubenub. Note: he goes by the name Nebub, not his full real name.

Fighter LE, LV 9 /HD: 8* [Syrul/Asmodeus**], s1866* i16 w17 d16 cn18 ch 7, HP 64, leather armor & **Cloak of Protection +4** AC 2/4/4* Purse: 33PP, Gems: 300, 200, 4x100, signet gold ring (2,500GPV) (the ring is a symbol of his heritage to Lord Kroten), Nebub is hit only by magic weapons in all of his forms.

+1 to +4 Long Sword of Dancing +1 to +4 *, **+2 Long Sword +2** (back up weapon), **+1 Dagger +1**, **6 Javelins of Lightning** (1d6, and 20 points of electrical damage, save vs. rod for half).

He keeps the javelins nearby or carries them in a special sheath that goes over his back. Note: if a javelin is struck by an energy spell (fire or lightning, not cold), each javelin must save by rolling a 9 or better on d20. If a javelin fails this save it discharges its 20 points of electricity, Nebub is allowed a save for half damage. This save is done one by one if multiple javelins are hit by energy at one time.)

* **Sword of Dancing** powers: detects magic, detects metal, levitate, 3 *Mirror Images* when held, purpose slay Ranger and Paladins, +2 vs. Rangers and Paladins over and above current hand held or dancing bonus. If a Ranger or Paladin is in hit in melee he must save vs. death or die. This power is usable only once per day, regardless of whether the Ranger or Paladin makes their save.

Once per round Nebub can use each of the following as a 9th level wizard*. He is limited to thirteen spell like powers in one 24 hour period, DM be sure to track this number.

- *Charm Person* range 30 feet
- *Cause Fear* by Touch (3d8 rounds)
- *Animate Dead* (1 to 4 corpses or intact skeletons)

- *Limited Polymorph Self* (3 specific forms only)
He can maintain one of these forms for 8d12 + 12 rounds only, though he can return to adult human form at any time. His carried equipment disappears into the polymorph including the **Cloak of Protection +4** but his sword does NOT change and will be left behind. Minor magical items and weapons will disappear into the polymorph.

Nebub gets a two round 'warning' that he is about to run out of time on a polymorph. Each of his three primary powers counts as one spell like power.

Polymorphing counts as TWO. He could however, polymorph eight times in one 24 hour period.

A. *Alvee* human girl (12 yo) s15 i16 w17 d16 cn18 ch 12, HP 64*, leather armor & **Cloak of Protection +4** AC 2/4/4, **+1 Dagger +1**.

Nebub has used this form around town to spy on his 'subjects'. Alvee has all of his spell like powers in this form but would only use them if 'she' was discovered or seriously threatened. Note: If she uses *Charm Person* in this form and then becomes another form the Charm is broken!

B. A Crow, HD 3, AC 4, 1 attack 2d4 damage, HP 64, Can fly as a crow and speak simple words. The Crow cannot use spell like powers other than returning to an adult Nebub before the *Polymorph Self* spell has reached its duration. The crow has Nebub's mind in this form.

C. Wyvern, HD 7+7, AC 4, HP 64, bite 2d8 stings 1d6, Tail spike 1d6 damage Fly 24. Note: a poly self does **not** give this Wyvern poison in its sting. So the sting is just an extra physical attack. Nebub's wyvern form is rare and it can speak in halting common. It can give commands and carry on basic conversation but speech is difficult and requires extra concentration. A few of his key minions know

Some DMs may rule differently on what goes along with a polymorph and what does not. Most include worn items like armor, rings, necklaces, boots, cloaks, etc. However belted on items, back packs, weapons not in hand are open to interpretation. More powerful items, held or not, may not go (and a saving throw might be appropriate). If the polymorphed figure want to carry an item in another form he/she could always put it down, polymorph, and then pick it up.

his three polymorphed forms. The wyvern form has no spell like powers, but Nebub can return to his adult human form.

DM only: The Duke of Kroten, Nebubenub the First, is a lesser half Devil/half Human, the son of a Duke of Hell's Ninth level, Bune, Servant of Asmodeus.

* note he has 64 hit points in all his forms and armor class 4 or better. Nebub has tried wearing magical armor but is not enhanced by the **Cloak of Protection**. He has also tried metal armor but that was too obvious when he undergoes polymorph into the human girl form. The leather armor changes form when he becomes the human girl. It vanishes inside of the polymorph crow or wyvern.

Nebub heals 2d4 hps when he changes from one of three forms back to his adult human form. He can change to another form only from his adult human form and only if a full round has transpired. He can take the same form subsequently.

Example: Adult human, poly wyvern for 7 rounds wounded for 20 points, poly adult human cured 6 points, wait one full round, then any of the three forms.

** pretends to worship Syrul the goddess of Lies and Deceit but really prays to Asmodeus.

Note: Nebub does not have a horse and he never enters the stable since the horses cannot abide him. They rear up and look wildly from side to side, no matter what form he is in. For this reason Nebub avoids horses, dogs and even cats. All three of these animals will react adversely in his presence, seeking escape if it is in their means.

Nebub's right hand 'man' is Egglo, located at the Kroten River North West Bend (see location 407 in L5A). Once per day Nebub can call for Egglo to come to him. Egglo, while appearing to be human, is really an ice devil. Egglo will appear as an ice devil in reply to Nebub's call. Nebub will only call Egglo at great need since he does not want anyone to know that Bune has given him this ice devil as an ally.

Unknown to Nebub is the fact that IF he summons Egglo then the ice devil will be released from Nebub's service should Egglo gain a soul and teleport to hell with it. If Egglo goes to hell with a victim (dead) Egglo will never return. Egglo has three turns (thirty minutes after the summoning) to gain a soul and become free of Nebub!

Nebub also has a call he can make to Bune for rescue. Once in this life Nebub may yell "Gate". This will occur when he is seriously wounded and cornered (down to 16 or fewer hit points).

Nebub expects a devil or two to arrive, maybe even Bune himself, to save him. However, that is not what will happen. Instead Nebub will teleport to Hell along with every intelligent living creature within 133 feet of Nebub at the time that Nebub says Gate. Please see "**Hell**" at the end of this module.

Special Roster Note: If Nebub undergoes a polymorph to any form in front of his troops each of those troops must save vs. spell or seek to abandon Nebub's service then and there. They do not know he can do such a thing and might not continue to fight for him if quarter or escape were available. This includes everyone in the roster including Dirtbragg.

This save applies to multiple polymorph spells in the same sequence of events. If Nebub can survive a particular melee he can say that the polymorph was due to the magic in the gold signet ring of Kroten that he is wearing. This explanation can offset this danger at a subsequent occurrence.

Note: Many animals can 'sense' that something is not right about Nebub. Dogs bark and step back often running away at full speed, cats screech and flee, horses neigh, show the whites of their eyes, rear up and back and will run off if he comes to close. Birds will fly away and even a trained bird like a hawk would attack him with great reluctance.

Nebub's Wife

Duchess Ebella ak' Nebub, appears as an attractive red haired woman in her late twenties. She appears to be a slightly vain, crafty and attention seeking woman who is quick to dominate any other females present and seek the eye of other males. She flirts shamelessly even in front of her husband. She is in fact an erinyes (lesser devil)

At will she can *Charm Person*, make a *Suggestion*, create a minor *Illusion* with no aromatic or auditory components, and animate intact bones or corpses to form skeletons or zombies.

She has the ability to *Polymorph Self*, *Produce Flame*, cast *Invisibility*, *Detect Invisible* or *Locate an Object*. At will she can exude *Fear* in all who look at her (range 113 feet) but note that ability is not directional so all looking at her could be affected! She can cast any of her spell like powers in her human form. As such she has presented herself as a magic user but is careful never to get into a discussion of magic with another magic user since her true ignorance of the profession would become obvious.

She will teleport to Hell if she is down to 8 points or less and cannot return for a year and a day by herself if she does so. She will summon her own kind only at great

need. She does not employ teleportation too often as part of her agreement and subservience to Nebub. She sees him as a means to occasionally gather souls for hell so she tolerates her position though she finds Nebub personally disgusting (since he is a half devil). However she knows he is more powerful than she is and she has been commanded to obey and serve him. She knows that breaking THAT promise would mean lemur status for centuries.

Magic User' Ebella EL, 6+6HD, [Bune] s1801 i12 w11 d16 cn16 ch14, HP: 42, No armor, AC: 2/2/2 (hit by ordinary weapons), Wears four gold rings worth 700, 600, 300 and 250GP and a gold and ruby necklace worth 2500GP. She has a dagger and around her waist is a golden rope tied in a single bow. The dagger leaks a venom that can use unconsciousness and pain for 1d6 rounds (save vs. poison applies). The dagger leaks venom only in the hands of devil but will radiate magic and evil. The rope is a **Rope of Entanglement**.

Ebella has been given to Nebub as a servitor and 'wife' adding to his position in human form. She has had sex with many of the guards and other evil persons in town. Nebub has even walked in on the love making and he just ignores it. He is not seeking a child with her. She must obey him in all things. He is immune to her fear aura. At court and in public she appears to be dutiful and obedient. In erinyes form she sprouts wings and can fly 630 feet per round. She can teleport to Hell and back and to other known locations on the Prime Material. She has been commanded not to show her true form unless ordered to do so by Nebub or if she is seriously wounded in melee (down to 20 hp or less).

If she slays an enemy she will take the soul to Hell and not return for a full day. (Note: the location the soul is taken to is specific. It will remain in that location for 333 days and then become a lemur. If the body and soul can be united the person will live again with 1HP to start with. (See **Hell** at the end of this module)

Seneschal:

Fighter, Knight Commander, Captain of the Guard, His Most Honorable Sir Dirtbragg, NE, Lv 9, [Syrul], s15 (1800) i14 w14 d15 cn15 ch 6 HP: 62 Purse: 34GP, chain mail AC 4/5/5 (plate and shield available in his bedroom (AC: 1/2/3)), **Gauntlets of Ogre Power**, +3 **Broad Sword** +3 (detects good, detects invisible objects at 30 feet (while held only of course)), +2 **Heavy Crossbow** +2, (24 quarrels), Three throwing +1 **Hand Axes** +1, **Boots of Striding & Springing** (hollow heel holds a huge ruby worth 3,000GP).

Dirtbragg is a real stinker. He must uphold the laws and make sure there is not death in the streets but he really enjoys dispensing corporal punishment, especially of travelers. Nebub has to keep his eye on Dirtbragg at all times so that he does not kill off travel and commerce in town. Dirtbragg especially likes to pick on good figures. He has been told by Nebub to keep his hands off the good people in Kroten unless they are guilty of sedition! Dirtbragg was flogged in public by Nebub himself earlier this year for exceeding his authority!

Dirtbragg is also commander in chief of the guards in town. There are various guard towers and guard houses all of which report to Dirtbragg. Dirtbragg often goes to the Chief Guard House (#427, see Kroten). Once a week, on Sunday at noon, all of the key lieutenants from the various guard houses come to the Chief Guard House for a meeting. Dirtbragg expects a report from each on anything that might be of interest to the Duke. He expects to hear about any 'good' travelers at the local inns and taverns.

Lieutenant, Knight, and 2nd in command of the town guard:

Fighter Knight, Sir Harkin, NE, Lv 7 [Syrul], s17 i15 w13 d16 cn16 ch8 HP: 54, **Chain Mail** +1 & **Shield** +1 AC 0/2/2, +2 **Broad Sword** +2, **Dagger** +1, Heavy Crossbow, 24 quarrels, **Ring of Spell Turning**.

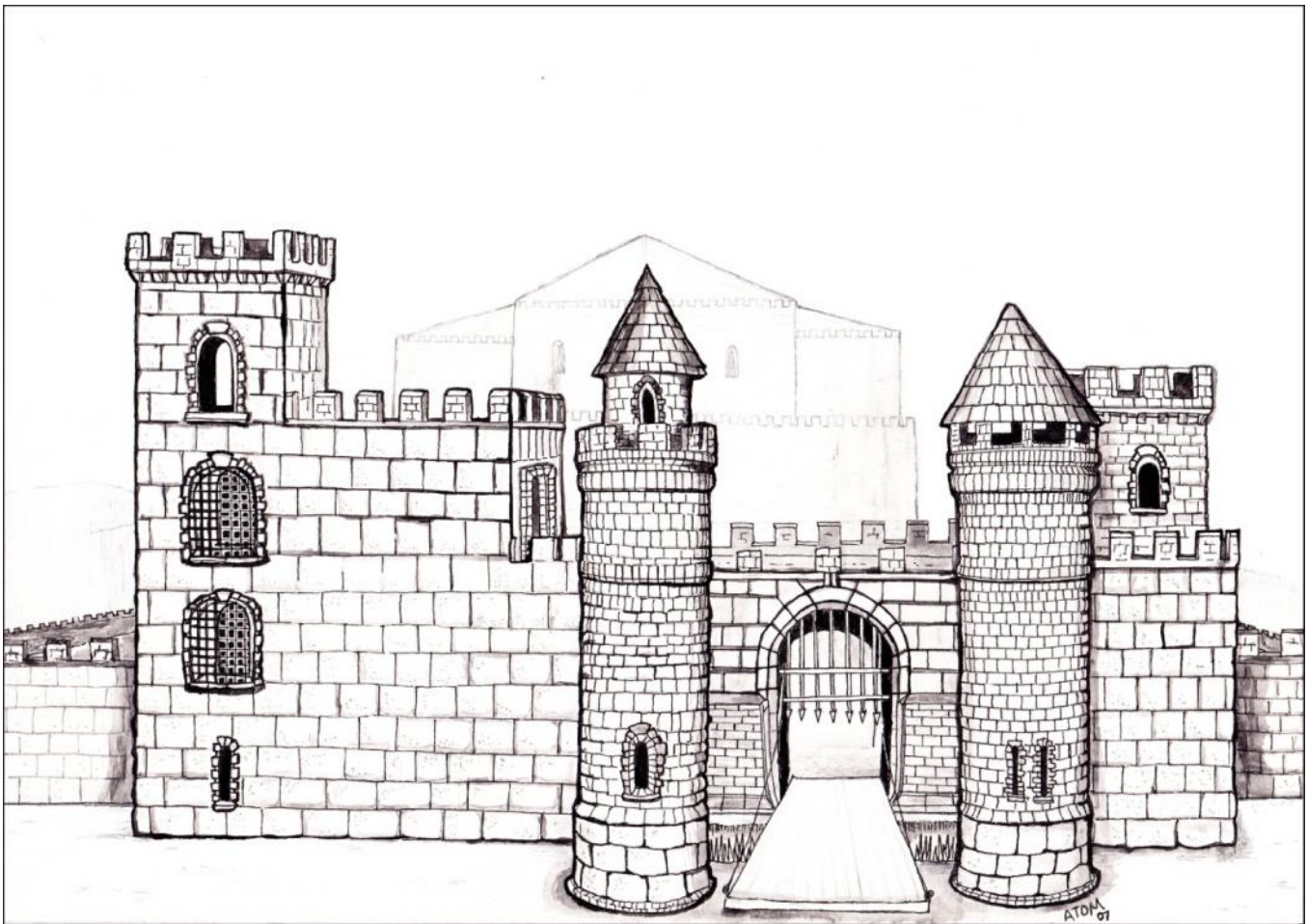
Note on spell turning: A *Fireball* cast AT the wearer is partially turned but a *Fireball* cast at the person standing next to the wearer is not partially turned. Touch spells are not turned nor are device spells (wands, staves, rods). D% rounded is turned back at the caster.

Sergeants:

Fighter Jessicar, EL, Lv 5 [Syrul], s16 i15 w15 d13 cn15 ch8, HP: 29, **Chain Mail** +1 & shield AC: 3/3/4, +1/+3 **Scimitar vs. Good Clerics** +1/+3 (detect sloping passages, detect invisible 30 feet sphere, locate an object range 360 feet – aligned Lawful Evil – can speak aloud in common – Good Clerics must save vs. Death or take 2-16 points of electrical damage – sword glows and discharges sparks when a good cleric is within 60 feet {sword must be held}), +1 **Long Bow** +1, 18 arrows, 6 +1 **arrows** +1.

Fighter Kemma, EL, Lv 4 female [Syrul], s16 i12 w13 d16 cn13 ch10, HP: 27, chain mail & shield AC2/4/5, **Long Sword** +1, +1 **Dagger**, long bow, 24 arrows.

Fighter Leggar, EN, Lv 3 [Syrul], s15 i12 w15 d15 cn16 ch9, HP: 20, chain mail & **Shield** +1 AC 2/3/5, long sword, long bow, 24 arrows, dagger.



Fighter Pogus, En, Lv 3 [Syrul], s16 i13 w10 d13 cn17 ch10, HP: 19, chain mail & shield AC4/4/5, long sword, light crossbow (18 quarrels), dagger

Advisor Cleric Jingus, EN, Lv 6 [Syrul] s12 i12 w15 d13 cn11 ch4 HP: 19, Chain & Shield +1, AC: 3/3/5, Purse 15GP, 18SP, **+1 Mace of Fear +1 §**.

Spells: Bless, Detect Magic, Cure Light Wounds *2, Light, Hold Person *2, Resist Fire, Augury, Cause Blindness, Continual Darkness

Groom Thief Evesto, Ne, Lv2 [Norebo] s10 i14 w13 d17 cn15 ch12, HP: 8, leather armor AC 4/7/7, Purse 2GP, 4SP, 3BT, Silver Ring (50GPV), three daggers (melee or throwing).

Evesto is almost 16 years old. He was raised in Pel Reltarma by his mother, an important thief in the town's Guild. They often traveled into Lo Reltarma for thievery of homes and businesses while the occupant(s) was not there. One such foray ended badly when the owner turned invisible after hearing a small noise at the back of his shop. Mom did not survive the adventure as the man fired a series of *Magic Missiles* into her. Evesto barely escaped the hue and cry that went up after he ran away. He wishes he had the ability to go back and take his

revenge on his mother's killer but he knows he's not ready. Malice and a thirst for revenge gnaw at him.

He feels at home here in the castle. Dirtbragg knows he's wanted in Lo Reltarma but that is of no concern. If he could get more training or go on an adventure he would quite willing. He does work well with others and is loyal to his comrades if he agrees to go along. He is adverse to the companionship of those of good neutral or good chaotic alignment. He withdraws from lawful goods (but who doesn't?), and anyone who is "too lawful" (in his opinion).

Kitchen staff & Clean up

Cook Jevvala, aLv 7, Fighter, N, Lv 1 female [Bralm] s13 i13 w17 d13 cn12 ch15, HP: 9, leather armor AC 7/7/7, Purse 34SP, 18BP, 6BT, meat cleaver (1d4+2 damage) but as the edge dulls (1d4+1) then (1d4), hits vs. metal armor have a 50% chance to dull it by one point.

Jevvala cooks for the castle occupants, but not the goblins. She maintains a spice and herb garden next to the castle. She is one of the few who has come upon Nebub polymorphing himself into another form (Alvee, the young girl form). He did not observe her and she has been mute about the episode.

Cook Ustin, aLv 5, Thief, N, Lv 1 female [Norebo] s10 i13 w12 d16 cn11 ch9, HP: 5, leather armor AC 5/7/7, Purse 4GP, 20SP, 4BP, 3BT, two daggers (melee or throwing)

Jevvala and Ustin take turns making breakfast and lunch but both prepare dinner daily. The women work well together and are fast friends. Ustin keeps an eye peeled for things to pick up and sell in town. Thus far she has not been caught pilfering small objects left carelessly lying about. She is not so foolish as to take something expensive that might easily be missed. Ustin is the lover of the Groom Evesto. She spends every hour she can with him

Thief, Porkal, N, Lv 1 [Norebo] s14 i12 w12 d15 cn15 ch11, HP: 5, leather armor AC 7/8/8, Purse 31SP, 18BP, Two Daggers (melee or throwing).

Porkal is Jevvala's 14yo son, his father is one of five guards (ahem) she is acquainted with. (He looks a bit like Pogus.)

Man@Arms, Kreeb, N, Lv 1-1 [Llerg] s16 i12 w10 d13 cn15 ch8, HP: 5, leather armor AC 7/7/7, Purse 3SP, 3BP, 3BT, Black Pearl 25GPV, short sword, spear, Kreeb is 15 yo.

Porkal and Kreeb keep the kitchen, dining room, and public rooms on the 1st and 2nd floor picked up, swept and occasionally washed down. They are fast friends with Evesto, the groom.

Barracks goblins:

All of the hobgoblins carry a special spiked club. It is about two feet long, made of hardwood, banded with metal from which there are triangular spikes protruding. The clubs range between sixteen to twenty four spikes. The weapon is made for close in bashing of someone. Versus studded leather armor or lower it does 1d3+2 points of damage (leather, skins, cloth). Versus heavier armor it does 1d3+1 damage (scale, chain) vs. more solid armor like banded and plate it does 1d3 damage. Most have shaped hand grips and a leather band to fasten the club to the user so he does not lose it or have it knocked away permanently. Most of these clubs can be used defensively vs. solid weapons like a sword, axe, hammer or mace but are no value vs. a morning star. Edged weapons can cut though the club of course so blocking twice vs. a sword or axe or similar weapon may result in the next blow cutting the club in half (50% likely). A shield can be employed well vs. these clubs adding two to armor class instead of one if the shield holder can use the shield vs. the club wielder.

Hobgoblin Leader, Gigaragak, 3+3HD, **Splinted Mail +1** & shield AC 3/3/5, HP: 23, Purse 8GP, 20SP, 3CP, Ruby

100GPV, **+1 Halberd +1**, 6 darts (see room #23), **Horn of Goblin Frenzy** §.

Gigaragak can read and write his language and can speak goblin and common but those two latter languages are halting.

Hobgoblin Shaman, Igligkarkus, 2+2HD (Lv 2), splinted mail & shield AC 5/5/6, HP: 15, Purse 2PP, 4GP, 23SP, Black Pearls 50, 50, 25, 25, mace, two throwing hammers.

Spells: Cure Light Wounds, Command, Fear by Touch

Iglig speaks goblin, hobgoblin and very good common. He can also pray for Create Water, Protection from Good, Bless and Purify Food & Water.

Hobgoblins, 1+1 HD, AC 5, morning stars 2-7, javelin 1d6. Purses d10 gold (0=zero not 10), d20 silver, (22 males and 8 females)

Room 4 HP: 9 9 9 8 8 8 7 7 7. Room 24 HP: 7 7 7 7 6 6 6 6 5 5. Room 36 HP: 5 5 4 4 4 4 4 4 4 4

Hobs, 1-1 HD, AC 8, bite 1 claws 1 / 1, see room 4B for HP and details of the hobs. (Claws, but if both hit then try for bite attack 1d4 segments later)

Ground Level Outside

All of the building stone walls are two feet thick. Inner walls are 1 foot thick. The outer wall, guard house and towers are also two feet thick.

Building windows

There are a number of windows in the gate house and in the castle. They are 20 inches wide and 40 inches tall. They have a lattice of bars that cover them. Inside there are a pair of shutters that usually fit tightly and can be barred from inside. The shutters certainly are not maintained well enough to prevent some cracks of light and exchange of air even when closed. During a driving rain they leak water into the room where they are located. Most of the windows are not shuttered or barred unless it is cold, windy or rainy.

1. Gate Tower

Outer diameter 10 feet inner diameter 6 feet. Entry to the tower is from below via a narrow ladder that hugs the north wall and passes from the basement to the first floor and up to the 2nd level. The ladder passes through holes in the floor and ceiling and there are no trap doors.

The room has two spear racks (10 each), two baskets of arrows (25 per basket), two long bows (unstrung but there are four bow strings), a box of 30 light crossbow bolts and a light crossbow. There is a small table and chair.

The room has no exit to the outside. High on the wall are two small three inch diameter holes (facing into the gate courtyard) for a tiny amount of light and for air exchange.

2. Gate Tower

Entry to the tower is from below via a narrow ladder that hugs the north wall and passes from the basement to the first floor and up to the 2nd level. The ladder passes through holes in the floor and ceiling and there are no trap doors.

The room contains a table and chair. It is used by the hobgoblins as a school room for the hobs. They are taught their language and various non-weapon skills. They are taught the power of their infravision over humans who cannot see well in the darkness. Weapon training is in the main courtyard.

The room has no exit to the outside. High on the wall are two small three inch diameter holes (facing into the gate courtyard) for a tiny amount of light and for air exchange.

3. Gate Commander

16x16 square outside 12x12 square inside

Gigaragak's room

Gigaragak's door is always locked whether he is inside or not. Further he bars it from inside when he occupies the room. The lock is well made and will reduce a thief's locking picking chance by 2%.

There is a pallet with a wool blanket on the east wall. A large Table with an oil lamp is against the west wall along with an arm chair. He has a locked chest against the south wall that contains his clothing, spare boots, a hand axe and a suit of studded leather armor. The lock is not very good (+4% to pick it). Inside of the chest, in a false bottom, there is a leather bag with 4PP, 17GP and a gold ring (150GPV). High on the north wall there is a pair of bricks with no mortar in between them. This opening is one foot high and about one inch wide. It allows a tiny amount in the room and allows air exchange.

A trap door to the lower level is in the north east corner. This is locked shut from this room. A ladder goes up to

the 2nd floor. Gigaragak is the only one who goes up that ladder.

A shelf is six feet above the chest and Gigaragak keeps the **Horn of Goblin Frenzy** there. A vial containing **Dust of Sneezing & Choking** is under the horn, which rests on its wide rim. If the horn is pulled down carelessly the vial will fall to the floor and break. If the person reaching for the Horn does not display any caution, like looking for traps, then the vial will fall. A person who is careful might find the trap and realize that the Horn has to be lifted straight up so that the vial is not knocked over. When Gigaragak wants to take the Horn down he moves the chest, stands on it, and carefully removes the Horn.

The room will fill with the **Dust** quickly with most of the Dust staying near the chest. The person(s) close to the horn saves vs. poison normally. Those near the door or at least six feet away will save at +1 to their saves. Failing the save will mean the person will choke to death in the next three rounds. Those who make the save will choke and sneeze for 5d4 rounds but will survive the ordeal. The person is virtually useless while hacking and sneezes (certainly spell casting is impossible).

A **Potion of Healing**, *Slow Poison* or *Neutralize Poison* can mitigate the effects of the **Dust**. Someone who fails the save vs. poison will take 4d6 points of damage instead and not be killed (unless the damage kills him/her). If the person made the save in the first place then the duration of the hacking and sneezing will be 2d4 rounds. The victim of the **Dust** can drink a potion they are carrying or could be helped by an unaffected companion.

Note: the vial is fragile glass and must be carried with caution. Were anyone to take the vial they would have to be careful where they store it.

4. Barracks

40x16 outer rectangle, 36x12 inside

Ten hobgoblins, Sergeants hp: 9 9 8 8. The first one listed is female. These sergeants have the keys to the armory (3B) below)

Female hobgoblin hp: 8 8 9. Male hobgoblin hp: 7 7 7.

There is a staircase along the south wall leading to the 2nd floor. The door is solid and can be barred from inside as well as locked, though neither is done unless there would be a siege. There is one window facing into the courtyard. The window is barred vertically and has shutters. However, even in cool or rainy weather the shutters are not closed since it is the chief air exchange into the room. Next to the door is a rack holding ten spare javelins.

There are ten small pallets arranged along the walls. Three feet above each pallet there is a 1x2x1 iron banded locked box that is bolted to the wall of the room. The locks are poor (a Thief gains a =5% bonus to Open Locks) but sufficient to keep one goblin away from the goods of another. Inside of the boxes are various bits of clothing, a spare dagger (30% likely), dried meat (20% likely), valuables (gem worth 10GP 30% likely, gem worth 25GP 5% likely, mixed coins 2-40 CP (90%), 1-20 SP (80%), 1-12 GP (40%), 1d4 PP (5%), some piece of jewelry (valued 10d10 GP 10%).

There is a table and two chairs in front of the window. An eight hour candle is on the table but is rarely lit. A torch is next to the door in a sconce with tinder and flint. It is lit to be taken into the court yard. Recall that hobgoblins have infravision. There is a stone stair on the south wall to the 2nd floor. In the northwest corner next to the door is a trap door leading to a ladder to the basement. The trap door is usually open. The young hobgoblins reside below.

This room is a mixed hodgepodge of snoring goblins, arguing goblins and generally unpleasant smells.

When in the room a hobgoblin puts his javelin next to his/her pallet. They usually sleep in their armor and most sleep with their morning star. These are generally the stronger more robust of the thirty hobgoblins who occupy this guard house. These hobgoblins patrol the inner courtyard and west walkway. This is coveted duty for them. Four of these hobgoblins have the rank of sergeant among the gate house hobgoblins. The sergeants wear bright yellow trousers (visible above their boots) to show their command rank.

5. Barn

20x17, wooden structure

Four stalls along the south wall open to the north. Hay bales in the north east corner and one sack of barley. Tack and harness plus saddles for four horses are stored on four shelves in the north east corner, between the outside door and door into the Groom's quarters.

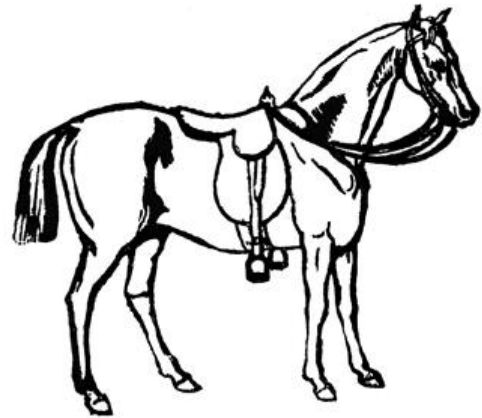
Dirtbragg's horse: Heavy War Horse, 3+3HD, AC: 7 (with barding AC: 5), 1d8/1d8/1d3, HP: 23

Ebella's pony: Pony, 1+1HD, AC: 7, 1-2, HP: 7

Harkin's horse: Medium War Horse, 2+2HD, AC: 7, 1d6/1d6/1d3, HP: 17

Jingus' horse: Medium War Horse, 2+2HD, AC: 7, 1d6/1d6/1d3, HP: 14

Note: Nebub does not have a horse and he never enters the stable since the horses cannot abide him. They rear up and look wildly from side to side (no matter what form he is in). As previously noted most animals react adversely to his presence.



6. Groom

16x8 lean-to

He has a large bed on the east wall. It is his most expensive possession. He had to save quite awhile to be able to buy it and the mattress, pillows and sheets that cover it. He takes the time to wash his own bed linens and will buy a new set every year or so.

There is an unbalanced table and two decent chairs. He has a chest with a good lock at the foot of the bed. It contains clothing, spare boots, a silver mirror and a purse if 18GP.

Evesto is often in the company of Ustin (a cook), his lover. She sleeps with him as often as she can and often spends the night with him. The two are hopelessly in love and everyone, even the hobgoblins, knows it.

7. Entry

There is enough room for a single horse with a small wagon to go between gate towers one and two. The wooden gates themselves can swing inward or outward. They are thick and solid and can be double barred from inside, but they are not made to withstand a battering ram, if one were available. The entry courtyard is a kill zone though. There are balconies on both sides of the entry as well as a bridge between the two gate building (3rd level) where missile fire and large rocks can rain down upon intruders. The gate is protected more from the 3rd level (if the 3rd level is well manned) than it is by the physical gates. There are two windows that overlook the entry, one on either side of it (2nd level).

8. Cabin

12x23

The small building has a single door and two 12x24 windows. It was built about 15 years ago when it became clear that the castle did not have room for household staff. It is a decent construction. The roof is flat. The west and north wall are just inches away from the wall and the castle itself, not even a house cat could walk around the building.

The Cooks and cleaning staff occupy the small wooden building. There is a single unlocked door next to the kitchen entry. Two small shuttered windows let in light and air. The room is subdivided inside by a large canvas barrier that gives the two women (cooks) some separation from the men (clean up and errand boys). The canvas is one single piece and is anchored from the ceiling so a person can go around either end or under it for that matter. The ladies pull the canvas back next to the east window to go in and out. The men are gentlemen and do not disturb the ladies.

There are two pallets for the men with small chests for their clothing and goods. The chests have poor locks (+5% bonus to Open Lock attempts). There is nothing of real value in either chest. There is a table with four chairs in the front half of the small cabin where the four of them will occasionally meet for a meal.

The ladies have two small beds in their half of the cabin but no window. During the day they pull the canvas back and tie it off so that the light and air from the east window enters their area. They each have a chest of basic clothing. There is a small table between the beds with a brass candle holder and an eight hour candle.

The four people who live here, and the groom (location #6, above) as well, are all of neutral alignment. They dislike the Duke and despise Dirtbragg. They are less than fond of the hobgoblins and avoid them. All five of them, especially the young lovers, would like to escape this place altogether and start somewhere else. Any one of them might help someone who was interested in entering the castle. They all have a key to the kitchen entrance to the castle (including the groom).

9. Walkways & Grounds

The two wooden walkways are not anchored into the wall but are free standing next to it. The upright 4x4 posts are dug into the ground about one foot. The walkway is 2 1/2 feet wide and rises to a height of 12 feet, the wall is 15 feet high. The walkways are fairly solid but are not intended for more than eight people (2500 lbs) at any one time. Both walkways were built as an

afterthought and not part of the original castle design. The top of the eastern stairs is just short of the height of the roof of the household staff building. The hobgoblins man the western walkway but only human guards use the eastern walkway.

Next to the kitchen door is a small garden used to raise herbs and spices. The two cooks care for the garden. They have planted a few flowers as well.

The rest of the courtyard is occupied by gravel paths and scrub grass. The weed filled wild grasses are three to four feet tall and never cut. Someone could hide in the tall grass in the deep corners of the yard or under the western walkway. There is no real place to hide under the eastern walkway except for the shadows and darkness of night. (Recall that the hobgoblins have infravision.)

The castle well is in the court next to the double doors (into room 10). There is a winch and large pail on a rope that lowers into the well to get water. Two to five empty buckets (eight gallons) are next to the well. Water is carried in through the kitchen door never through the front door. The hobgoblins get water here as well.

First Floor of the Castle

10. Entry Hall

18x33

The large double doors to the castle are 12 feet wide and 8 feet tall. They are double thickness, iron banded and barred. They swing in or out. Next to the door on each side is a 2 foot wide 5 foot tall vertically barred window. The windows have shutters and can be barred. Two large braziers are at the foot of the twin ornate staircases that go to the 2nd floor. Both of the inner walls are decorated with large tapestries (8 x 14, valued at 250GP each) that depict large battlefields. One guard stands watch at all times by the doors. He can unbar the gate by turning the bar clockwise. The bar is held in place by a large iron pin that must be removed for the bar to rotate.

This position is manned by Jessicar, Kemma, Leggar and Pogus on continuous eight hour shifts. That gives each fighter each watch every 3rd day. One of the four will be free of duty each 4th day. The guard who will do the next shift is quartered in room 11. There is an eight hour 'clock' that operates by allowing the sand inside to run from glass vessel into another one (an hour glass). When a shift ends (8PM to 4AM, 4AM to Noon, Noon to 8PM) the guard turns the glass and summons his replacement. The guard leaving duty and is free for the next 24 hours.

The goblins are not allowed in the castle for this duty. The guard on duty has a brass horn that he is to sound if there is need. The hobgoblins are expected to come to the front gate to see what the trouble is. Any sounding of the horn will raise the castle and all will come to see what is going on. The replacement guard is expected to sleep (if he must) in his chain armor so that he may come to the hall within a round or two.



Dirtbragg sometimes comes to the hall and sounds the horn as a test to see how fast the replacement guard appears. If it takes him four round or longer he will be taken to the stocks outside and flogged for 4 lashes. (A lash does 1d3 damage and there is no need to roll a 'to hit' since the prisoner is in no position to avoid the hit. If the tardiness is flagrant Dirtbragg may instruct Jingus to offer the guard any curing. None of the guards are fond of Dirtbragg. If he were found with a spear in his heart there would be little or no grieving.

At the back of the hall are the side doors to the dining room and Dirtbragg's office as well as the main double doors into the meeting hall (throne room).

11. Guard Post

19x16

The room does have a bed since the guard here is not on duty but is next in line for duty in the entry hall. The replacement guard may eat, sleep, read, or any other diversion. He may have the company of another castle guard for gambling but no drinking is allowed. A guard may not have a liaison while awaiting his tour of duty in the hall. If a guard were caught engaged in a romantic encounter, both he and his partner would be severely punished. Dirtbragg is known for his punishment excesses and more than one decent guard has gone into town on his day off and never returned!

There is a table in front of the west window with a large chair. There is a padded comfortable chair with and ottoman as well as a spear rack with 8 spears. The bed is in the north west corner of the room. There are a dozen books on a shelf for those guards who know how to read.

The 2 x 4 windows are horizontally barred and can be shuttered. There is an eight hour candle that is lit at night fall and burns the entire night. Sometimes a second candle is lit and sometimes the room stays dark. The guard here will be asleep 50% of the time.

12. Captain of the Guard

19x16

Dirtbragg's work room has a ladder in the northwest corner, against the north wall, that leads to his bedroom directly above (#27). The ladder is secured to the wall by two chains to rings in the wall.

Dirtbragg's office has a desk and chair with two chairs facing it. His back is to the north wall when he sits at the desk so he can see the entire room. There is a comfortable chair at the window and he does sit there and look outside from time to time. If it is a night where can watch the moon from his window he likely will be there doing so unless he is on the upper works. He is not an astronomer, but he believes the moon has 'powers' and he gains them by having moon light shine on him.

There are logs of the castle's expenses and a large well drawn map of the city and surrounding areas. He has the buildings numbered by street names but there is no 'key' what each number represents. He has a few other maps and fancies and enjoys pouring over them. He is a lying bastard (literally, he both lies and is a bastard) and does not flinch of someone says that to his face, though he may draw his sword and draw and quarter one so bold as to say it. He is cruel, excessive and mean. He occasionally tries to be 'fair' but he forgets what his doing in mid gesture.

While at his desk his sword in on a peg behind him. His crossbow rests on the floor behind him (it is not loaded or cocked. However with the gauntlets of ogre power he can cock it, load it and fire in the same round. (Add 1d4 segments to initiative for cocking and loading.)

The ladder to his bedroom is in the north west corner on the north wall. In the bottom drawer of the desk is a locked box with 84GP, 73SP, 33CP, 86BT and 44BP. There are twenty gems: 4*250GPV, 8*100GPV and 8*50GPV.

When up and on duty he wears his **Boots of Striding and Springing**, the **Gauntlets of Ogre Power**, his **Chain Mail +2**, his **+3 Broad sword +3** and one of his three **+1 Hand**

Axes +1. He does not always carry the crossbow while in the castle. Half the time he leaves it in his office and the other half in his bedroom. The other two **+1 Hand Axes +1** are in the bedroom. Recall that his sword, when drawn, Detects Invisible and Good at a range of 30 feet.

13. Dining room

18 1/2 x 33

The room has three windows, two 2x4 and one 4x6. Each has horizontal bars and internal shutters. The shutters are generally left open. The center of the room is dominated by the large dining table that is twenty one feet long and seven wide. There are two tall back arm chairs at the head of the table (north wall) and seven chairs along each side. The far end of the table has a single arm chair. On the table are two large candelabra that hold five candles each (silver value 200GV each).

Along the west wall on a high shelf there are 14 pewter mugs and 14 plates (2GP value each). There are 3 silver plates and 3 bejeweled chalices (value 80GP plates and 1000, 700 and 450 for the chalices) are in a locked chest that is on a small table near the door. The chest is locked and chained to the wall. There is a pad lock connecting the bolt in the wall to the chain hanging from the chest.

This room is used for breakfast and the evening meal. The morning meal is haphazard with different people arriving at different times daily. The Duke and his wife have their breakfast served in their quarters. The rest of the guards all eat here. Breakfast can be as early as 6:30 and as late as 10:00. A bell rope is next to the door that when pulled rings in the kitchen. One of the kitchen staff will come to the dining room to see who is doing the summoning and then do what they can to serve them.

The Duke and Duchess get served at 7:00 am promptly so those arriving in the dining room have to wait until that has occurred.

The person taking the tray upstairs comes into this room and then goes into the hall. He or she does not enter the throne room and then into the hall. (Room 14 to 16 to 13 to 10)

14. Kitchen

18 1/2 x 21

The room has three doors. The first to the outside, locked and can be barred, the cooks and groom have a key, as does Dirtbragg and the Duke. During the day the door is unlocked and often wide open to let in light and air. The second door goes to a small hall, has no lock and swings into the kitchen. The third goes to the back hallway and from there to the basement stairs. There is an opening

high on the wall between the stone of the wall, one foot tall and two inches wide but it is partially blocked (6 inches) by the cabin just outside. However it does let in some air and light. There is a candelabra that holds three 8 hour candles suspended from the ceiling by a long rope tied off near the doorway. The candles are poor lighting and seldom used.

The hearth is in the north east corner and shares a chimney with the bedrooms (#30+#38) above. There are many pots and pans and cooking implements including knives and a large meat axe, a butcher block and a preparation table. Javvala and Ustin can operate here easily. Porkal and Kreeb act as servers when there is a dinner or banquet.

All of the food is stored in the pantry but herbs and spices are here on the mantel.

Both cooks prepare breakfast until after the Duke and Duchess are served, then one of them takes off until the evening meal.

15. Pantry

13 x 5

The south wall is shelved. There are two 20gallon barrels stacked just inside of the doorway. The top barrel is wine and the lower is water. The bottom barrel has a large funnel in place so water can be poured into the barrel. The wine barrel is removed when empty, and replaced with another. The door was been removed, as it was in the way, but the hinges are still there. There are basic commodities here, flour, some dried meat, vegetables and fruit in season.

At the far end of the pantry there is a small trap door (2 1/2 by 2 1/2). The trap door leads to the bedroom below (#8B). There is no ladder below but a person can lower himself/herself and hold on to a horizontal bar and then drop to the floor 12 feet below.

16. Small Hall

5 x 5 1/2

The hall has three doors. The door to the throne room has a lock but there is no key hole on the hall side. The door must be unlocked from the throne room side. The kitchen and dining room doors have no locks. The door between hall and kitchen hinges on the west side and opens into the kitchen. The dining room door hinges on the east side and opens into the hall. When the kitchen staff is setting up, cleaning up or serving food the two doors are held open with two wooden wedges.

17. Throne Room

38x29

There is a full length curtain of heavy red wool hanging from the ceiling and masking the entire west wall. It is five feet from the wall. The curtain is composed of four large pieces of cloth so it can be parted in three places or someone can go around the two ends. The curtain is unadorned and in need of a good cleaning. A three step dais is in front of the curtain (six inches per step). Two thrones sit upon the top of the dais, one large ornate gold trimmed throne (750GPV) for the Duke and a smaller chair (200GPV) for either his wife or Dirtbragg (when he presides over court). There is a red carpet that leads from the dais to the east wall, and then another carpet that leads to the double door. Only the duke and his wife walk upon the carpet during court. The courtiers stand on both sides of the carpet. When court is being held it is 75% likely that either Sir Harkin or Jingus (the cleric) will attend as an advisor. If the Duke is presiding then Dirtbragg might be present. Ebella only appears with her husband (45% likely).

There is a table and four chairs in the south west corner of the room. The Duke may eat a quick meal here and might have one or more guests from town.

There are two large candelabra in the room that are tied off on the north wall. The candelabra each hold six glass protected eight hour candles. During a formal court Jingus will cast a Light spell in the room.

18. Secret Doors & Hallway

5x7

The north west corner of the throne room has a secret door to this small hall and then to the outside. The door is very small, four feet tall and two feet wide. (The Duke can polymorph into a child.) The secret door to the outside is also small. The two doors swing into the small hallway. The hallway has a long black cloak hanging on a peg. It is a **Cloak of Darkness** § (see L5C for details).

Inside of the small hall either door can be open easily. The doors are secret from outside of the hall only. There is a pouch of 8 heavy cross bow bolts and a quiver of 12 arrows here along with a heavy crossbow and a long bow. The pocket of the cloak holds 8PP.

19. Storage

32x7

This is a hodgepodge of benches, chairs, a couple of tables, two braziers, three wooden crates (empty), two barrels, three bolts of silk cloth (18 yards each, 85GPV

each), some pottery, some pots and pans, a small cauldron, and a tapestry of Lord Kroten (100GPV) rolled up in a piece of burlap. The long narrow room is cramped and congested with stuff. It is a clue to the small secret passage behind it since the measurement of it vs. the throne room would come up with a six foot difference.

20. Back Hallway

18 1/2 x 7

The staircase to the basement is here. Alongside of the staircase there is a repository of fire wood and coal for the hearths and braziers in the castle. A wall sconce holds an 8 hour glass shielded candle. It is usually not lit. There is break between the upper stones of the wall that is one foot high and two inches wide. It allows a small amount light and air to circulate in the room.

Second Level (Gate House)

21. Gate Tower

The ladder comes up through the floor (no trap door) from the 1st level. There is no access to the 3rd level. There is a large observation arrow slit that has three horizontal bars across it. The bars, especially the bottom one, are excellent for propping up a heavy crossbow for firing. There are twenty heavy crossbow bolts here. A tall stool faces the arrow slit.

There are two large boulders here than can be dropped through the opening at someone coming up. Damage 2d10+2. Minimum strength 14 to lift and drop, 12 to roll to the opening, but lift and drop is 1d4+1 segments, roll 3d4 segments. Those of 17 or 18 strength can do the task in 1d3 segments.

22. Gate Tower

The ladder comes up through the floor (no trap door) from the 1st level. There is no access to the 3rd level. There is a large observation arrow slit that has three horizontal bars across it. The bars, especially the bottom one, are excellent for propping up a heavy crossbow for firing. There are twenty heavy crossbow bolts here and a heavy crossbow. A tall stool faces the arrow slit.

There are four big rocks than can be dropped through the opening at someone coming up. Damage 3d4+1. Minimum strength 12 to lift and drop, 10 to roll to the opening, but lift and drop is 1d4 segments, roll 1d6

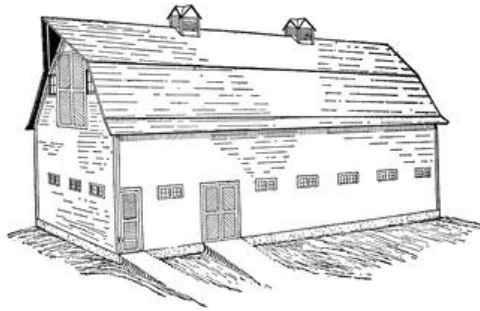
segments. Those of 17 or 18 strength can do the task in 1 or 2 segments.

23. Gigaragak's Observing Room

There is a trap door in the north east corner that leads to the 1st floor. There is no ladder to the 3rd floor. The room has four 3x5 windows that can be shuttered. They have three horizontal bars to prevent entry or escape.

Gigaragak has ten large boulders (about the size of a bowling ball) stacked near the east window. They can be thrown down on someone in the lower courtyard but the figure doing the throwing will be exposed to missile fire from the courtyard as the thrower has to stand in the window to throw the boulder down.

The north window can just see over the barn but that roof obstructs a view of the garden and the side door into the castle. The east and south windows are Gigaragak's favorite since it views the largest area.



It is one of his few pleasures to sit here for an hour or two just watching the Thorp Hills and the small hamlet of Cobblethorp from the east window. He can see motion in that hamlet but can't identify individuals as it is over 1800 feet away. The south window lets him see all of the east side of Kroten and even part of the business quarter.

He has a large, taller than normal, arm chair that he moves from window to window. The extra height of the chair adds to his view. At night he enjoys watching the lights in town go out around midnight.

Under the chair, attached with large drops of wax, are 19PP. A small table with an eight hour candle and candlestick are in the north east corner. The northwest corner has a dart board hanging so it faces the south east corner. There are some wooden planks behind the dart board to catch the occasional missed throw. Gigaragak is quite good with darts surprising some in a tavern when he chooses to play darts for drinks. (Give him a +2 to hit a stationary target, like a dart board. He is not given this bonus in combat – Gigaragak takes 4 to 7 segments to aim and throw his dart.)

24. Barracks

Ten Hobgoblins, male hp: 7 7 7 66 5 5, female hp: 7, 6, 6

This is a large Common room and bedroom for 10 of the goblins. There is a stair case going up and another going down along the south wall. The room has five 3x5 windows all of which have three horizontal bars and interior shutters. The pallets are crowded together at the west end of the room while 3 tables with 4 chairs each occupy the eastern end of the room. The hobgoblins that live here generally carry any wealth they might have around with themselves or sleep on top of it. These goblins are given lesser rewards, longer hours of duty and generally nastier jobs than those on the first floor. The goblins here are constantly trying to move to the first floor at the expense of another goblin who already resides "below". There are twelve throwing spears at the west window that can be thrown at someone in the lower courtyard. Since the throw is hampered by the bars -1 from all die rolls for spear throwing. The west end of the room has two long tables with benches for eating, drinking and gambling.

It is not uncommon for the hobgoblins to fight with one another. Some of the fights are mild and meant to be humorous (even hobgoblins have a sense of humor, but they laugh at injury, suffering and pratfalls and belittling one of their fellows is always funny). Fist fights break out and they might result in a knock out on occasion. If a weapon is drawn both hobgoblins could be flogged so they usually find just enough control to keep from stabbing and cutting one another "for fun".

The hobgoblins from this barrack sometimes get duty on in the inner courtyard but might also be forced to serve on the balcony-walkway complex (#32).

Second Level (Castle)

The ceiling is ten feet above the floor.

25. Upper Hall

The room contains two 18 x 42 windows with three vertical bars and interior shutters to keep out the cold and wind. There is a tall stool in front of the west window and a large comfortable leather chair in front of the east window. Next to the leather chair there is a table with a glass shaded eight hour candle and a decanter of good wine plus a goblet. A table and two chairs are against the east wall.

The two down staircases each have a glass hooded eight hour candle that shines part way down the staircase.

There is a stepstool (3 stairs) used to change the candle that can be moved around the hall. Next to each candle is a shelf holding 1d4 new candles and tinder and flint. The shelf is a place to put the glass shield as the candle is changed. The up staircase has a candle at the top of the stairs.

Next to each of the two down staircases there are three large boulders that are nearly spherical. They could be rolled to the top of the stairs and rolled down the stairs in 3 to 8 segments by a person of 13 or greater strength. Stronger individuals might go a little faster. The boulder is treated at a 4HD monster for the purpose of "to hit". It will do 3d6+4 points of damage on a hit and may well carry the person(s) coming up the stairs back down (save vs. the better of strength or constitution). The boulder has a 50% chance of damaging one or more stairs so the Duke does not encourage their use except in dire emergencies.

All four rooms have good quality locks and solid doors. The double door has a Wizard Lock on it as well.

The Duke and Duchess each have a pendant that allows them to bypass the *Wizard Lock* for a full round. The pendant works on all the *Wizard Locked* doors in the castle, but is useless outside of the castle. The wizard (#402) created them so he can bypass the *Wizard Locks* as well (without the pendant of course). The bypass negates the *Wizard Lock* for a full round.

Roof notes this level: Rooms 26, 27, 29 and 31 have a roof directly above them. This changes the ceiling of these rooms to one of beams and joists with a slanted slate roof above. (Angled away from the rooms on the 3rd level)

26. Harkin's Bedroom

The room has two 30 x 42 windows with external bars that are horizontal (5) and vertical (4). There are interior shutters to keep out the cold and wind. Each window has a tall stool in front of it and a small table next to the chair. The comfortable bed is in the north west corner of the room. It has a wool yellow-brown blanket with a red forked tongue down the center of it (value 50GP). A well-made table and two chairs are against the east wall. On the wall next to the door is a **+1 Halberd +1**. It is an effective weapon to use against someone trying to come up or down the staircases of the Upper Hall.

Sir Harkin has a cape and cloak hung on pegs in the north wall (50 and 100GPV). There is a chest at the foot of the bed containing his tunics, small clothes, pants and a change of boots. In the false bottom of the chest are 88GP and 4PP.

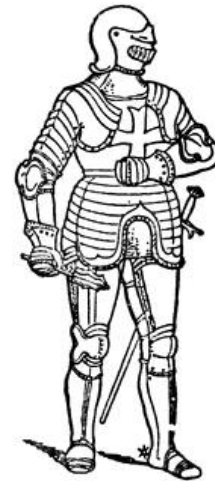
Against the north wall there is a painting of Syrul (as a beautiful woman – 200GPV).

27. Dirtbragg's Bedroom

There is a trap door in the northwest corner that leads to a ladder going to the room below (#12). The trap door can be barred from this room. Dirtbragg bars it when he is in the room (80% of the time). He is 70% likely to appear the next day by walking into room #25 and 30% of the time he just takes the ladder to the room below.

The room has a 30 x 42 window with external bars that are horizontal (5) and vertical (4). There are interior shutters to keep out the cold and wind.

The bed is in the south west corner. It is comfortable and appointed with silk sheets and a heavy wool blanket (100GVP for all). There is a table and two chairs near the east wall. A large upright chest holds his clothing. Three changes of clothing are suitable for court, rich fabric with a few small jewels as adornments (300, 250 and 200GPV).



Dirtbragg is 50% likely to wear the **Gauntlets** to bed. They are cumbersome at times and he often removes them at night when in his room alone. The gauntlets do not convey fine touch of course so wearing them all the time reduces the hand's sense of feeling. He also removes the Boots of Striding and Springing while in his bedroom 70% of the time. He will put the gauntlets into the boots if both are removed. He can put them on in 1d4+1 segments per item. The boots and gauntlets do not operate to full capacity alone (if he only got on one gauntlet and was then forced to defend himself for example)

There is a suit of plate armor near the door that is valued at 400GP. He keeps it top condition. Putting on the plate takes 2 to 5 rounds. A shield hangs next to it. If Dirtbragg were to go into combat, and 30% of the time that he appears in town, he will put on the plate and carry the shield; otherwise he prefers more comfortable chain armor.

Beneath the bed there is a loose stone that can be pried up using the point of a dagger or sword and lifted out. The open hole beneath the stone holds a leather pouch with twenty seven precious stones (that he has been stealing over the course of three years from the Duke). Rubies: ten @ 100, ten @ 250, four @ 500, two @ 1000 and one @ 2500GPV. The stone ranks as a hidden door but to find it the bed must be moved and the lighting must be good.

28. Laboratory

Lit by *Continual Light*. High on the outside wall are six thin and narrow (2" x 18") openings between bricks that let in some daylight and allow air exchange. They are too high up to look out of.

A 13 step straight staircase in the northwest corner goes to Nebub's bedroom above (#39). On the 7th stair going up (or down) there is a mechanical trap (see #39 for trap notes). Nebub is very careful to bypass it. The top of the staircase ends in a trap door. Only Nebub goes up the stair. The wizard knows there is some trap here but he is not foolish enough to try to get by it.

Next to the staircase, on the north wall, is a one way secret door (mechanism to open the door on this side only) to the back hallway.

The Wizard is performing some experiments here. The Wizard is aware that Nebub is a half devil and wants to use a few drops of Nebub's blood to make a potion or two. The room has two large tables and shelves that hold solid and liquid ingredients. The exotic items found here would be useful to a wizard or an alchemist and would have a value of 2500GP to such a person.

So far the wizard has been successful in making potions of Fire Resistance and Infravision using Nebub's blood. He has also concocted a **Potion of Limited Polymorph Self**. The imbiber can turn into a wyvern (nonpoisonous) and another human form but no other forms can be taken. There are four **Potions of Fire Resistance** (400GPV each), three of **Infravision** (200GPV each, duration 5 to 8 hours), and two **Limited Polymorph Self** (250GPV).

There are three tall stools. Mixing, heating, grinding and storage vessels of either pottery or glass that have a total value of 700GP (if the appropriate buyer can be located) are on shelves nearby.

The room has two large comfortable chairs. A barrel of good red wine (35GPV) and some books on alchemy (valued at 4000GP if the right buyer is available). Four silver goblets and four silver plates are on a shelf above the tapped barrel. They are worth 45GP each.

29. Back Hall

The stairs at the east end of the hall go down to the first floor. There is a locked iron door at the top of this staircase. It can be unlocked from either side. It can be barred from the 2nd floor side, but that is only 20% likely. The servants do not come and go using these stairs unless the Duke or Jessicar tell them to use it. The stairs are meant for Jessicar and the Duke. Kemma has a key to Jessicar's room (she and Jessicar are lovers). Kemma uses the back stairs as well sometimes. She has a duplicate of Jessicar's key (which she should not have).

The secret door into the lab (#28) cannot be opened from this side (no mechanism) except by a *Knock* spell. Of course a hammer and good chisel would eventually open it as well.

On the north wall there are two 12 by 36 inch vertically barred windows and one 30 by 42 window on the short west wall with horizontal and vertical bars.

The long corridor is occupied by an ogre named Eskeka. The Duke personally selected Eskeka to guard this back corridor. Eskeka will allow the Duke and Jessicar to use the stairs, as well as servants if he is told to allow them up and down the stairs.

Kemma is terrified that Eskeka will attack her but Jessicar has asked him not to. Eskeka sometimes growls at her just to frighten her for the fun of it. Kemma is not amused but Eskeka actually permits himself a laugh after she passes. Jessicar speaks the language of ogres fluently (it contains about 1500 words).

Ogre, 4+1 HD, AC: 4 (**Ring of Protection +1**), Large spear 1d10+6 damage (for strength). He has four spears here and has a large hammer (2d4+6 damage) hanging from his belt. He can throw the spears at no penalty to hit. HP: 33

Eskeka has 18/00 strength and an intelligence score of 9, which, for an ogre, is very smart! Be sure to add XP for killing him. Belt pouch 5GP, 11SP, Ruby 500GPV

Eskeka speaks his own language and some limited common. He comes down the stairs during the mid-afternoon three or four times a week to go outside through the kitchen. He will always be accompanied by Jessicar. Eskeka, strangely enough, enjoys the smell of the flowers in the garden. However, during his time downstairs he will often traverse the courtyard and even go up on the walkways. The hobgoblins back away immediately as he approaches. He stays out for 1 to 6 hours and then travels back upstairs. He might go back up without Jessicar.

Eskaka has a large pallet in the middle of the hall made up of two brown bear hides (value 20GP each –if they are cleaned up). Eskaka is a very light sleeper and has an excellent sense of smell, not of canine quality but better than average. Eskaka spends many of his waking hours looking out of the three windows. He has a large chair that he moves from one window to the other. He does not light a candle at night.

He considers Jessicar his friend. He obeys the Duke of course.

30. Jessicar's Bedroom

The room has a 30 x 42 window with external bars that are horizontal (5) and vertical (4). There are interior shutters to keep out the cold and wind.

Two doors lead out of the room. Each door has a lock. The lock into 25 is usually left unlocked (80% likely). Jessicar has a key to Kemma's room. The second door leads to the back hall. It is locked about 60% of the time when Jessicar is in the room and 100% of the time if he is out.



The bed is in the northeast corner. It is a large bed with four down pillows. He spends off hours being intimate with Kemma when they both have the time. She usually sleeps in his bed.

A table is in the southeast corner and against the two walls. There are two chairs at the table. Jessicar and Kemma take turns bringing their dinners up to the room and eating here when they can do so. A candlestick with an 8 hour candle is on the table. 2 to 5 more candles are in the corner of the table.

Jessicar's daily wear is hung on pegs along the west wall. He puts his shield, bow and arrows on three of the eight pegs. A cloak, pair of trousers, tunic and cape hangs here as well. He has a chest at the foot of the bed with his

small clothes, traveling boots, and a pair of shoes worn to court. Also there is a yellow and brown cloak that he wears to the Fane of Syrul. It has a forked tongue symbol on the left breast (value 100GP).

The ceiling wooden beams support the floor above. If he stands on the table he can reach one of the support beams. It has a large knot hole that is plugged with a dark cork tapped almost all the way into the beam. The color matches the beam. The room would have to be very well lit for a person searching the room to have any chance whatsoever of spotting the cork. A searcher has to say that he or she is looking UP or do not even roll any dice to find the cork. In good light a person with good eyesight might notice the slight bulge (that is the cork) 30% chance. As the quality of light goes down, that chance decreases. If only a candle on the table is lit, for example, the odds of noticing the cork would only be 10%. When the cork is pulled out the hollow reveals a gold ring with a large yellow sapphire valued at 2000GP for the workmanship and materials. The ring is magic and contains two full **Wishes**. (A suggested set of guidelines for casting wishes, for those who might want a suggestion or two, is in the companion to this module. A *Wish* is ONLY a 9th level spell, not a decree from a deity.) Including the two *Wishes* sends the value of the ring up to 20000GP. The ring is still worth 2000GP after the wishes are cast.

A person using a *Detect Magic* might find the ring but he or she really needs to direct the detection upward. Some DMs might not rule exactly that way. The cork and wooden beam partially shield the ring from detection (reducing the chance to detect it to 50%).

31. Kemma's Bedroom

The room has two 30 x 42 windows with external bars that are horizontal (5) and vertical (4). There are interior shutters to keep out the cold and wind.

There is one locked door leading to the small hall mentioned in room 30. Kemma's bed is on the south bed. She sleeps there when she and Jessicar do not have the same night off, otherwise she is with him.

She has an upright cabinet containing four dresses of good quality (80, 60, 40 and 30GPV). She has a small covered box (4x4x3) that holds black pearl earrings (100GPV), a matching black pearl necklace (200GPV), a silver ring with a blue sapphire (150GPV) and a broach with the head of Syrul on it (100GPV). A pouch containing 34GP and 27SP is there as well.

A chest at the foot of the bed has undergarments, blouses, skirts and trousers appropriate to a day or night in town.

Her weapons and guard clothing is kept in a chest next to the door. She keeps her long bow and arrows there when not in use. Her shield is slid under her bed. Her chainmail is hung over a chair next to the bed.

There is a full length 40 x 80 inch good quality mirror mounted between the two windows (value 150GPV). It is held there by *Wizard Glue* (Level 1 MU spell, see the Alchemist article in *Best of Dragon*). Trying to pry the mirror off of the wall will break it. A *Dispel Magic* must be used.

There is a light fixture on a chain in the middle of the room. It can be lowered by a rope tied off near the door. The fixture can hold four candles, each with a glass chimney to protect against drafts. She usually lowers the fixture and lights only one candle when she wishes to remain awake after dinner. There is a comfortable padded leather chair (100GPV) in front of the northern window.

Third Floor

The ceiling is ten feet high.

32. Walkways Overlooking Front Gate Courtyard

The gate courtyard is surrounded on either side by balconies that are connected by a walkway. There is a minimal two foot tall, two foot wide uncrenellated shoulder facing the courtyard. It gives a person behind some cover and allows a person kneeling with one or both knees a better shot at someone below (whether it is throwing a spear, dagger or hand axe, firing a bow or crossbow, or dropping a large rock). A person in the gate courtyard is already twenty two feet below an attacker above. The defender is in poor position to return fire. Consider a person on the walkway two full armor classes better and -1 on 'to hit' rolls. The attacker, on the other hand, is +1 to hit those below since that defender has little freedom of movement and no place to hide. Stones (2 to 12 damage) dropped from above do two extra points of damage on each hit.

The balconies and walkway each have a dozen large stones lying ready to be tossed down on people below.

A person above can move fairly easily from balcony to walkway to balcony. Entry into the gate towers (#33 and #34) is from the balconies. A person in the courtyard has an especially tough shot at a person just moving (not attacking) from position to position. A person trying to move so as not to be hit can have a AC advantage of from

3 to as much as 6 if the person is making no effort to even look at the person(s) in the courtyard below (DM will have to determine AC in some cases).

At night there is a single torch burning in the middle of the walkway held by a metal sconce. The light goes mostly down into the courtyard but the light does interfere with someone looking down who is close to the torch. A person on the walkway with infravision loses that infravision because the fire source is so close.

A guard will be somewhere on this walkway-balcony system 20% of the time. That guard may be housed in tower 33, 34 or 35.

33-35. Gate Towers & Guard Post

The two guard towers and guard post act mostly as shelter from the cold and wind and occasional rain. They are six feet in interior diameter or a six foot square in the case of the guard post. They hold a chair, very small table and a small cot. Each has 7 to 12 spears in a tall basket. There are no doors but there is a heavy leather drape that can be put in place to keep the room warmer and less drafty. Neither tower has a doorway or a way down to the layer below. Both have a ladder attached to the wall to climb to a trapdoor to the level above. A guard stationed on the walkway-balcony might occupy either tower or the guard post at #35. The guard often moves from one location to the other and spends much of the watch outside of the shelters.

The usual guard(s) is/are 1 to 4 hobgoblins from the barracks (#24 or #36). The hobgoblins from the first floor barrack (#4) generally patrol the inner courtyard and the west walkway. Each of these rooms has one to four eight hour candles in a bronze holder.

The circular towers have two baskets holding 24 arrows each and an unstrung long bow. The basket is a rope tied off next to the trap door above. The basket can be pulled up from above in a round easily.

36. Barracks 2

10 Hobgoblins, male hp 5 5 4 4 4 4 4, female hp 4 4.

There are ten pallets here along the north wall. There are three widows, a staircase down and a door to the balcony-walkway complex. That door can be barred from inside but is usually unlocked and often left open (40%) even at night.

These are the poorest and weakest of the hobgoblins. They would all kill (literally) to go down to one of the barracks below. Of course they cannot be so blatant as to kill off a rival where the finger would point at them.

Killing another of your fellows is a sentence of instant death if you are caught at it.

The goblins have little wealth; a few copper and brass pieces with an occasional silver piece or two. When not on duty they prefer to eat, sleep or get drunk.

Level Three (Castle)

The ceilings on this level are ten feet high.

37. Meeting & Observation Room

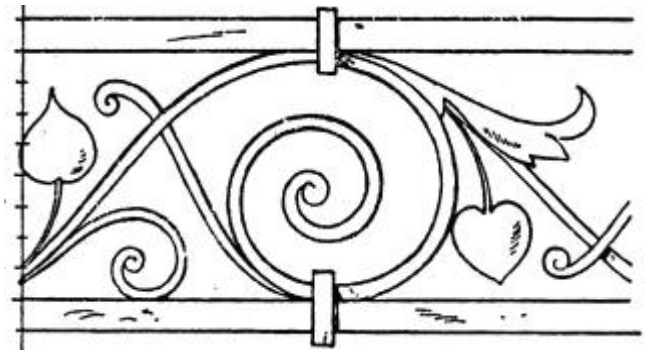
A large single window dominates the south wall. It is nine feet wide and five feet high. It is crisscrossed with four horizontal and eight vertical iron bars that are wired at each bar intersection. There are no shutters on the window so this room is drafty and sometimes cold. An iron door is at the top of the staircase going down to the second level. It is always locked and can be barred as well. The Duke and Duchess come up the steps and go to their respective rooms through the small hallway along the north wall. Both room doors are made of iron and have good locks. They can be barred from inside the room. Both doors have a four by four inch peek door which is held by a small hook (the peek door can easily be pushed in by force).

A large double wide wooden chair with arms and cushions is in front of the window. Nebub sits here for hours at a time watching the town below. There is a large table with eight chairs (four per side) and a large armed chair at the north end of the table. This is well made furniture and would fetch 600GP if the table and chairs could be moved and sold. Under the armed chair there is a 500GP gem with *Continual Light* cast upon it. The gem is in a yellow silk bag with drawstrings that is inside a leather pouch. A chain hangs from the ceiling over the middle of the table. The yellow bag is tied to the end of the chain to light the room. Usually the gem stays in the bag which reduces the full daylight by half. Of course *Detect Magic* would locate the pouch. The pouch is just held by a hook in the bottom of the chair but some has to be on all fours or turn over the chair to see the pouch hanging there.

Nebub will hold meetings here occasionally. The Duchess might call staff to this room to discuss plans for some party, court or event.

Most times the room is empty and used only for passing to the two bedrooms.

On the east and west walls there are three kite shields and four well balanced throwing spears. Both the Duke and Duchess are proficient with the thrown spear.



38. Ebella's Bedroom

Recall that Duchess Ebella is an Erinyes (lesser devil) who poses as a human female magic user. She can cast a number of spells in both forms. She is sexually active with many of the guards and even some of the hobgoblins. Nebub does not care who she has sex with. She will teleport to Hell if she is down to 8 points or less and cannot return for a year and a day by herself if she does so. She will summon her own kind only at great need.

Ebella's room contains a large cabinet full of expensive dresses and elegant shoes and jewelry. The gowns (eight of them) have a total value of 3000GP. The shoe collection is worth another 1000GP. She has eight rings, three necklaces and four pendants that are worth a total of 5000GPV (R:500, 400, 300, 200, 200, 100, 100, 100, N: 1400, 800, 300, P: 300, 300 100)

There are two large beds and twenty pillows. The room is often the site of various orgies (ahem!) some of which even include her husband. These orgies always see her only polymorphed into human form.

She has no need for sleep but will recline and relax to meditate. While meditating she will appear as an Erinyes! (Naked, wings, red complexion, small horns, tail). In public she is a female human in fine dress.

39. Nebub's Bedroom

The north west corner contains a trap door leading to a spiral stair case. The 8th stair from the top (or bottom) has a *Glyph of Warding* on it. (See room 28) A stair here goes to the 4th floor. There is an iron door at the top and bottom of the stairs both of which are locked. The stairs are covered by *Continual Darkness*.

There are 13 stairs, the 7th is trapped with a falling stone block that has six knives embedded in the stone. If the trap is set off the block drops from above, striking as a

10HD monster. Damage is 6d4+24 points! The trap is mechanical, just step over it to bypass it. ONLY Nebub goes up and down these stairs.

Being half human Nebub does need to sleep but he only does so one day in three. When he sleeps it is for 13 hours at a stretch. He is a light sleeper.

The bed is large, well-made and expensive (500GPV). His clothing is in two chests on the north wall (twelve sets of clothing adding up to 6000GPV. Note: you need a wealthy buyer and often such a person will not want to spend 'full price' for a garment)

There is a table and two chairs along the north wall.

Since Nebub has infravision he does not light candles or lamps here. He comes here to rest or sleep. If he is awake and active he more likely will be room 37 overlooking the town below.

Painted on the floor of this room, between the bed and table, is a Circled Snake Pentagram. Just outside of the circle, at the snake head points, are five hold candle holders (one at each apex) holding a honeycomb candle (450GPV each candle holder). The candles do not have to be lit but if they all are then the person standing in the pentagram may call out and speak to someone in or near another such pentagram within three miles. {There are two such pentagrams, one in the wizard tower on the north hill and one in the Fane of Syrul.} There must be someone present to hear what is said so communication is not guaranteed in this manner. The other person must step into the pentagram to return the conversation.

Fourth Floor

40. Circular Gate Towers

The tops of the two towers are crenellated and open to the sky above. Both have trap doors to the level below. They are seldom manned or used but were there a siege or attack an archer(s) would have a good view from either of the towers. There are arrows and a bow in the room below. (See #33 and #34).

41. Small Tower

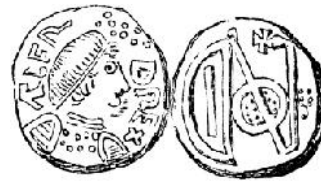
The top of this tower is also crenellated and open to the sky above. It has a trap door to the room below (#35). It is sometimes used by the hobgoblin commander to view what is troops are doing. The trap door is not locked.

42. Top of Command Tower & Balcony

There is a trap door here to the barracks below. It is used by the hobgoblins not as a guard site but a place to lie in the sun, drink, have sex or gamble. If they spot the commanding hobgoblin they will leave immediately.

43. Treasure Room

The room has a stair to the room below. There is a locked iron door at both ends of the stair and a trap on the 7th of the 13 stairs (see room 39). The stair has *Continual Darkness* on it. Only Nebub goes up and down this staircase and he is very careful to step over the mechanical trap on stair 7. At the top of the stair there is a loose stone. Behind the stone is a sprig of garlic on a string. Sometimes he brings up a fresh piece from the kitchen.



The room has five windows that are 20x30 inches and crisscrossed by 3 horizontal and two vertical thick iron bars (bend bars at minus 7%). They have exterior shutters can swing down below the window. A rope on each lets Nebub pull the shutter up and closed. Each shutter is held by a small hook so it could be opened easily by force. There are tall stools in front of each window that can be used to observe the surrounding area.

The room has guardians that cling to the rafters in the ceiling.

Four stirges, 1+1HD (attack as if 4HD); AC 8, damage 1d3 and drain blood 1d4 per round after attaching until 12 points drained. HP: 9 9 8 8

They do not attack Nebub who wears a garlic spring around his neck when he goes up the room (they abhor the smell of it).

When he decides to punish a hobgoblin or human he might bring him to this room and toss the person into this room (bound if necessary and of course weaponless and without armor.) The stirges will drain the victim eventually. If he has no one to punish he'll bring up a sheep for the stirges to feed on.

Someone coming up this room may find the stools knocked over and a dead body on the floor (human, hobgoblin or sheep).

The center of the room is dominated by an octagonal table (eight feet from face to face of the octagon).

Bolted to the table is large 4 x 3 x 2 foot tall chest with a built in lock. The lock is well made (-3% to pick). There is a Glyph of Warding for explosive fire damage (14 pts damage) on the lock.

The chest contains real and magical wealth. Yellow Sapphires (500, 500, 300, 300, 300, 200), Rubies (1000, 700, 400, 400, 200, 200), Blue Star Sapphires (2000, 1500, 1000), **Horn of Defense** §, **A Type Six Bag of Tricks**, bag of 875PP, bag of 1,330GP.

Basement

The basement has a very tall twelve foot ceiling. The passages from #1 to #2 and numbered 5 and 6 are only four feet high on the inside of the passage, and five feet on the outside.

1B. Guard Tower Entry

The tower basement can be accessed from above via trap door to ladder or via the passage to tower 2B. There is no entry to 3B.

The Passage from tower 1 to 2 is only four feet high on the inside. This passage, #5 and #6 are seven feet below the ground above. There is no door to this passage on either end.

2B. Guard Tower Entry

Entry is from basement #4. Then either go up to #2 above via ladder or crawl through to 1B via the four foot high passage. Since the room is used for movement in and out, there is no storage here. On the wall are hooks holding two war hammers. There is a sconce for a torch but it is almost never lit.

3B. Armory

This room has access from above and from the crawl passage. It is seldom entered from the hobgoblin commander's room (#3) above. The hobgoblins come in from crawl passage. The door to the room is iron and locked. Four sergeants from the first floor barracks have keys to this room.

The Armory contains sixty javelins all lined up against the walls. There are twenty morning stars. Six shields and five suits of splint are stored here as well.

4B. Hobs

This room is where the young hobgoblins ("hobs") sleep. There is a ladder leading to the main barracks above. The trap door in the ceiling is usually open.

The shaman also resides here against the far west wall. He has a pallet, table and chair, a small altar with a statue of Maglubiyet. There is a heavy curtain that separates his area (about six feet wide) from the rest of the room. If a hob enters this area unasked it will be punished.

There is a very small window (six inches high and two feet wide) on the north wall of the shaman's area. It is open to small dug out next to the entry door in the courtyard. He gets air and light this way. He is respected by the rest of the hobgoblins since he is touch with their deity. Igligkarkus speaks both goblin and common in addition to hobgoblin.

A hobgoblin female carries the single hob for seven months. She gives birth alone or helped by one or two females. She keeps the young with her for only seven days and then he or she is sent to this room for care by other young hobs. The mother may go and visit him/her for the first year or two and is watchful that the hob matures healthy and strong. If she observes cowardice, weakness or some deformity she must notify a sergeant or the commander. Were a hob to reach two full years and then be seen as weak, it would reflect on the mother (via punishment). Weak hobs are ignored and neglected, normally dying before they reach their 2nd year.

They are taught language and weapon combat at the beginning of the 2nd year of life. Prior to the age of two they usually run around naked or in just a loin cloth, being too unimportant to dress. Ages two to seven are spent learning skills of one type or another, including weapon training. Those with only one or two hit points usually do not survive to see age seven. Seven is Coming of Age when a Hob is officially put under the care of an adult for further training. Few are selected for crafts or the priesthood. At age thirteen they are considered adults and they take up ranks the barracks (#4, #24 or #36).

Sixteen hobs reside here now. Four are under two years old, four are between 2 and 7 and eight are past Coming of Age. They are expected to help their fellows attain adulthood since the group (tribe in this case) advances only if the members are strong.}

Hobs

Under two, AC: 8, no weapon, bite 1 or 1 to 2, claws zero or 1. HP: 2 2 1 1

Two to 7, AC: 8 might have a dagger, bite 1 -2, claws 1 each. HP: 4 4 3 3

Aged: AC: 8 (4 of them) or AC 6 (who have been awarded studded leather.) All of these have daggers and those with armor also have morning stars. HP: 5 4 4 3 and 7 7 6 5

An adult or two are here during the day 50% of the time. He or she will be teaching language or weapon skills. They are not taught history but are taught about their deity Maglubiyet. They are taught that elves and dwarves are their deadly enemies. They are taught about their superiority over goblins and kobolds.

5B. Passage Between Towers

This passage is only four feet high on the inside causing a figure to crouch or crawl to get through. There is a door between passage 5 and 6 but is not locked. It can be barred from the 6 side of the passage.

6B. Passage to Castle

This passage is only four feet high on the inside causing a figure to crouch or crawl to get through.

Castle Basement Light & Ventilation

Each room along the outer walls in the basement has a three inch diameter pipe that attaches to the upper outside wall of the room eleven feet up the twelve foot wall. It is angled up at 45 degrees and opens in the courtyard above about six inches away from the wall. The pipe end extends about four inches above the soil so moisture in the soil does not leak in but rainwater most certainly does. It is up to the occupant of the room to keep the hole clear if he/she wants air and light to come in. Of course the pipe might get clogged with blowing debris on occasion. Most have a bucket below the opening hung on a peg a foot below the opening. So most of the water goes into the bucket and can be disposed of. Next to the room number there will be the following symbol and a number <2> meaning the number of holes in the long outer wall of that room. This is an important source of light and air so the occupants are careful to keep it open. The women who tend the garden do go all the way around the castle inside of the courtyard to keep the pipes clear once each week.

7B. Jingus' Bedroom <2>

The door has a good lock and can be barred from inside. The bed is along the west wall so that rain from the two open pipes in the east wall does not get the bed wet. Jingus hangs his **Mace of Fear** on the wall over his bed so he can reach it easily. (Recall that the mace is aligned to EN.)

There is a table and three chairs in the center of the room and a chest at the foot of the bed. A pair of crossed maces is hung by the south wall over a circular shield. There is a small shrine to Syrul between the two pipes on the east wall. The motto "Lie nine times every day." is written below the bust of Syrul (in the form of an old crone).

The chest is not locked or trapped and contains his day to day clothing. His vestments (four of them) are hung in an upright cabinet on the north wall. They are yellow with the red forked tongue along the back. They are valued at 100GP each for craftsmanship and some level of warmth (they are all made of wool).

The water bucket below the southern pipe in the wall has a false bottom accessed from the outside of the bucket (rank as a concealed door – but the bucket specifically has to be viewed (searched). When the bottom is removed there is space for 20 gold coins each wrapped in a small fragment of wool (so they don't rattle). There is also a 200GP ruby wrapped in wool as well.

Jingus goes to the Fane to pray at least once a week. While is not terribly smart, he is quite clever although his lies are not deeply thought out and he gets caught in them occasionally.

8B. Storage <1>

The pipes in this room open into the garden next to the kitchen door. It is six inches in diameter and lets in significantly more air and light than the other pipes around the walls into the basement level.

This room is the main food and supply storage for the castle. There are two doors to this room and both are extra wide, five feet instead of the usual three feet. They are solid wooden doors that have good locks.

Along the east wall of the room are four barrels of good wine (20 gallons) valued at 70, 40, 40 and 35GP. Two 50 gallon water barrels are on the north wall. They are kept at least 80% full at all times. There is a corked opening at the top and a large funnel nearby. Two solid stairs are next to each barrel so that a person can step up with a pail and dump water into the funnel.

Two large casks are along the south wall. One has ground flour and the other barley.

There is a fourteen foot ladder lying on its side by the east wall (in front of the crates). It can be used to push open the trap door in the ceiling (into the pantry #15) and then a person can climb up and out.

Four crates are on the west wall that hold items ordered from the continent: Statue of a plate clad fighter on a horse (iron) (50GPV), Four bolts of silk cloth in different

colors (30GPV each), A padded leather chair and foot stool (210GPV), An anvil from Irongate, dwarf made (heavy) (300GPV).

9B. Back Hall (a) <3> & Long Corridor (b)

The back hall contains a staircase to the first floor, a secret door at the east end and an open doorway to the long corridor going to the front of the basement. There are three pipes along the north wall that allow air and daylight to come in. One of the pipes is directly across from the doorway; another is at the east end by the foot of the stairs and the last near the east wall. This is not much light even on a bright day since the sun never shines on this side of the castle. At night there is a glass chimney covered eight hour candle in a holder next to the doorway so light goes down the back hall and the corridor too. The candle burns out somewhere between 2 and 3AM most nights (lit about 6PM).

There are four chairs along the north wall and two small tables (stored there).

The secret door leads to a steeply inclined corridor that goes down about thirty feet and opens into the wood behind the castle. The opening is covered by bushes that can be pushed aside to get in and out. The door is not terribly well hidden outside and can be found with just a little effort by someone searching the backside of the hill in the woods.

The secret door mechanism is at a height of eight feet so only someone 5'10 or so or taller can reach it easily. Shorter persons will have to make some effort. (Of course there are four chairs to stand on right there!) The majority of the back hall is not used since someone going up and down the stairs heads right down the corridor.

The corridor contains a cluster of three doors leading into rooms 8, 10 and 14 and three more leading into room 7, room 17 and the crawlway to the front towers around the bend at the south end. This corridor is poorly lit and to see what you are doing a light would be very helpful. Note that someone coming up the corridor from the south is guided by either the burning candle at night or the daylight coming from the end of the pipe.

10B. Torture & Interrogation

This large square room contains many items for extracting information from someone. The equipment here can be used to cause life altering injuries of death. There are three sets of manacles on the north wall that could hold three persons by the wrists & ankles in a standing position. Torches as well as candle holders are here. The door to the room is solid iron with a good lock.

Along the east wall there are three cells with solid iron doors. They have a hole at the bottom of the door that is nine inches high and nine inches wide. Just large enough for a small plate, mug or a small bucket. There is a 6x6 peek hole in the center of the door. (Note: someone with a long arm (6' tall or taller) can just reach the lock though the peek hole though he/she would be straining. A shorter person just can't reach the lock [in case he/she might have a key or lock pick].

11B, 12B, & 13B

The ceiling is twelve feet high, and each cell has a cot, a single chair and two small eight inch diameter buckets that are eight inches tall. They are just large enough to slide in and out of the small door at the base of each door. In the middle of walls, eleven feet up, between rooms 11 and 12, and rooms 12 and 13 there is a three inch pipe that allows air to move. Someone speaking just above a whisper could be heard by the person in the next cell. Even if there is a prison(s) in this/these cell(s) there is usually no guard in room 10.

14B. Strong Room

An iron door with two key holes and five raised squares in the middle of the door. On each of the five squares there is a symbol. The symbols are a silver coin, a brass triangle, a copper coin, a platinum coin and a platinum noble (using real brass, copper, silver, gold and platinum). Just touch them in ascending or descending order of value. The trap on the door is now deactivated. The door locks will both light for a full five rounds making key insertion or lock pick insertion easy. If the person gets it on the first try 500XP, second try 300XP, third try 100XP after that no XP, it just removes the trap for ten minutes.

The two regular locks on the door can now be unlocked safely with a key or lock pick. Both are complex (-7% to pick). If a person tries to pick the lock prior to removing the trap then he/she will get an electrical shock of 2d6 damage potential. This will happen over and over again until the trap is removed or thirteen shocks have occurred in one 24 hour period. The door recharges after 24 hours.

The room has a large wooden table with an arm chair next to it. On the table are four chests. They contain 250+d% gold coins, 400+2d% silver coins, 400 + 3d% copper coins and 300+2d% brass coins mixed with brass triangles. (Recall a brass triangle and a brass coin has the same value, 1/2 of a copper coin). A candelabra is on the table holding three candles.

These boxes of coins are used once a month to pay the people who work here. The Duke himself opens the door and Harkin, Jessicar or Kemma counts out the coins into a number of pouches. The troops then line up in room ten on the first floor. Each pouch is opened and the coins given to the correct person. The payroll process takes about fifteen minutes of counting and about a half hour to dispense.

Dart	11	9	7	5	3	1
Dagger	13	13	11	9	7	5
Mace	15	15	15	13	11	9
Sword	17	17	17	17	15	13
Shield	19	19	19	19	21	23
Leather	21	21	21	23	25	27
Chain	23	23	25	27	29	31
Plate	25	27	29	31	33	35
	144	144	144	144	144	144

In the corner of the room there is another iron door.

15B] <1>

This room has an iron door with a complex pattern of 144 raised and lowered squares. Upon these squares are etched a total of eight different symbols. The symbols are a suit of chainmail, leather, a dagger, a dart, a mace, a sword, plate armor and a shield.

There are exactly 23 suits of chainmail, 21 pieces of leather armor, 13 daggers, 11 darts, 15 maces, 17 swords, 25 set of plate and 19 shields. Knock on the door has no effect. Smashing the patterns with a hammer (blunt weapon) will cause the door to radiate a blast of electrical energy equal to 7d8 points of electrical damage. The door can radiate another blast worth 5d8 and a final worth 3d8 but then it will open.

There is an elegant solution. If you touch a dart it will turn into a set of plate or if you touch a set of plate it will cause a dart to disappear and be replaced by another set of plate. Touching any other symbol will have no effect. If you touch a dart again or a set of plate the same thing will happen again, the dart will become a set of plate.

Once the number of darts is 9 and sets of place has become 27 other changes will happen. You can touch a dart of set of plate two more times and the same change will occur. But, in addition, if you touch a dagger it will vanish and become a suit of chainmail. Of if you touch a suit of chainmail a dagger will change into a suit of chainmail. This will work until the number of darts is 9, daggers 13, suits of chain 25 and sets of plate 29.

The pattern here is twofold. The weapons rank from dart, to dagger, to mace to sword, and the armor from shield, to leather, to chain to plate. Each set of changes of two changes will allow another level of change in the next weapon up or piece of armor down. A person doing this need to form a chart like the **Pattern Chart** to see what is happening.

Pattern Chart

When the pattern finally becomes 1, 5, 9, 13, 23, 27, 31, 35 the door will open. Score 4000 XP to figure this out divided by as many people involved in the solution. This will take some decent light, some time, and someone with a pencil and paper. Every time a tile changes there is a small flash of light from the symbol that turns from a weapon into a piece of defensive armor. As the door opens all of the symbols will turn back to the original pattern. Anyone touching the door or near the door at that moment the symbols change back will receive 15 points of curing immediately, or if he/she is not wounded for a full 15 points, then the rest of points will occur upon the person taking damage the next time within three days.

The puzzle requires 28 touches to open the door. Even someone who knows the combination will take 2 to 5 minutes. There is an experimental limit however. After 69 touches, if the pattern has not been deduced, each wrong touch will do one point of electrical damage to the person. Touches are with bare fingers. Gloves or instruments will not cause the unlocking magic to activate. The touch must be from a living figure, so this door is undead proof.

A dark room is beyond the door. It seems to be empty. There is a single pipe to the outside on the east wall. The most light comes through the pipe when the sun is shining on it in the mid to late afternoon.

There are three Shadows lurking here, concealed in the darkness.

3 Shadows, 3+3HD, AC: 7, 1 attack for 1d4+1 damage and the drain of one point of strength for 2-8 turns. HP: 23, 17, 14.

They will not attack Nebub but will attack any other living being entering the room. They are bound here and cannot leave.

Two desiccated corpses are on the floor near the center of the room. They are the remains of two humans who were attacked years before. The corpses have been stripped of useful items. They wear tattered and rotting clothing. Armor, weapons and shields are gone. One of the corpses still has an old pair of boots on that were so worn as to not be taken. Inside of the boot sole can be removed revealing a hollow in the heel. The hollow contains a circular piece of lead 1 1/2 inches in diameter and 3/8 of an inch thick. The lead can easily be pulled or cut away to reveal a plain gold ring. The ring will radiate magic (but not while it was in the lead wrapping). The ring is one of Spell Storing. It can be reloaded with the same three spells it contains now. They are; Cure Blindness, Cure Disease and Remove Curse. The ring can be reloaded with a single spell if only one spells is used. The ring secondarily functions as a Holy Symbol for any Good cleric and gives him or her a bonus of one armor class while worn. (The owner decided not to expose the ring to possible loss if he failed in his mission.) GPV: 12,500. (A clerical wearer of the ring, including a druid, will sense the spells in the ring after wearing it for a full turn. A ranger or paladin will sense that it contains spells but only a ranger or paladin of 7th or higher level can activate them. Other classes will not sense anything nor will they gain an armor class advantage. However the ring is gold and worth at least 100GP for that alone.

16B. Prison <1>

A very important prisoner is held here. Nebub and the wizard have some special plan for him involving potion making and later a special sacrifice. They have him in enchanted shackles that prevent him from using all of his major powers. The shackles are on his back legs and act as a hobble. Then there is a large chain and collar around his neck leading to a ring buried deep into the floor allowing him to move only up to six feet. He cannot effectively engage in melee because of these inhibitions (-3 to hit and AC 8 instead of 6.) There is a key hole in the collar. Nebub wears the key to it around his neck. (But the lock can be picked.)

The Shackles are Evil and work only on figures of Good alignment. A neutral or evil figure locked in these shackles would be hampered by them physically but there would be no magical effect. The shackles also have a key on each ring. Nebub has that key as well. They can also be picked.

Breaking the shackles is possible with several hammer hits but the prisoner has no weapon to accomplish this. Breaking the shackles is worth 1000xp.

The prisoner is a Lammasu named Beliscarva. He can communicate by picture telepathy, projecting images and then receiving images back in reply. This telepathy does not use language. He can speak in his own language, the alignment language 'lawful good' and he knows some common.

Lammasu, 7+7 HD, AC 6, claws for 1d6/1d6, MR 30%, HP: 41

He can, if not restrained and inhibited, cast four 1st level clerical spells, three 2nd level, two 3rd level and one 4th level daily. He can pick from those spells he knows without memorizing in advance. His *Cure Light Wounds* does 2d6+2 points of healing and his *Cure Serious Wounds* heals 4d6+4 points.



While in the shackles he only has access to all four of his 1st level spells but only one 2nd and one 3rd level spell per day. (He creates his own food and water to stay alive and strong.) The shackles prevent him from turning Invisible, using Dimension Door or going to the ethereal plane. (He can take one willing person to the ethereal plane at a time. He cannot travel to the outer planes.) The shackles thwart his permanent double Protection from Evil

Beliscarva knows the following spells (underlined are reversible): Bless (by touch), Create Water, Cure Light Wounds, Detect Evil, Detect Magic, Light, Purify Food & Drink, Remove Fear, Resist Cold, Detect Charm, Know Alignment, Resist Fire, Silence, Speak with Animals, Continual Light, Create Food & Water, Cure Blindness, Cure Disease, Dispel Magic, Locate Object, Remove Curse, Cure Serious Wounds, Neutralize Poison.

A party who releases him will find him in their debt. He will ask the principal person who freed him for "an item you have owned for at least a year". (It does not need to be magical.) Using this item he can find his benefactor periodically. He will cast cures on the party and then go to the ethereal plane within one turn of being released. He will not stay longer than ten rounds after he has been released. This is NOT his adventure. He has friends to contact after his long absence of over a year.

Three days later, to the hour, he will reappear to the person (stepping out of the ethereal plane) who gave him the item. He will present that person with a magical gift worth 7000 to 12000GP (DM choice). He will cast cures for the party as needed. He will transport one figure somewhere and bring him/her back. He will try to reappear when the person is alone or with the people he/she was with when he was rescued. He will appear during a melee and aid in combat but will leave again if he goes below 15HP.

If the party is wise they can ask him to return two more times. But they must be specific as to when. He is not "on call". He will try to reappear as best he can at the time given (70% likely). If he does not appear he will appear a day or two later.

He does not want to be questioned at length and has no real knowledge about the Duke though he senses the Duke is not human.

17B. Bedroom <2>

Leggar & Pogus' room

The door has a good lock and can be barred from inside. Two pipes let in air and light especially near noon in high summer.

Both beds are along the west wall with a chest at the foot of each. There are pegs on the south wall above the ladder for hanging a cloak, cape or robe. Both fighters hang their shields next to their bed and both have their long swords there as well. Their chainmail goes under the bed. These two are not very rich but they have a good position in the castle and that gives them a working rank of sergeant at the various gates and garrisons in town. Both of them have hidden pouches of coins (which the other has found) but they do not rob one another. Leggar has a loose stone in the wall under his shield that can be removed. The opening holds a pouch of 17GP 13SP. Pogus has found a loose floor tile under his bed which he can remove to hide his pouch of 2PP and a large black pearl worth 100GP. Pogus is aware of the fact the Leggar's shield is magic.

There is a table and two chairs in the north east corner. They light a candle most nights and let it burn all night on the table (85% likely)

Hell

DM: There are many complexities to the play on this plane. It is really a requirement to read to at least "Initial Placement" before you begin to play! Magic items, spells and manifestations due to alignment occur here. You need to be aware of all of them so that they are not missed during play and adjudications.

Editor Note: *This view of the Hells is the author's vision and diverges from the official version of Hell as presented in various AD&D manuals.*

Bune resides on the 9th Plane of Hell. However, the location that has just been Gated to is on the first Plane of Hell (Avernus). The Plane has a number of small compartments (vast rooms) this being one of them. Some compartments (vast rooms) connect to one another via physical means (tunnels being the most common), via a *Dimension Door* or via a *Teleportation*. (Teleportation within Hell's Planes is usually without error for sentient beings however some teleportation may be tied to the alignment of a Prime Material being. Outer Plane beings

will never teleport into another object regardless of their alignment.

This gigantic compartment (room) is approximately 26 miles from east to west and 16 miles north to south of passable terrain. The ceiling of this vast room is about a mile up from the sandstone floor. The mounds, which are 200 to 500 feet tall, reduce that distance a bit. There are huge stalactites and stalagmites that have joined in many locations to form pillars that extend from floor to ceiling. They are solid stone and impassable (colored black). There is also sheer wall around the entire room that is impassable (also colored black). ***There may be either caves or tunnels in impassable material.***

The entire room is lit by red light. The light varies in intensity from bright to fairly dark in a 24 hour cycle mimicking night and day on the Prime Material.

5AM to 7AM: The dark red begins to slowly brighten similar to an overcast sunrise.

7AM to 5PM it is fairly bright, about the intensity of an overcast day on the Prime Material. There is more than enough light so see long distances and to read by. The light allows someone to see the ceiling easily during the 'day'.

5PM to 7PM the light dims to semi darkness mimicking sunset, twilight and then finally night.

7PM to 5AM it is very dark but it never turns pitch black and is equivalent to a bright full moon. This "night" lighting can be very difficult to gauge distances accurately. This is not enough light to read by. The 'night' red color would cause an open flame to be visible for two or three miles. At night crystals in the ceiling will reflect light from below like a camp fire or open torch or something bright like a light spell.

All missile fire over 120 feet is at extra -1 to hit. Those with *infravision* do not suffer this penalty. Therefore demi-humans and humanoids can still fire bows (crossbows) if the target radiates heat. Undead do not radiate any heat and therefore *infravision* does not help.

There are winds that come up from nowhere at all hours of the 'day' and 'night'. So the air may be stagnant (the norm, 80% of the time), mild (15% of the time measured each hour) or brisk (5% of the time. Roll d% at the start of each hour in Hell. Wind can come from any point but will blow constantly for that hour. Determine direction using an 8 sided die (use the direction chart below) which would show the direction the wind comes from. High wind will blow out unprotected candles 100% of the time in 2 to 5 rounds. Pages of books left in the open will turn if not anchored or sheltered in some way. A magic user reading a spell as the wind comes up could lose his/her place and ruin that particular spell.

During brisk winds there is a 10% chance a single whirlwind will form somewhere in the room. (Determine the whirlwind location randomly.) The whirlwind will move with the prevailing wind and have wind speeds of 80 to 100 mph. This will not harm someone normally but would cause problems for a praying cleric or a reading mage if the whirlwind strike right were he/she is praying or reading. Other than wind there is no 'weather' in hell.

At the start of each 'day' (5am) the DM secretly rolls d%. If he rolls 13 or less there will be a lightning show during the 24 hour period from 5AM to 5AM the next day. Roll d20 and d4 to get the hour (past 5AM) that the lightning will start. It will flash in the ceiling for 2 to 5 hours for a total of 3d8 flashes. Any one flash might cause lightning to strike the ground below. A ground strike is only 5% likely per flash with the odds of the strike hitting a being

on the ground at only 10%. {Procedure: roll 3d8 for number of flashes. Then roll d20 for each flash. If a 20 is rolled then roll d10 to see if someone gets hit. Determine the victim randomly and ONLY from those who gated here, Good, Evil or Neutral. Native denizens will NOT be hit by lightning. Lightning damage is 3d12 but saving throw does apply for half damage.



Temperature: Hell is warm. It averages 86 to 105 degrees (85+d20) during the 'day'; brightest light. It will increase in temp during the day to reach this high. At the deepest part of the 'night' it will be 66 to 85 degrees (65 +d20). Near the lava flow it's hotter of course. Caves generally are cooler and stay at a fairly constant 60 degrees. While it is windy at times outside the wind does not press into the caves and common sense says it should.

There are consequences of the Gate opening for Nebub himself.

Nebub himself will undergo a transformation of sorts.

He will grow a two foot long pointed red tail coming from the end of his spine. It will grow over the period of 4 hours breaking out of the seat of his pants on round 2.

He will sprout two small horns on the sides of his forehead. They will be about three inches long and grow over the course of 5 rounds.

His skin, all over, will redden and become scaly. That process will take a full turn but his face will still be his and be quite recognizable.

He will NOT change back to his prime material human form ever again. He can still polymorph into a wyvern or a crow. His "little girl" form will be red, scaly, horned and have a tail. If he turns back from any of these forms he

will still benefit from healing, but will revert to the red skinned, horned and long tail version of himself. He still has the same limits on number of spell like functions in a 24 hour period as he had before..

Map & Color Codes

The area shown is 26 1/2 miles by 16 1/2 miles edge to edge.

DM note: If you are printing the map of Hell with a laser printer it would be wise to take a magic marker and highlight the various colors here or you might get lost.

Black:

This represents a solid column of rock that goes all the way to the ceiling or the border of this compartment. It is solid rock and is impassable material.

Grey

This represents elevated stone above the sandy plane. Some of the grey rock is in the form of mounds that rise to 500 or so feet tall. The rises the make up the border of the area can be climbed until they become impassable (black). Many of the grey rocks areas can be climbed up one side and down the other.

Green:

Many locations including on various hills and mounds, over 20. Thorn bushes that sprout blue berries.

Large patches of these bushes occur around the sulfur pits of the room. Once each day they produce a burst of plump blue colored berries. They can be picked for six hours after each burst of growth. The time for the burst varies day to day by 4 hours one way or the other from the prior day (roll d10, 1d4 add to the time from the prior day, 5-6, same time as yesterday, 7 to 0 1-4 hours sooner than the prior day.) The berries are very nutritious and sustaining if rather tasteless. A harvester must pick with care and not scratch him or herself on the thorns of the bushes. Save vs. poison at +2 if a scratch does occur. Damage will be 1 + 2d6 from poison if the save fails (1 + d4 if the save is made). The bushes grow back if eaten or destroyed in some way (perhaps by fire). The bushes are peculiar to the lower plains and if brought to the prime material they will die off within days of being planted.

Blue:

There are four of them, one in each quadrant.

These are pools of warm water with slight traces of sulfur in them. The water is potable though tasting it the first time might induce nausea (save vs. poison applies).

Purify food and water greatly helps the taste.

Drinking the water of Hell does have an unexpected bonus. For every liter of water consumed the figure will get a single point of curing after a full hour.

Bright Yellow with Dots

There are 5 of these areas. These are pits of warm sulfur that are yellow all the way to red brown. The stench of 'rotten eggs' is quite overpowering if close to a pit (500 feet or closer). If, for some reason, a person comes closer than 250 feet to the edge of the pool that person must save vs. poison or start to throw up. The sickness persists while this close to the pool. Effectively the person is -3 to hit, no dexterity bonus of any kind, aiming is difficult due to watery eyes -3 from all missile weapons or aimed spells. This effect will stop in two to seven rounds after the person moves 500 or more feet away from the pit.

Red:

1, numbered in a few locations.

Lava flow (see {1} below)

Dull Yellow with Texture:

This is the hard, sandy floor of the 'compartment'. There are loose particles of sand but most of it is solid sandstone and fairly flat. During high winds the loose sand, which is generally an inch or so thick, can be blown around the room. If sand blows into the watering holes and lava river more sand will just appear the next day to take its place. The watering holes never fill up with sand either. The sand is picked up and dusted back to the plane every few days, like sandy 'rain'.

There are points of interest locations numbered 1 to 14.

Special Rules

This compartment of Hell has unique rules that govern it.

Weapons

Good aligned minor weapons (+1 to hit or to damage or both up to and including +2 to hit or damage or both) are reduced by one plus while here. They are not

permanently affected by this place and they are still magic for the purpose of "to hit" however, they have lost one from the magical bonus to hit or damage. Weapons with a purpose or having special pluses (like +1/+2 vs. something) are NOT affected. A **Mace of Disruption** is not affected. Good aligned weapons radiate a medium blue light here even if diminished by one effective plus. Remember it is still a magic weapon but the bonus to hit and/or damage is reduced by one.



Magical evil weapons that are +1 to better to hit gain an additional +1 to hit in this place, although weapons that are only +1 to damage (no plus to hit) are not affected. The weapon must specifically be designated as evil. These weapons will radiate a red aura while in this place.

Neutral or unaligned weapons are not affected. (Just because a good or evil being wields a +1 to hit weapon does not mean that the weapon is good or evil. Very few weapons will be affected by this.)

Armor

Armor or shields with a single plus loses that plus here. Armor of greater quality is not affected. **Rings, Cloaks** and **Capes of Protection** are not affected. **Bracers of Defense** are not affected. This affects all +1 suits of armor and +1 shields of all figures regardless of alignment. It would be wise to recalculate everyone's armor class right after the teleportation that brought them here. This is not a permanent loss of magic, just while the holder is here. The item will still yield magic to a *Detect Magic* spell.

Praying

A good cleric can pray for 1st and 2nd level prayers normally. But 3rd and higher level spells run a risk of 5% per hour of praying of summoning an imp who will attempt to attack the praying cleric. It will materialize from 30 to 300 feet away from the cleric and proceed to attack him or her. Guards might stop the Imp from reaching the cleric. Imp: 2+2 HD, AC: 2, Tail 1d4 damage and save vs. poison or die! Magic Resistance 25%. It can detect good or magic at will. They regenerate one hit point per round and can become invisible at will. Cold, fire or electricity do not affect Imps.

This manifestation immediately attacks the cleric, foregoing stealth. He is there to hit the cleric and stop his praying (where he may slay the cleric with poison or not). If the imp scores a hit in melee on the priest the imp will vanish at the end of the next round. Note: this jeopardy is only while the cleric is praying for a 3rd or higher level spells.

Specific Spells:

A good priest can *Bless*, *Chant* or use a *Prayer* by touch only upon his/her willing companions. Those three spells lose their range component at casting time.

Light spells are of 1/2 duration here and *Continual Light* spells have a duration of 1 hour per level of the cleric.

Detect Evil is useless since everything in this place radiates evil.

Know Alignment works only by touch.

Sanctuary will not work here.

Augury will not work here.

Create Food and Water does work but the yield varies, down by 10 to 50%

Dancing Lights and *Faerie Fire* will not work properly here. The manifestation will occur but then wink out after 2 to 7 rounds.

Energy spells add one hit die of damage but remember that devils are immune to fire attacks. Energy includes fire, electricity, cold and *Magic Missiles*.

Protection from Evil gives the recipient +1 to armor class and penalizes an evil opponent by -1. But that is all.

Many Druid spells involving animals and plants have no or reduced potency here.

Initial placement

Below is the initial placement of the figures caught in the Gate opening.

When Nebub says "gate" he and those nearby (133 feet in all directions), ally and enemy alike, will be teleported to some location in this compartment. This Gate opening applies to intelligent living beings only including those on upper or lower floors if in a building. So if the Duke is in the castle or in town this Gate could sweep up 10, 20, 30 maybe even 40 figures. Sleeping guards, to two kids playing in a nearby house, a couple making love..... as long as they are alive and within 133 feet of Nebub when he says "Gate". Unconscious and Held figures are most certainly included. Animals are not included nor are the undead. Thus dogs, horses, sheep etc. will not teleport. Humanoids, humans, demi-humans and the giant races will all teleport.

The Duchess will NOT teleport to hell and she cannot follow in the teleportation wake.

The ice or horned devil, if one or both happens to be present in the melee, can follow in the teleportation wake if it does so immediately (by the end of the next round). However, in Hell, one or both will try to take command, and neither will take orders from the Duke any more. They will not fight Nebub but they will not help him either. They will try to kill a good figure for the purpose of taking the person's soul. If a good figure is not handy, the devil will attack any human or demi-human. They will not waste their time on humanoids. If both do go to Hell (highly unlikely) the ice devil will try to thwart any plans the horned devil might have to rule here.

The DM has to determine the number of figures affected by the Gate opening. Only living intelligent creatures will go through the Gate. They will be scattered upon arrival but there will be the mitigating factor of alignment. Each group of figures will go somewhere. Figures engaged in melee are not touching so the combatants could end up miles from one another. All will arrive safely in this compartment (they will not appear inside of rock over a lava or sulfur pit). Initial placement will be done via an 8 and 10 sided die or just place specifically. (See alternative 1 and 2 below)

For those left behind, outside of 133 foot radius sphere of teleportation, there will be a giant flash of bright red light that will fade by 10% per segment until it totally winks out at the end of a full minute. There is an accompanying thunder clap and rush of air into the void left by the escaping Nebub. Certainly there may be a number of witnesses to the vanishing of Nebub and some number of others that are reasonably near to him.

The 133 feet is not hard and fast and that radius could vary by twenty feet one way or the other at the whim of the DM.

As a bonus everyone transported to Hell will heal 2d6+3 points, not to exceed maximum current hit points!

All in force spells will be cancelled by the Gate opening into Hell. The travel through the Gate will remove things like Bless spells, as well as Charms and Holds. Those at negative hit points may be brought back to groggy consciousness. Recovery to a clear head and ability to move at 1/2 speed will occur in 2d10 rounds. During the simple consciousness phase the figure cannot cast spells and would defend at -2 to attacks and initiative rolls. Once recovered the figure can melee and cast spells.

It is important to realize that Nebub has never been here either! He might well deduce that it is a part of Hell but he will not know his powers and restrictions.

Alternative One: Specific Placement

Put Nebub and the other evils in the foothills at location #3. They are near water and berry bushes there.

Remember that Nebub has never been here before either!

Put the neutrals down on the rise at #6 overlooking a large portion of the eastern main room.

Put the Goods down at #7. Looking north from the landing site they could just see the edge of the large lake just over the next ridge.

Alternative Two: Random Placement

Measurements are made from the "+" sign in the center of the map of the compartment, near the number 5.

Roll an eight sided die. Based on the die roll determine the direction in which Nebub and all Evil aligned figures will travel. They will arrive as a group within fifty feet of each other. EL, EL, EN, En, EC and Ec are the Evil group

- 1 North
- 2 North West
- 3 West
- 4 South West
- 5 South
- 6 South East
- 7 East
- 8 North East.

Roll two four sided dice and add two to the result.

This will determine the miles from the center point where Nebub will appear in the direction indicated. If this ends

up inside of a solid object or over a liquid then figure will go farther or drop back to put the figure near the solid object or on the bank of the liquid.

Next, follow the same procedure for the Good aligned figures (Gl, GL, GN, Gn, GC or Gc).

However, do not allow the same direction in which Evil figures went. If Nebub and the evils went north east then do not let the goods go north, north east or east. This will insure a substantial separation.

All Neutrals, if any, will form a third group. Neutrals are all N, NI, NL, Nc and NC of course. That leaves the Ne and Ng alignments up to the DM. They can go with GOOD or EVIL or go with the neutrals. The DM should look at anyone who is Ne or Ng and decide which group that person(s) will go into.

Place the neutrals in a direction NOT taken by the Evils or the Goods. Roll 2d4+2 to determine the number of miles in that direction. Neutral combatants allied with the Duke may well get a change of heart upon arriving in Hell. They might (80% likely) immediately ask for quarter and seek to get out of here! They will instantly seek to ally with the other neutrals since all have a common purpose. The 20% that do wish quarter will run away (75% likely) or stand and fight.

Chief Denizens of this Compartment

This compartment is the domain of the bearded devil Kekakukiko, 6+6HD, AC: 1, 3 attacks per round; claws 1-2 / 1-2, beard 1d8 SA: if both claws hit beard damage is 8. Save vs. poison or dexterity -1 for 1d4 rounds. Magic Resistance 45%, half damage from Cold based attacks or poison gas. No damage from fire based spells. He carries a small key (see location #11 for the lock the key opens). Kekak always has 1d20 x6 coins on his person. They will be silver (50%), gold (40%) and platinum (10%).

Kekak can cast at will *Affect Normal Fires*, *Command*, *Fear* by touch, (duration 1d6 rounds), *Produce Flame*. Kekak can summon his minions (see below) in this compartment with 60% accuracy. The abishai will always answer the summons first and then the spined devils will begin to arrive, one by one subject to the 60% chance of success. This means he might take quite a few rounds to assemble them all.

Kekuk will not summon his own kind to aid him since he is the guardian of this plane. But he can summon the minions assigned to him by Bune. He can teleport to anywhere in this room without error but he may not teleport out of this room since it is his home. None of the denizens of this plane will attack him and all will obey

It is near certain death for a figure or pair of figures to teleport to Hell alone. At first I thought that everyone should just take their chances but that just does not play test well. So therefore there will be at least Nebub alone (which is possible) and the goods as a bare minimum. More likely there will be multiple goods and evils. There might be very few neutrals but there are neutrals in the party and certainly in the castle and town. There may be innocents and non-combatants as well. By making 2 or 3 groups the DM should also have an easier time of it.

his commands. Kekuk has 47 hp. Kekuk is worth 2300XP if killed on this plane of Hell. Bune himself will destroy Kekuk if Kekuk demonstrates cowardice.

At least one Red Abishai will be with Kekuk in his lair (see the next entry).

Kekakukiko resides in a cave at location #12.

3 Red Abishai, 4+2 HD, AC: 1, 1d4+1/1d4+1, Magic resistance 40%, move 540 feet per round on ground or by flying, Each round they can *Change Self*, *Command*, *Produce Flame*, *Pyrotechnics*, *Scare*, or summon one of their own (20%) (summon one of these three only). If killed on this plane there worth 450XP+ 6/HP each. HP: 30, 27, 18

They each have a pair of black iron daggers with curved nine inch very sharp blades. On the prime material they will being to rust immediately becoming useless in 33 days after leaving Hell.



In Hell the daggers have a 50% chance of yielding a wound that will bleed for 1 to 3 rounds after the hit in combat. The bleeding damage is only 1 point. If the target takes no damage on the 2nd round from bleeding that

figure will take no more bleeding damage from the weapon.

At least one will be with Kekuk in his lair. The Abishai normally reside in sub-compartment #9.

6 Spined Devils, 3+3HD, AC: 3, 1d4/1d4, Magic Resistance 25%, 180 feet/round on the ground, 540 feet/round flying. SA: up to 12 spines can be hurled, one at a time, while flying. The spine does 1d4 damage and bursts into flame, igniting combustibles. At will they can *Affect Normal Fires, Change Self, Command, Produce Flame, Scare* or summon one of their own kind (5%) (only from these six spined devils will appear, none form outside of this 'room' will appear). HP: 24, 20, 19, 18, 14, 12. They can *Teleport Without Error* in this room only unless given the right to leave the compartment is given. They are worth 300XP + 5/HP each if killed on this plane. They reside (#13) among the three stalagmites outside of the west exit (#14). One or two of the spined devils will be with Kekuk in his lair 30% of the time otherwise they reside in their cave.

The "Gate" (summoning) powers of the abishai and spined is limited to summoning the devils which are inside this compartment. No outside support may be summoned..

The abishai and spined devils act as Kekuk's body guards. They can follow in his Teleport wake only if he allows it, otherwise they will have no idea where he teleports to. Normally at least one of each is with him where ever he goes in this "room" (90% chance)

4 Hell Hounds, 2 adult and 2 pups, 6HD, AC: 4, bite 1d8, breath 6 or 3 HP: 27, 24 XPV

pups 3HD, AC: 6 bite 1d4, breath 3 or 1 HP: 17, 14

They roam the entire compartment going from lake to lake for water. They hide in the foothills near the four watering holes in the compartment. From the foothills they can see the watering hole. They try to creep down through the rocks and attack beings at the watering holes. They never attack the dragon or any of the devils but do prey on the trollattle and on small numbers of hobgoblins foolish enough to travel in small groups. Of course the hobgoblins would fight back so the hounds are careful to bite off more than they can chew.

80 Trollattle, 2+6HD, AC: 6, bite 1d3, SA: bite causes horrid rash on humans, dwarves and lesser humanoids (kobolds, orcs, goblins, hobgoblins, gnolls etc. [2HD or less]), save vs. poison does apply. SD: regenerate 1HP per turn. HP: roll.

Trollattle roam freely on the sandstone plane but do not go with a few hundred yards of the flowing lava. The

trollattle are often attacking and partially eaten by the occupants of the plane. Trollattle fight back poorly. Generally they get some ghastly wounds and then the attacker backs off and digests the meal. The meat is rather rubbery and bland but it is wholesome and provides sound nutrition. They wonder in two small herds of 40 each on either side of the lava river. They fear the dragon who lives in this compartment and thus they spend almost all of their time along the western part of the compartment.

Trollattle are popular among trolls but also in the lower planes. The beasts are cumbersome and slow. They are partially slaughtered while still alive counting on their regeneration powers to recover from the most ghastly of wounds (they must have 2 or more HP left). Their meat is wholesome if unattractive. The meat will spoil quickly (48 hours) but even a large steak will not regenerate into an entire beast. Severing the head will always kill it. Trollattle eat the blue thorn bushes and the berries without concern for the poison of the bushes. They may get scratched during their feasting but that does not concern them. A trollattle can lose 80% of its bulk, including its head and vital organs and still regenerate and grow all missing body parts one full day after all of the individual's hit points are back (i.e. 7 to 21 days if it is wounded all the way down to 2HP).

Maglubiyet is an ally of Bune. As such he has given some of his hobgoblin hordes to Bune to use in various places in Hell to guard and protect items or locations. These hobgoblins always have 5 or more HP each as the lesser ones have died before reaching adulthood.

The chief way across the lava flow are the two bridges that lead to the castle (#2) unless a person can fly over the lava. Of course it is possible to climb the hills east of the lava entrance and west of the lava exit and get to the other side of the flow that way.

There is a Red Dragon at location #8

Numbered Locations in the Compartment

This is locations 1 To 13, Fixed Places.

There are three natural ways out of this compartment. They are numbered 10, 11 and 14. If one of them is used by someone, depending on the exit, the person will arrive at a different place on the Prime Material. Also the amount of time that has passed from the moment the Gate opened will vary! These natural exits will not allow Nebub to leave if he has not slain the proper number of opponents!

1. Lava Stream

The long red line is a river of molten lava traveling from east to west at about two miles an hour. It is about 1400F degrees. Touching this lava will produce 2d4 points of heat damage per round as long as the contact persists. The lava will be fatal to human, demi-human or humanoid life in 3 to 7 rounds regardless of damage if someone falls in it and cannot be quickly removed. It is far too thick a mass to swim in. A rope can be thrown to the victim but haste is essential. Bodies lost in the lava flow will disappear out of the 'compartment'.

2. Western Island With Two Bridges & Castle

The bridges have been constructed from the rocks of the mounds and wall of the compartment. They are arched bridges are 1333 feet long and 26 feet wide. What holds them together is unclear or how they were built more of a mystery but they can hold 80 tons of weight before there is any strain whatsoever. The top of each arch of either bridge is 100 feet above the lava flowing beneath it. Crossing quickly will not cause heat damage but if a melee were to break out on a bridge those mortals fighting on it would suffer 1d4 points of heat damage beginning on round number 3.

The large square castle is 640 feet along a side. There is an exit facing east and another facing west. The closure is a portcullis backed by a tall pair of double doors (each door panel is 8 feet wide and 13 feet tall).

45 Hobgoblins reside here. 1+1HD, AC 5, by weapon and 10% chance for a 2nd blow per round. They have no need of coins. Hp (bold are males):

99999	99999	99988
88888	88888	88877
77766	66555	55555

After 707 days in hell the hobgoblin is taken to the Prime Material to serve in Asmogorgon (on Lendore Isle's western tip). There he or she is rewarded with a purse of 133 gold pieces and a permanent addition of two hit points to his/her total even if that takes the total to 11HP. When one leaves another is teleported to hell to replace him. Replacement does not occur for hobgoblins killed in Hell but they are replaced at the end of each 28 day cycle. Replacements are always young hobgoblins aged nine to twelve years (that is a 'upstart'). A hobgoblin comes of age at 13 and becomes a young adult.

They are shock troops that can be called to service by the Chief of this compartment of Hell. Nebub could take control of them if he asserts himself over the bearded devil.

Hobgoblin Shaman *Uglugh*, 3+3HD, **Splinted Mail +2** & shield AC 0/0/3, HP: 22, **Ring of Hobgoblin Awe** §.

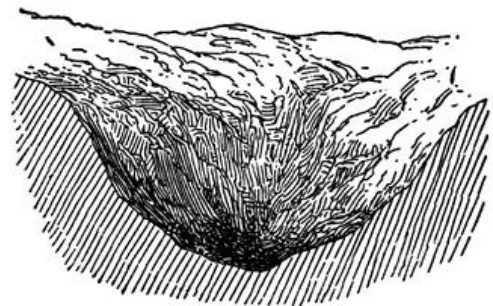
Spells: Cure Light Wounds *2, Protection from Good, Fear by Touch, Hold Person, Augury.

3. Medium Sized Cave

The cave is 120 feet above the sandstone floor of the compartment. The cave goes back 40 feet with main room that is 25 feet wide, 35 feet deep and has a 20 foot roof. It is cooler than outside stabilizing about 60 degrees both day and night. Nothing lives in this cave. There are no secrets to be found here. It is just a decent place of shelter.

4. Large Pit

An L shaped pit exists in the south west portion of this compartment. It is 650 feet deeper than the sandstone floor. There is a small lake and a large outcropping of berry bushes. At least it looks like there is a small lake and berry bush at the bottom of the pit. Anyone that begins to descend into the pit will discover that it is really a form of quicksand. The material on the pit is soft fine sand into which it is nearly impossible to walk upon. Instead the victim(s) will begin to slide downward and fight though he might he cannot get traction to climb back out. The victim will begin to sink at the rate of one foot per round and slide away from the edge of the pit toward the centre at a rate of 20' per round. The only hope is magic like levitate or a rope quickly deployed. As a victim slides downward he may note that the small lake and bushes do not move at all since they are just a permanent illusion.



Once a victim goes below the surface of the moving sand (based on his height) that victim will die in the next few minutes of suffocation.

An entity that takes the precaution of throwing something into the pit will see if for what it really is as the thrown object will vanish into the illusion instead of remaining of the apparent surface of the pit. The DM might sacrifice a spare figure or two from the non combatants or from the neutral or evil figures who are not part of 'the party'.

Death here is irrevocable since the body cannot be retrieved again.

5. Spine of a Rise Between Two Pillars

Two different sized pillars rise from this five mile long mound just north of the island surrounding by flowing lava. Between the pillars there is a spine of stone that runs from one pillar to the other. That spine is about 350 feet off of the sandstone floor near the middle of the spine. There is a small roughly oval indentation in the spine here that is from four to six feet below the spine edge. From below this irregularity is invisible. However there is more than enough room for a dozen or more human size figures to lay down (or stand) inside the indentation. The position can see much of the surrounding area seeing over the small mound just to the north. It would be a good place to hide and regroup if a person(s) were to discover it.

Inside the indentation there is a three foot diameter hole into the mound. This hole can be crawled into. It is a tunnel that descends for twenty feet at an angle of about fifteen degrees. At the end of this tunnel is a small egg shaped chamber that is seven feet long and about five feet tall. This hideaway was found and used before. The body of a human that is wearing chain and shield under a cassock of light blue cloth (what a worshipper/cleric of Phaulkon might wear) can be seen here. The man is long dead and is now skeletal. He wears a morning star, throwing hammer and two belt pouches. The hammer is useless and the pouches will fall into pieces when examined. Inside of the pouches are 31GP and a large blue sapphire (500GPV). The **chain mail** is of +2 quality while the shield is ordinary. The cassock will fall into pieces if probed. The **three star morning star** is +3 to hit and damage. It is aligned to Good. When it hits an evil being of the lower planes it does double damage and a bright blue light flashes from the stars. Evil beings that see the flash are -3 to hit for 2 to 5 rounds due to temporary impairment of their eyesight (save vs. magic does apply). The Morning Star is worth 16,000GP. Any fighter or cleric of good alignment can wield it. Neutral figures will gain only +1 to hit and damage and double damage will not occur. An Evil figure who takes it will take 3d6+3 points of immediate damage. [The fighter simply died of starvation here ages ago. He was too stubborn to eat the berries or drink the water and died here instead.]

6. Small Cave Facing Due East

The cave entry faces the other island surrounded by lava (#8). The cave has a low and narrow entrance, four feet wide and three and half feet tall. But that entry belies the

deep cave inside. The entry extends with narrow dimensions for twenty feet but then expands into large oval chamber that is forty feet deep, twenty five feet wide and expands to fourteen feet tall in the very center. The black inside walls are fairly regular and have a shiny wet nature. The cave is pure obsidian. It reflects and magnifies light inside of the room doubling the candle power of any light source. The rock itself has a number of razor sharp projections on the walls but with light they are easily avoided. The cave is a fairly cool (65 degrees) dry place to set up a camp.

7. Large Mound

The tallest mound in the southern quadrant it rises to a height of 623 feet in the north east. It is so tall a figure on top of it can see over the mound north, observing the small lake there and some of the bushes that border the lake. There is a small depression (five feet below the surface) near the summit where six or eight human sized figures could sit or lie down and not be seen from the sandstone floor below. The roof of the room is still nine hundred feet above this mound tallest point.

8. Eastern Island

The island is long and narrow rising to a height of 350 feet above the sandstone plain. There is a very large cave in the middle of the island that has entrances facing both due north and due south. The cave mouths are twenty feet tall and twenty five feet wide and both descend at a 15 degree angle into a large eight hundred foot diameter roughly circular room with a sixty foot ceiling. The large den is lit by a red *Continual Light* similar to the light outside in the compartment. The light here can range from bright (1/2 daylight) to dim but the light is never out.

This den is home to Confligato, a young red dragon. He was placed here by Tiamat twenty three years ago, and is now about to become a young adult and be moved to Prime Material as a consort to an older female red dragon. He is not aware of this reward as yet. He has a gift that allows him to see evil beings as belonging here and thus immune to his attack. This will include new evil beings (Evil is EL, EN and EC beings, not those with mere evil tendencies). Therefore he does not attack the devils who live here or the hell hounds and hobgoblins. He does take a trollatle from time to time to feed upon so they will scatter whenever he flies over the compartment.

Confligato overflies the room once each day. He takes a different route each day and might emerge from either entrance. He flies at 720 feet per minute or just over 8

miles per hour. He overflies the various mounds and rises and enjoys flying between pillars that rise to the ceiling of the room. He is scouting the area below for things to fight, kill and eat and is sorely disappointed that he has to settle for a trollattle every two weeks. He has been instructed not to eat the entire beast but to leave about ¼ of it. The next day he deposits the maimed beast back where he found it. The trollattle will regenerate an entire beast again given about 7 to 21 days on average.

Confligato can speak in halting common speech as well as the basics of both hobgoblin and orcish (a gift from Tiamat).

He can employ three spells per day, two first level spells and one second from the following list (he does not have to memorize the spell, he just casts it in three segments as long as he is not damaged during the casting). His spell list is Detect Magic, Fear by touch, Charm Person, Affect Normal Fires, Light, Shield and Ventriloquism at first level and Hold a single person, Knock, Magic Mouth, Locate Object, Ray of Enfeeblement and Stinking Cloud at second level. His spells have a range component of 240 feet except for Fear Touch. The Area of Effect is generally a twenty foot sphere. His spells can only affect one individual per casting even if multiple figures are inside of the sphere. Other figures inside of the spell sphere are aware that a spell has come near them and some spells like stinking cloud do inhibit vision until the figure steps out of the sphere. He cannot attack with his breath and cast a spell in the same round. Nor can he employ a bite on the round he casts a spell (but he could use one or both claws)

Sub-Adult Red Dragon, 10HD, AC -1, claws 1d6/1d6, bite 2-20, breath 30 or 15 points of damage (three breaths per 24 hour period). HP: 30. Killed in Hell he is worth 4500XP.



Confligato was given a mound of brass and copper coins to guard by Tiamat. This enhances his greed and natural desire for treasure. There are 3720BP and 2745CP. He has acquired some additional treasure which is mixed into the large mound of coins. 44GP, 87SP and six diamonds valued at 200, 100, 100, 100, 50 and 50GPV. They are

mixed into the mound with about 40% visible on the surface of the mound and the rest buried in it.

His prized possession which is on the wall of his cave so he can see it is a Star Sapphire worth 5000GP. The gem is magic performing the function of Clairvoyance with Clairaudience once per day for a period of ten minutes. The area viewed must be known and must be on same plane though distance is no object. Confligato can only see places in this compartment but back on the Prime Material it could see for thousands of miles. The area being viewed (and listened to) has to have some light source. The gem does allow one minute of two way communication on the 6th minute of employing the gem. The gem cannot center on a known person only on a known locale. The gem's value is 15,000GP considering it's magical power.

Once a week or so Confligato treats himself to the magical power of the gem and looks at various places in the compartment (some places are too small for him to enter and he must have been there to view them using the gem).

Confligato is only 20% likely to be found asleep. He cannot be subdued on this plane in Hell.

9. South Facing Cave On A Mound

The three red abishai reside here. The mound rises 50 feet above the sandstone floor. The cave mouth is partially camouflaged by the shape of the mound. There is a terrace of about 30 feet in front of the cave door so that the door cannot be seen from chamber floor. The abishai have three small alcoves inside of the single room cave. The center of the 30 foot diameter room has an eternal flame that raises the room temperature to over 110 degrees. The abishai find this quite pleasant of course.

Abishai do not prize treasure but if the alcoves are searched there is one that has something of value. It is a black ironwood box (4 x 6 x 4 inches tall). The box has a clasp but no lock. Inside are 64PP and 11 black pearls worth 25GP each.

10. Deep Cave That Actually Leads Out

The cave entrance is 80 feet up the slope of this pocket of the large room. It is an obvious trail and climb marked with a banister and large flat rocks set as steps.

The cave at the top of the climb is slanted downward into the rock at a 15 degree angle. The passage goes more or less straight for 200 feet and then opens to a 50 foot diameter roughly circular room. An eternal flame is in the center of the room raising the temperature to about

120 degrees. This is a relatively safe place to rest though the temperature is uncomfortable hot.

At the back of the room there is a large iron door (8 feet x 10 feet tall). If Nebub is still alive nothing will cause this door to open, not even a Wish if the party had one available.

If he is dead however anyone who just knocks on the door will cause it open. As the doors swing open a voice will say "Picture in your mind where you wish to go." The DM will have to poll if multiple people are present as to what they think at that moment. If one person says something like ("we all must think of the same place") within the first few moments (30 seconds) after the voice makes it's proclamation then a single site can be pictured. It will facilitate their goal if everyone in the group touches is in physical contact. If no one speaks up the DM should ask everyone, without consultation with one another, to name an exact place that he or she is picturing in his or her mind! The party could be scattered by this of course. Teleportation is instantaneous and without error. The teleporting figure will heal 2 to 12 points of damage during the teleportation.

This exit becomes important if Nebub is slain but other people in Hell were not present at the place and time of his death, and the subsequent appearance of Bune. Those stranded people need this way out. Goods and Evils have specific rules for leaving (see "Getting out of Hell" below) but neutrals have more leeway.

Time on the Prime Material is moving three times faster. So if 8 hours went by in Hell 24 hours will have passed on the Prime Material.

11. Deep Cave That Actually Leads Out

Hidden in a deep recess of the southeast corner of the compartment is a small 5 feet tall and four feet wide cave mouth. It is up inside the rock spines that rise to the compartment's ceiling. Only someone who climbs up into this cleft, a distance of 3/4 of a mile from the sandstone floor, will even have a chance of seeing the cave opening. Casual observation will not find the cave opening but proximity will certainly help (within 50 feet would be best).

The cave goes into the rock face and descends at an angle of about 15 degrees. It turns from side to side but generally goes south and west flaring into small chambers that are all less than 20 feet by 20 feet. The course of the cave requires good light and some care as here and there the cave narrows to just two or three feet of width. Yet the cave persists and continues to move south. Finally after traveling almost a mile a large

chamber is finally encountered. It is 50 x 60 feet with a ceiling that is 20 feet tall. While irregular its shape is generally oval.

On the ground in the middle of this chamber are three pentagrams surrounded by a circle carved into the stone. The three pentagrams form a regular triangle about ten feet on a side. Each circle could comfortably hold one adult figure. Two could crowd into a pentagram but it would be a tight fit.

These pentagrams operate in unison. Something must be in each pentagram from them to work. At least one of the pentagrams must contain a living Prime Material occupant (a human, demi-human, humanoid or giant class figure all qualify). The other two pentagrams need only contain something bulky like a backpack, large rock or some such. An object that occupies about one square foot or more will suffice.

Unless all three pentagrams contain something no teleportation will occur. These teleporters operate once each 24 hour period. Therefore if a teleportation occurs another one cannot happen for a 24 hours.

The teleporters do NOT operate under any rule involving the death of Nebub or any Good figure(s). These teleporters will operate for anyone as long as he, she or it figures out how they work. Nebub will not know how they work nor will the PCs or NPCs!

When something is in each pentagram (one of the pentagrams must contain a living being – Nebub qualifies as living, but other devils do NOT) the living figure will hear this phrase in his/her/its mind. "Where are we going?"

He/she or it has 30 seconds to reply via thinking of a specific place! There is no error in the teleportation and each of the three teleporters could take a living figure to three different locations. If two living figures are in one pentagram only the thought of one of them will govern the teleportation. Nonliving material in a pentagram will go to the same location as one or more of the living figures who thought of a location.

Those who dawdle and don't think of a location will arrive in the top level of the tower just outside of the Barrier Peaks, where the road leads to Asmogorgon, Kroten or the Strip Mine.

Time on the Prime Material has moved six times faster. So if 1 day has passed in Hell 6 days have passed on the Prime Material.

12. Large Cave On The East Border

This cave mouth is 800 feet up the slope from the sandstone floor. The cave mouth is at an elevation of 350 feet relative to the sandstone floor. Kekak resides in this cave and can see the Dragon Island from the cave entrance. The majority of the compartment cannot be seen from here however the large mound north of the dragon island blocks most of the view and the outcrop north of the eastern lava flow entrance blocks the rest of it. Note that someone can stay on the rocks and move to place over the lava flow since that area is open above 600 feet from the sandstone floor.

It is clean and the walls have been chiseled, shaped and polished to an almost mirror like reflective quality. Close up (20 feet) a blurry and exaggerated reflection can be seen in the egg shaped central chamber. The tunnel leading to the chamber is angled downward about 10 degrees and extends 120 feet before entering the main chamber. The chamber is 200 feet in diameter at the large end of the egg and 150 feet at the narrow end where the tunnel comes in. The ceiling of the chamber follows the egg shape and has a varying height of 75 to 100 feet from front to back.

The back of the chamber has a four step dais carved from the native rock. On top of the dais is a large throne with a fan shaped back. From the entrance it is the first thing that stands out in the room since a pinpoint *Continual Light* is on a diamond embedded in a hole in the ceiling. Embedding the diamond six inches has the effect of producing a 'spotlight' effect on the entire dais. (Diamond value 5000GP – the *Continual Light* is just a spell and can be removed easily enough.)

To the right of the throne (as someone coming from the tunnel sees it) is a large pallet of tanned hides. (They are trollatle hide and quite thick (3/8 inch). The hide could be made into a very good suit of leather armor that would be armor class base 7 instead of normal leather's base armor class of 8. The hide is not magical in any way. However it is surprisingly soft and smooth. There are nine pieces of hide here that cover six or seven square feet each. Each hide weighs around ten pounds. A leather smith would pay 70 to 120 GP per piece of hide and change a substantial price for items made from it. (DM: I recommend that you don't rattle all of this off unless they examine the hides.)

The pallet is covered with a reptilian single hide that is roughly a 12 x 16 feet foot rectangle. It is blue in color on the outside and has a silvery blue color on the inside. It is a piece of Blue Dragon Hide. It can be made into two

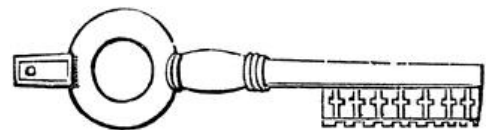
coats or four capes and other items traditionally made of leather.

As a coat it would afford the wearer +2 to saves vs. lightening or from electrical spells like shocking grasp. It is a little stiff however and would slightly inhibit free movement. (Any wearer of this coat would -1 on his/her dexterity while wearing it. A magic user could not wear it in any case. The coat made from this hide has a base armor class of 6!

The hide has a magical quality about it. It is worth 4000GP.

A cape made from the hide could give the wearer +2 on saves vs. lightning but only from behind. Enough of the cape does not cover the wearer in front to afford lightning protection but it may well aid armor class when attacked from behind. The cape is not considered 'magical' with respect to any rules about magic armor.

Other items can be made from the hide. Barding for a horse might be especially useful and would consume the entire piece of hide. Gloves or gauntlets would be impractical as the hide is too stiff and thick. Belts, girdles and the like could be crafted. A girdle would have one magical power. The wearer's physical strength would be boosted to by d6 points but up to 17 as a maximum. Someone with a strength of 14 who rolls a 4, 5 or 6 would just go to 17 and not to 18. This strength bonus would affect fighters, clerics and ordinary men (Dwarves, gnomes, halflings, half elves and humanoids included. But an Elf would not wear such a girdle.) Druids may wear such a girdle but mages and thieves may not. Three girdles could be made from the hide by a master or higher level leather armor maker. Those who craft metal armor or those below master level as an artisan would not craft the girdle well enough so that the strength bonus would emerge. (DM: again, let the player ask about what the hide could be made into. Other options might exist.)



Kekak's room has a table and two large chairs. Next to the table is a large chest. Kekak wears the key to it. It can be picked at normal percentages but a thief who fails will receive a 4d10 jolt of electrical energy with no save permitted. This surge only comes from the chest once per day. (The 4x6x4 foot chest weighs 40 pounds (empty) and is valued at 1500GP. It radiates magic. Kekak's key, of course, allows a person to lock and unlock the chest at will.)

The chest contains 4380 SP, 1320GP and 424PP.

Kekak is present 80% of the time. If he leaves a red abishai will guard the cave! The red abishai will be present along with Kekak.

13. Cave Facing to the West

The cave is at ground level and has a single 20 x 30 chamber with a 15 foot ceiling. Six spined devils reside here. 1 or 2 may be with Kekak (30%) and 1 or 2 may be somewhere in the compartment looking around. Such a patrol would occur during 'daylight' hours only.

The spined devils do not sleep. They tend to crouch with their wings folded tightly around themselves so that they look like a small stalagmite. This shape would only fool someone from a distance of 20 or so feet, closer and something would be 'wrong' with the stalagmite (breathing might be visible). They might attack by surprise this way. They cover their eyes but they sense of smell is highly developed and ANY intruder would be noticed in the first minute after entering the chamber.

Spined devils treasure metal items like swords, shields, helms and the like. Any single item that is 90% metal might be present (overlooking leather straps and the like.) Roll d8 for number of items. The choice of items is up to the DM. Any of the items might be a minor magic item (value 3000GP or less) 7% of the time.

14. Cave at Ground Level

This leads to another compartment. Anyone can go out that way since you are NOT leaving Hell just going to another room in Hell. The room would be as vast as this one and it will contain no way out of HELL. It would contain a few devils and the like. If the party travels that way, the DM may design the compartment.

Getting Out of Hell

There is a RULE that allows a person who arrived via teleportation to this 'compartment' to leave via one of the two exits. There is a 3rd exit (south east) that has its own rules.

Nebub and anyone of evil alignment may leave if three of the good figures who teleported with him (assuming there are at least three) die in this compartment. If only one or two good aligned individuals teleport with Nebub, then one or both have to die before Nebub can leave. Note: these are combatants not innocents swept up in the Gate. Unconscious and held combatants do count. Innocents are those who were not in the melee at all but

got swept up within the 133 foot range of the Gate when it opened. If no Goods came through the Gate Nebub is trapped here!

The Good aligned people who arrived here and engaged with Nebub and his immediate allies may leave only if Nebub is dead!

Neutral combatants or innocents (NL, NC, N, nL, nC, Nc, NI) may leave if they can find one of the three exits. If they arrive at one of the alignment controlled exits with Goods or Evils those Good or Evil figures may not leave unless one of the above rules is fulfilled.

It is possible for the evils to have killed three people and then Nebub is killed too. The evils could then leave if they find an exit. The Goods in melee with Nebub when Nebub dies will be meeting with a major Devil so they don't have to sweat the exits.

Anyone with a hint of good or evil can only leave if the rule is fulfilled.

For example: Nebub arrives with four evil allies, two neutral guards, two good opponents and six noncombatants, two good, two evil and two neutral. Nebub can leave if the two good opponents are slain. The six noncombatants do not count! The two combatants can leave if they can find the south east exit which is not alignment controlled.

The three exits are numbered 10, 11 and 14 on the map.

#10 Time on the Prime Material is three time faster. So if 8 hours went by in Hell 24 hours will have passed in the Prime Material. Arrival location is discussed in location #10.

#11 Time on the Prime Material is six times faster. Arrival location is discussed in location #11.

#14 Time on the Prime Material is twenty time slower. If you were in Hell for 20 hours only one hour will have passed on the Prime Material. You will arrive near Kroten. Use the spot where the melee was going on when Nebub said Gate. Then use the 8 and 10 sided die to determine location as you did when arriving in Hell.

Anyone who arrives at an exit, but the RULE has not been fulfilled, will see a vision of the arrival point appear before them as a hazy picture. However, two of the three teleporters will not work if Nebub is still alive or if Nebub has not slain enough of the people who teleported here with him. Neutrals or non-combatants are not subject to the RULE.

If Nebub is killed on this plane then Bune will appear! He will be accompanied by six blue abishai.

6 Blue Abishai, HD: 5+1, AC: 3, 1 Trident attack 2-7 +3 for physical strength, MR: 20%, SD: regenerate 1HP/round, SA: once per round at will; *Change Self* (illusion), *Command*, *Produce Flame*, *Pyrotechnics*, *Scare*. They will not summon others unless commanded by Bune to do so (20% likely and only once per day each).

HP: 40, 39, 38, 37, 36, 35. XP: 550+6/hp.

It is 50% likely the Abishai will appear as dagger wielding scantily dressed human females of high charisma (16). The Abishai are crafty but not too bright I = 8 to 10. If approached cloaked by the illusion of being a human female they will remove the illusion if an opponent gets within 20 feet.

Bune, Duke of Hell (consider as a lesser god, minion of Asmodeus), as 15HD, AC -3, Move 12/18, MR: 70%, Hit only by magic weapons. Two attacks, 1d4+1 and weapon +8 (strength). 12 feet tall. s19 i16 w16 d13 cn NA ch NA, HP: 136 (regenerate 2HP/round)

Once per round at will: *Pyrotechnics*, *Produce Flame*, *Animate Dead*, *Dispel Magic* (as 15th level), *Detect Invisible*, *Detect Magic*, *Tongues*, *Locate Object*, *Flame*, fulfill another's Limited Wish, *Sphere*, *Magic Missile* (6), *Teleport without error*.

Once per day: *Cone of Cold* 9d4+9, *Heal self*, *Symbol of Death*

70% likely to summon 1d4 Malbranche (Horned Devil) on the Prime Material Plane, but in Hell 100% for 1d4+1 Malbranche on first summons, then 90% for 1d4+1 more on 2nd summons and then 70% for 1d4 more on 3rd and later summons. He commands 30 companies of Horned Devils. ((A company is 66 Malbranche.))

Bune appears to have a Horned Devil body with the exception of his head which is human but with dog shaped ears. His voice is high and lilting.

"You have slain my bastard son!"
(Pause) "Good for you. He was

an idiot. I am bound by Rules that allowed the Gate to bring him and all of you to this place. Under those Rules, Praise the Law At All Times, I must grant a Limited Wish to three of you. You have three minutes to decide among yourselves whose wish will be fulfilled. When this is done you will all be returned to the Prime Material."

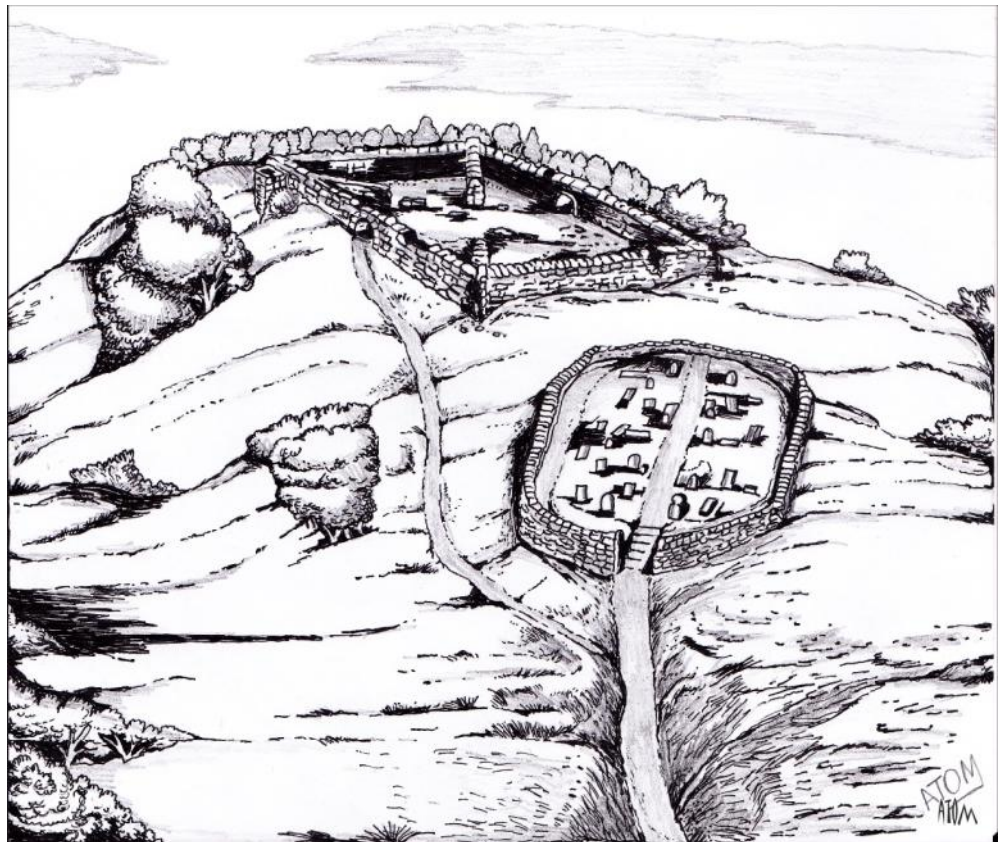
"The Law of the Limited Wish is that the wish must be a single sentence of twenty five words or less. You may not use the words AND or BUT. Write your wish down and then hand it to me. You will have three minutes alone and without consultation to formulate the wish. If you break Law you shall not have a wish and if it is beyond my ability you will get nothing instead."

"Do not ask me anything until the three petitioners stand before me."

Bune will judiciously adhere to those rules and he will not repeat them. Anyone asking a question will hear; "You may not wish. If you open your mouth again you will be attacked." He will summon 1d4+1 Horned Devils after saying this.

Note: the players can ask academic questions like "Do I know what these accompanying creatures are?", "May we take an item(s) from Nebub's body?"

The DM would likely answer "No" and "You may try."
(Since Bune is here to "Honor the Rules" he will not care if you plunder his son's body.)



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