



FORTRESS OF THE THREE



CASEY CHRISTOFFERSON

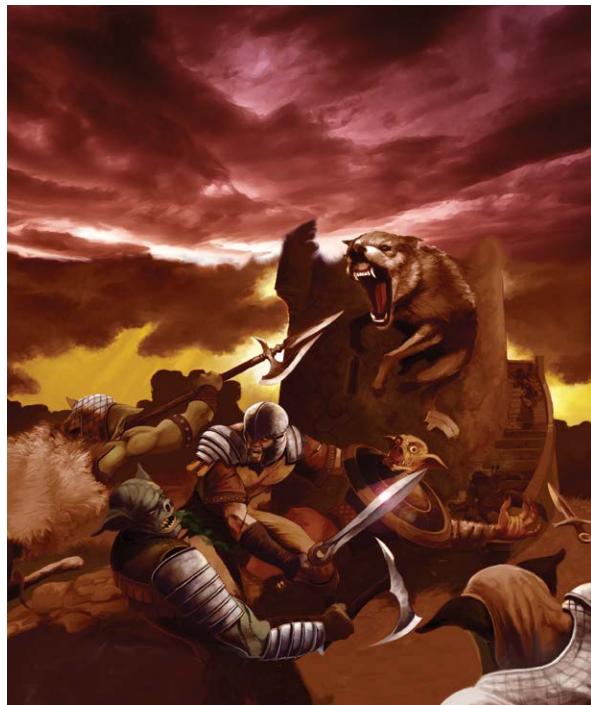


FORTRESS OF THE THREE

by

CASEY CHRISTOFFERSON

COVER ART, INTERIOR ART, LOGOS, AND LOGO DESIGNS BY PETER "20 DOLLAR" BRADLEY



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THE FORTRESS OF THE THREE

Deep in the cavernous recesses of the Darkness stand the opposing citadels of the Fortress of the Three and the Last Gate, a dwarven castle which stands guard between the evils of the Darkness and the failing twilight kingdom of Fanderburg.

The Fortress of the Three is ruled by Jironian ogre magi lords and has for more than a decade strove against the walls of Last Gate in an attempt to pierce the very heart of the dwarven kingdom and relieve it of its fabled riches. The ogre mage brothers comprise the leadership of the Triumvirate, a confederation of evil that contests the authority of the undercity of Ulgakur itself in its acts of clandestine depravity.

As yet, the contest between the forces of the Triumvirate and the dwarves remains a stalemate. The dwarves reinforce their walls daily through stonemasonry and magical reinforcement. The dwarves, in turn, fire their war machines against the minions of Urlung Ho, Braator Chang, and Kai Gulkus.

Not to be out matched, the brothers' reply in kind with heavy batteries of ingenious and magical design. The fortresses themselves are further separated by the Great Rift, a massive fissure in the earth which was cracked open by the great blast that destroyed the Umeshki Empire.

Facing the stalemate below, the brothers have struck upon a different plan. Seeing the disorganization facing the duchy of Karbosk due to Yorgach's invasion, the Triumvirate has set its sights on conquering various territories of the Haunted Highlands. To this end they have engaged the wicked Lord Kalan as their herald. Kalan has been given a *lesser instant* fortress to serve as his command base as he scours the countryside for captives to trade to his underworld masters.

ADVENTURE SUMMARY

The Fortress of the Three is an adventure designed for a group of 4-6 characters of 7th-9th level. As the Triumvirate and their army are dangerous opponents it is strongly suggested that the adventuring party be made up of at least one fighter, one wizard, a cleric, and rogue for detecting traps. Additional warrior types and spell casters are always a good idea as the characters face the hordes of the Triumvirate. Additionally, it may be helpful to include a ranger capable of tracking enemies and characters who can see well in the subterranean depths of the Darkness.

At the onset of the adventure, it is assumed that the characters have not yet encountered the forces of the Triumvirate or have only a vague concept of their actions in the Haunted Highlands. The characters are approached with an offer of coin and renown to find the source of missing people or equipment. Their search leads them into conflict with Lord Kalan, whose defeat reveals a secret path to the lair of his masters. As the characters pursue evidence of missing persons, a cave-in traps them in the middle of the conflict between the dwarves and the Triumvirate.

Characters are then forced to choose: Do they make an alliance with the cruel ogre magi, or do they side with the secretive dwarves against the Jironian overlords?

2 CASTLES & CRUSADES

DISCOVERING THE FORTRESS OF THE THREE

At the onset of the adventure, the Castle Keeper has a variety of ways to involve the characters in the adventure. The Castle Keeper should choose the method which best suits their gaming style or the needs of their gaming group. Listed here are a series of ready-made options for the Castle Keeper to choose from.

HIRED GUNS

Characters may be hired by the following non-player characters with an offer of treasure in exchange for fulfilling their quest.

ADONNIS MCGILLAVAY'S ARMS SHIPMENT

Adonnis is an arms dealer based out of Eskadia whose wagons went missing somewhere in the Haunted Highlands. The shipment was filled with war supplies being sent to the duke to help in his campaign against Yorgach in the western duchy of Karbosk. Adonnis provides a detailed map of the route his arms shipment was set to take. Recovery of the weaponry is of high importance to Adonnis who is on the hook to money lenders in Eskadia as well as his promises to the duke of Karbosk. Adonnis offers 2500-5000 gp for the successful return of his equipment and delivery to the duke's forces at Western Dro Mandras.

The supplies include 400 longswords, 200 light crossbows, 4000 bolts, 100 light steel shields, and a month's supply of iron rations. The supplies are identified by the seal of McGillavay marked on the various crates.

The shipment was held up by Sir Kalan, at his tower, where the trail to the Fortress of the Three begins. Kalan took what he needed of the items and sent the rest back to his masters in the Fortress of the Three as tribute.

MISSING PERSONS

A small band of Northmen led by Volbroth Bearhair has arrived at Dirty Bowbe's Roadhouse looking for sign of crewmen who had camped along the shores of Lake Ugashtan with the intent of setting up a trading post to trade with Ugashtan hillfolk. Within days they were set upon by a combined force of goblins and ogres led by a horseman in full plate. The Northmen tracked their captured allies to a squat, stone tower in the wooded hills. They planned to raid the tower and rescue their allies just before sunrise, but upon attempting their raid, they found the tower gone and only a rank smelling 10 ft x 20 ft x 20 ft hole in the ground where the tower once stood. The Northmen would seek to rescue any of their brethren if possible and avenge them if not. The Northmen claim to have a cache of rare mammoth ivory that they would be willing to pay up to 2500 gp worth of their ivory for assistance in finding their folk.

This option works well if the characters are slightly underpowered or lower level than the base minimum for the adventure. Volbroth and five of his warriors would join the party, helping absorb attacks from the hordes the characters would soon face.

VOLBROTH BEARHAIR (*He is a 6th level chaotic neutral male human barbarian. His vital statistics are HD 6d12+12, HP*

54, AC 16. His significant statistics are Strength 17, and Constitution 16. His primary attributes are Strength, Constitution and Dexterity. He wears a coat of mail +1, and carries a +1 broad sword and a large wooden shield and 2 hand axes.)

VOLBROTH'S WARRIORS x5 (They are 3rd level chaotic neutral human barbarians. Their vital statistics are 3d12+3, HP 27, AC 15. They wear chain shirt and carry a large wooden shield, battle axe, and 2 hand axes.)

THE MOVING TOWER

Rumors brought by rangers from the north indicate a mysterious tower has appeared in the lands north of the crater of Umeshti. A lord claiming to be the herald of the Triumvurate is capturing land and taking captives from among the outer Ugashtan settlements. Ugashtan warriors who have sought the tower have come up empty or have been destroyed in their attempted assaults on the phantom tower.

Once the self-proclaimed herald has taken over a region, the tower and its complement of troops moves to new territory; creeping ever closer to the duchy of Karbosk and the Ugashtan homeland. Duke Mandras Karbosk has bequeathed an award of 2500-5000 gp to any who would investigate this Moving Tower and halt its progress towards his lands. As part of their alliance, Dumangong, the leader of the Ugashtan tribes has offered a band of five warriors to lead the characters to the valley the tower currently sits in. The stats for Dumangong's warriors are identical to those of Volbroth's warriors above.

OTHER METHODS

For game masters and players already familiar with the Haunted Highlands, various existing locations may be used to place the Fortress of the Three and get the characters into the action.

CASTLE HAVEL

If the PCs have uncovered the secret ledger in Castle Havel and discovered the passage below, they would find themselves at the edge of the fortress in about a day's journey through the winding paths of the Darkness. Arriving thus uninvited, the PCs had best be quick witted or prepared for immediate battle!

THE UNDERCITY OF ULGAKUR

PCs who have encountered Sasson Keop in the undercity of Ulgakur may have learned of the Fortress of the Three. It is otherwise possible that the PCs have run afoul of some other denizen of the undercity and have been sold into slavery. As newfound slaves of the Triumvirate, it is only a matter of time before they make their escape or end up on the dinner plate of Urlung the Strong!

THE CRATER OF UMESHTI

Through exploration of the waterways and river systems, they are swept along the rivers of the Darkness where they wash up on the shores of the Eibon River. A short distance away, a fissure in the rock face opens to reveal the great cavern which houses the Fortress of the Three and the Last Gate.

CASTLE KEEPER FIAT

It is always acceptable for PCs who have recently encountered a crypt thing or other teleporting monster to waggle the fingers and zap your hapless players into an adventure at the gates of the Triumvirate.

PART I. THE MOVING TOWER

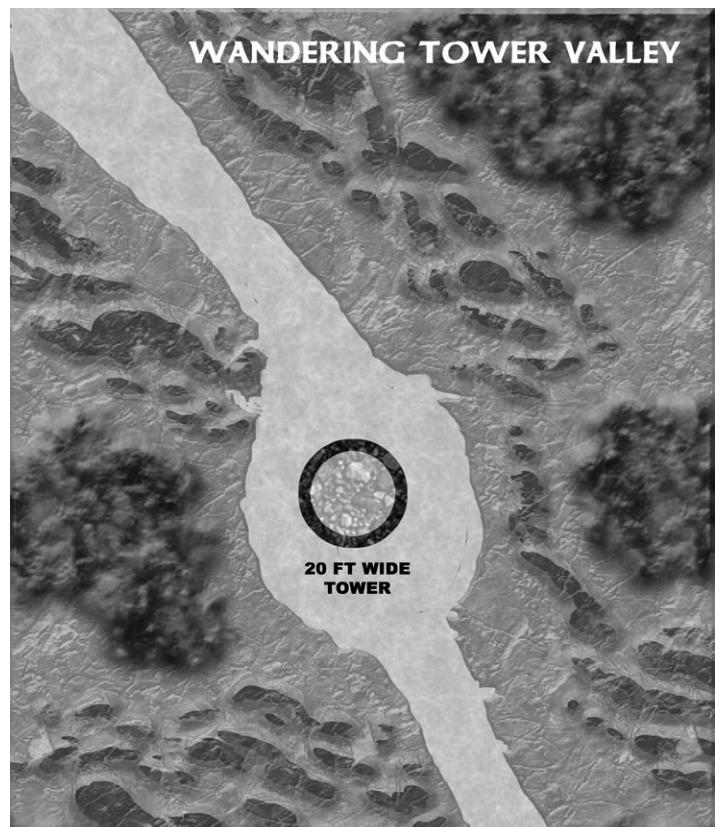
The Moving Tower is a *lesser instant fortress* given to Lord Kalan by the Triumvirate when he offered his services as herald to their small but formidable force. The tower currently resides in a vale in the Ugashtan Highlands.

CHARACTER APPROACH AND OBSERVATION

If the characters have allied themselves with either Dumangong, or Volbroth, they are led to the region where the Moving Tower is currently located. As the tower is found, the characters have an immediate opportunity to observe the tower from a safe distance, so long as they take precautions to find concealment.

From their vantage point they see a pair of ogres wandering around the outskirts of the tower.

If characters approach with at least the attempt of stealth, they see a pair of goblin patrols led by an ogre that leaves from the north and south of the tower. This patrol skirts about 50 yards into the woods, crosses the road, and returns to the tower to be replaced by a fresh patrol. Each patrol takes approximately an hour. If a patrol goes missing a second patrol of double strength leaves the Moving Tower and goes out in search of the missing party and the entire fortress goes on high alert.



A. FOREST

Surrounding the tower valley is a dense, hardwood forest resplendent with thick undergrowth of fern, and nettle. Crossing through the forest reduces movement by 1/3rd. Due to fallen sticks and leaf debris, moving through the area silently requires a successful stealth check (CL 4).

Passing through the woods at night offers a 1 in 6 chance of encountering a goblin patrol led by an ogre.

The patrol consists of 10 goblins and two ogres with a 5% chance of a troll being in the mix.

B. THE VALLEY TRAIL

The valley trail is wide open. From the parapet of the tower, any traveler can be seen coming up or down the valley trail for approximately one mile in either direction, day or night. Anyone approaching on the valley trail raises the alarm at the Moving Tower. A detachment of two ogres and ten goblins is sent out to engage the intruders, with goblins at the top of the watch tower firing arrows at anyone within range. Being conscripts from Ulgakur, the goblins are sensitive to light and suffer a -1 to hit if forced to engage enemies in daylight.

OGRES x2 (*These large, chaotic evil creatures' vital statistics are HD 4d8, HP 20, and AC 16. Their primary attributes are physical. They attack with a large club for 1d8+3 damage or a slam attack for 1d10 points of damage. They carry studded clubs and have 4d10 gp worth of loot in their gut-bag.*)

GOBLINS x10 (*These small lawful evil humanoids' vital statistics are HD 1d6, HP3, AC 15. They fight with a spear for 1d6 points of damage, shortsword for 1d6 points of damage, or shortbow for 1d6 points of damage. They possess 2d10 sp each.*)

The Moving Tower, Lesser Instant Fortress: The tower is 30 ft tall x 20 ft square hardened marble that extends 10 ft beneath the earth as well. The roof of the tower is affixed with crenellations that afford cover for archers.

The tower has a hardness of 10 and 50 hit points before it is destroyed. The tower is accessed by a command word that is uniquely set by its owner, though the door forms and opens at the base of the tower wherever the owner happens to be standing. The *lesser instant fortress* is formed from a 10 lb block of solid marble inscribed with arcane script. The fortress takes four rounds to expand fully, affording most the time to get out of the way before it reaches its full size. If they do not get out of the way, or are unable to get out of the way due to paralysis or sleep effects, they suffer 10d6 points of damage. Creatures outside of the tower when it transforms are allowed a dexterity save (CL 10) for half damage. Creatures inside the tower when it transforms are not allowed a save. The *lesser fortress* cannot be repaired outside of the use of a *wish* spell which fixes it completely.

STANDARD FEATURES

Interior Doors: The doors are locked with complex locks requiring a successful open locks check (Challenge Level) 8.

Value 110,000gp

Experience 10,500

4 CASTLES & CRUSADES

ACCESSING THE TOWER

The players may attempt any means of egress, including becoming invisible and following a patrol in during its swap, using illusions to mask their entry, or directly assaulting the tower and pummeling it to dust. The last option would be the most difficult and likely requires the use of siege equipment or powerful magic and would definitely raise the entire tower's defenses against the party.

Being a Meshkuri and somewhat susceptible to light, Lord Kalan only leaves the fortress after sundown, taking a patrol of ogres and goblins in search of settlements to raid for slaves and food. If the characters are patient and wait until nightfall, they have an opportunity to ambush Kalan and his squad. In this event, they still need to figure out some way to get the Meshkuri knight to grant them access to the tower.

1. ENTRANCE GATE

The tower has no apparent doors unless a command word is spoken by Lord Kalan or guard captain, Massh, a hobgoblin fighter of some repute. The command word may be forced out of Lord Kalan, or Massh if either is captured.

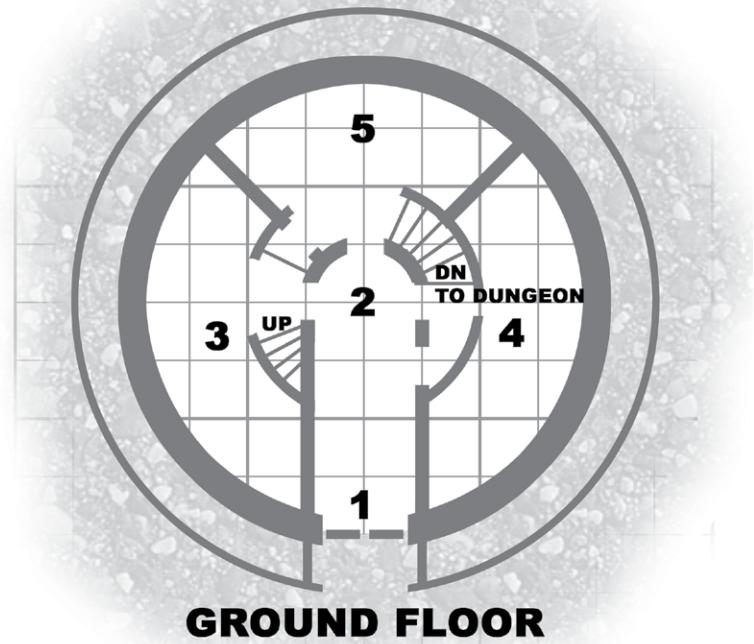
2. INNER WARD

This keyhole shaped hall and circular chamber occupies the center of the lesser fortress. There are three doors in the ward that open to larger chambers beyond.

The ward is guarded by a goblin sentry with a whistle who calls to his brothers in Areas 3 and 4 if he sees anything out of the ordinary.

Note: If the characters fail to stealthily gain access to the tower, or the whistle is blown, a phalanx of 10 goblins with spears arrives in 1d2 rounds.

**1 SQUARE
= 2.5 FT**



Additional goblins appear from their various barracks rooms in areas 3, 4, 5, and 6 until 40 goblins have been slain or forced to surrender. The goblins attack in phalanx using squad formation rules detailed in Chapter 11 of the **Castles Keepers Guide**, or the **Fields of Battle** rules set by Troll Lord Games.

Squad formations afford the goblins a greater chance at dealing damage to heavily armored, or higher level characters.

The unit statistics for the goblins are as follows:

GOBLIN SQUADS

Size/Ratio: Small/10:1

HD/UHP: 1d6/ 20 UHP

Moves: 20 ft

AC: 15

Attacks/Attack Bonus: Short Sword 1d6/+1 AB or Spear (1d6) +1 AB

Squad Formation: HP 4, Short Sword or Spear (1d6+6) +7 AB

Special: Darkvision 60 ft Goblin Combat Maneuver (Goblin Swarm)

Saves/Primes: P

Face: 10 ft (1 inch)

Morale: +1

Spell: None

3. TOWER STABLES

This chamber serves as the stables for the Moving Tower. It currently houses six light war horses and one heavy war horse. The finest horse belongs to Lord Kalan, and is a black, flesh eating destrier of the sort bred in the undercity of Ulgakur. The other horses are smaller, hobgoblin war ponies bred in the northern steppes by the hobgoblins of Yulgum Kak and are renowned for their speed and ability to traverse rough terrain.

HORSE HEAVY WAR (*This neutral animal's vital stats are HD 4d10, HP 30, AC 14. Its primary attributes are physical. It attacks with 2 hooves for 1d6 + 3, and a bite for 1d4 + 2 points of damage.*)

HORSES LIGHT WAR x 6 (*These neutral animals' vital stats are HD 3d10, HP varies, AC 13. Their primary attributes are physical. They attack with 2 hooves for 1d4 + 2 and a bite for 1d4 points of damage.*)

There is a 50% chance at any given time that there is a hobgoblin present, tending to the animals.

4. WEST GOBLIN BARRACKS

This barracks is home to goblins. The goblins sleep on filthy rags and animal furs. Each has a small sack containing their belongings which average 1d4 gold pieces worth of various small coins like copper and silver, or a carved piece of tusk or ivory featuring the fetish of their goblin tribe.

A weapons rack contains 20 spears, 20 short swords, and 20 daggers.

A staircase leads to the dungeon level below the tower that affords access to the Darkness.

GOBLINS x10 (*These small lawful evil humanoids' vital statistics are HD 1d6, HP3, AC 15. They fight with a spear for 1d6 points of damage, shortsword for 1d6 points of damage, or shortbow for 1d6 points of damage. They possess 2d10 sp each.*)

5. NORTH GOBLIN BARRACKS

This barracks is identical to the barracks at Area 4, with the exception of a staircase leading to Area 6 above.

6. HOBGOBLIN BARRACKS

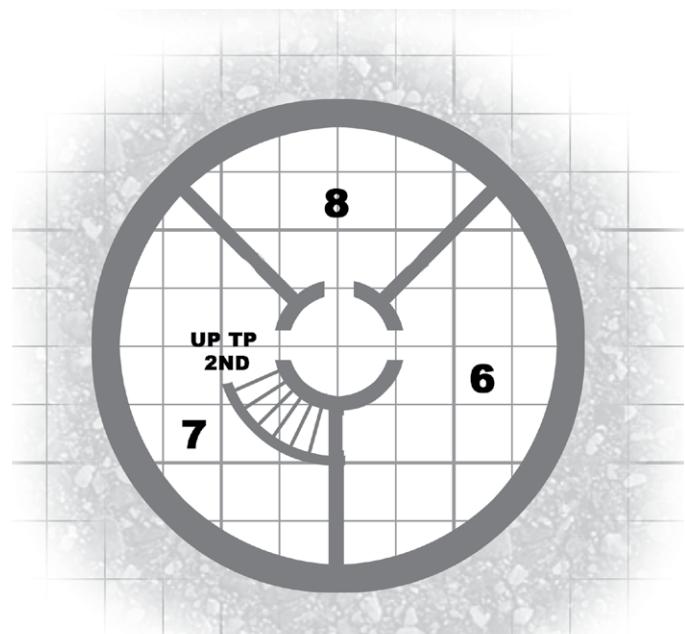
This barracks houses Captain Massh's elite hobgoblin troops. The hobgoblins are from the northern steppes of Yulgum Kak and are able combatants.

There are five elite hobgoblins stationed at the Moving Tower. These hobgoblins have double the standard hit dice and equivalent abilities of a 2nd level fighter.

HOBGOBLINS x5 (*These hobgoblins are lawful evil, 2nd level fighters whose primary statistics are HD 2d10, HP 14, AC 16. Their primary attributes are strength and dexterity. Their significant attributes are strength 15, and dexterity 15. They carry a longsword [1d8+2 due to proficiency bonus] and composite longbow [1d8 points of damage]. They have 3d10 gold pieces on their persons.*)

7. MESS HALL

This room holds a pair of large oak tables set with ten chairs and serves as a mess hall for lord Kalan's forces. Meals are served in three shifts to accommodate their numbers. If the characters



FIRST FLOOR

1 SQUARE = 2.5 FT

FORTRESS OF THE THREE S

have managed to enter the fortress stealthily and not yet raised an alarm, there are 2d10 goblins, and 1-2 ogres feasting on the spit-roasted remains of local Ugashtan villagers and their livestock.

A stairwell leads from the mess hall to Area 9 above.

8. KITCHENS

Grinkil, the cook, runs a tight ship in this dingy dark kitchen where Grinkil and his assistance serve up the vittles for Kalan's tower. A fresh mountain yak hangs beside the field dressed bodies of a Ugashtan farmer and his wife. Grinkil's assistants happily prepare an iron pot of chitterlings for the hungry ogres and voracious goblins of the moving fortress.

GRINKIL THE COOK (This small lawful evil goblin's vital stats are HD 3d6 HP 14 AC 15. Its primary attributes are physical. It attacks with a short sword for 1d6 points of damage, and possesses the abilities of a 3rd level rogue)

CHEF'S ASSISTANTS, GOBLINS X3 (These small lawful evil humanoids' vital statistics are HD 1d6, HP3, AC 15. Their primary attributes are physical. They fight with a shortsword for 1d6 points of damage. They possess 2d10 sp each.)

9. KALAN'S KENNEL

The stench of dog fills the air of this otherwise empty chamber that is lit only by a single, shielded lantern.

The lantern shield is cut with the design of four hunting wolves running in a circle around the cylinder of the lantern and casts images of beasts that appear to run along the walls of the room.

As soon as the lantern or door is touched by anyone other than the goblins or owner of the tower, a quartet of shadow mastiffs

SHADOW MASTIFFS X4 (These neutral evil, extra planer creatures' vital statistics are HD 4d8, HP 16, AC 14. Their primary attributes are physical. They attack with a bite for 2d4 points of damage. Their special abilities include bay, trip, blend, and sunlight vulnerability.)

10. SIR KALAN'S ROOM

This room is locked with a lock spell. Inside the room is a bed adorned with sumptuous spider silk sheets worth 500 gp, an ebony wood dresser filled with noble finery also spun from giant spider silk, worth an additional 500 gp. A writing desk contains many maps and papers written in the tongue of the Meshkuri. A map leading to the Fortress of the Three and Last Gate hangs on the wall above his desk.

Written among the papers are correspondence with Kai Gulkus.

"Lord Kalan, your works are commendable, though our forces ache with hunger. The armaments you seized from the merchant caravan should go far in outfitting our horde against the bearded ones. My brothers and I request you send more rich flesh for the bellies of our forces at Malgu."

Forget not that your Moving Tower is a prize whose value is not easily worked off! One hundred more of livestock and manflesh is owed by the rising of the Great Khan's star in the eastern sky to pay this month's tithe."

Kai Gulkus of Jiron

Lord Kalan's weapons and armor rack contain a spare suit of full plate armor, and a longsword and shield made of Umeshti steel.

A pair of iron-bound lock boxes sit next to his writing desk.

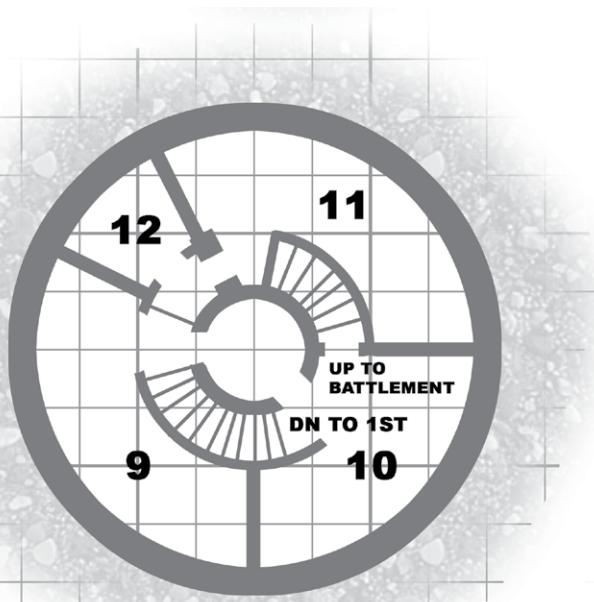
The first is locked with a complicated lock requiring a successful open locks check (CL 8) to unlock. The chest contains 1200 gp, 200 platinum pieces, 2000 silver pieces, a string of pearls worth 200 gold pieces, a holy symbol of the Khan cast in gold worth 100 gold pieces, and a silver cased war horn carved from the horn of a young blue dragon worth 300 gold pieces.

The second box is named Hiram, and is Lord Kalan's pet mimic. He attempts to eat anyone who touches him inappropriately.

HIRAM THE MIMIC (These neutral creature's vital stats are HD 7d8, AC 15, HP 35. Their primary attributes are physical. They attack with a slam attack for 3d4 points of damage. They have darkvision 60 feet. If a mimic successfully strikes a foe the creature is held by a thick adhesive secreted by the mimic. In the following round, unless they break free through a successful strength check, the victim suffers 1d8+2 points of crushing damage. The mimic can assume the shape of any object that can fit within 150 cubic feet.)

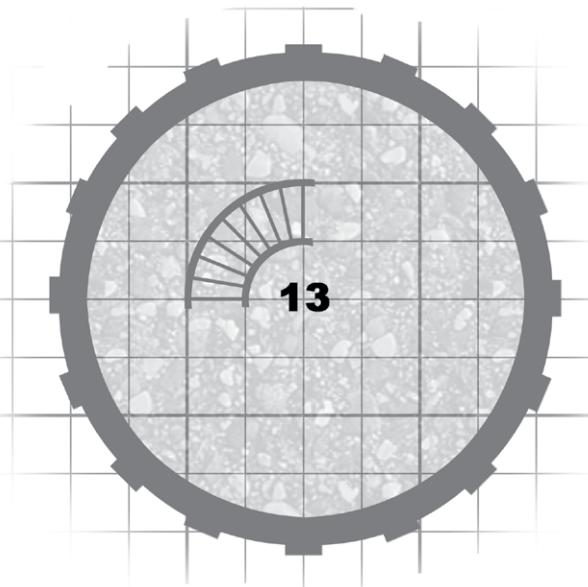
11. MAASH'S ROOM

This apartment serves as the quarters of Maash, lieutenant to Lord Kalan. Maash's room is adorned with the tanned hides of hunted antelope, lions, and great bears that he has slain. Maash has a small locked chest where he keeps his belongings.



SECOND FLOOR

1 SQUARE = 2.5 FT



BATTLEMENT

1 SQUARE = 2.5 FT

The lock is a (CL 4) to unlock. The chest is trapped with a poison needle that requires a successful (CL4) traps check to locate. The poison deals 4d6 points of damage. A successful constitution save (CL 4) reduces this damage by half.

Inside the chest are 400 gold pieces, 221 silver pieces, a small leather sack containing a ruby (100 gp), star sapphire (250 gp), and an aquamarine (25 gp).

12. ROOF STAIRCASE

Beyond this door is a staircase to the battlements. A weapons rack stands next to the stair and contains 20 short bows, and barrels holding 200 arrows.

13. BATTLEMENT

The battlements are 20 ft wide and capped with crenellations that afford cover to defenders against attackers on the ground.

There are two goblins assigned to sentry duty atop the tower. If the tower is under attack, a squad of goblins moves from one of the barracks to join the sentries.

THE DUNGEON

The lower story of the tower contains a passage to the darkness and is home to Lord Kalan's contingent of trolls and ogres that he uses as shock troops against the local barbarians, woodsmen, and farmers that have suffered from the Triumvirate's raids.

14. OGRE BARRACKS

This dank, filthy dungeon room is home to the four ogres that Kalan keeps as shock troops for the Moving Fortress. Typically, there are two ogres in the room at any given time with the other pair of ogres out on patrol with a squad of goblins.

The ogres' possessions are strewn about the room among the bones of their most recent meals. The ogres have a half drunk cask of blue lightning whiskey, a +1 small steel shield that they use as a dinner plate, and 630 gold pieces in various coins.

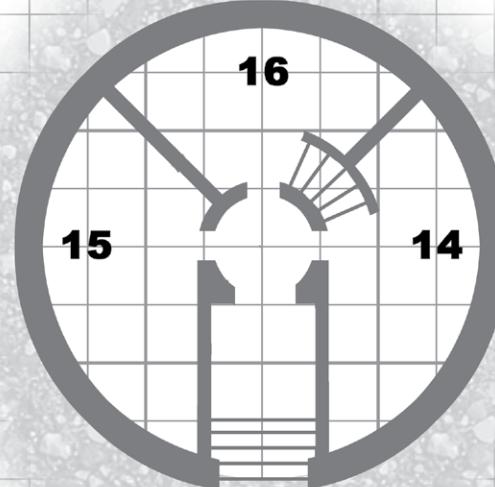
OGRES x2 (These large, chaotic evil creatures' vital statistics are HD 4d8, HP 20, and AC 16. Their primary attributes are physical. They attack with a large club for 1d8+3 damage or a slam attack for 1d10 points of damage. They carry studded clubs and have 4d10 gp worth of loot in their gut-bag.)

15. THE TROLL HOLE

The smell of reek and rot beyond the door of this room is so strong that the ogre barracks smell like a whiff of spring breeze in comparison. Characters opening this door must make a successful constitution save (CL 4) or be overcome with retching and vomiting which lasts 1d4 rounds.

Within the room is a scene of horror where blood stains and the bones of innocents have been artistically rearranged in a shocking tableau of cold blooded murder. This is the Troll Hole, where Wart Bottom and Stink Mouth currently reside.

Kalan unleashes the trolls when he suspects resistance from a wilderness settlement. The trolls creep into dwellings, snatching children to use as hostages to force submission of would-be defenders as the goblins and hobgoblins move in to chain their prisoners. Kalan allows the trolls to keep at least one prize from every raid, with the trolls dicing for the opportunity to torture and devour their prey.



DUNGEON

1 SQUARE = 2.5 FT

TROLLS x2 (These chaotic evil, large trolls' vital statistics are HD 9d8, HP 45, AC 16. Their primary attributes are physical. They attack with 2 claws for 1d4 points of damage or a bite for 2d6 points of damage. Their special abilities are rend for an additional 1d4+1 points of damage. They regenerate 2 hp per round. The trolls have 800 gp in coins, a ruby worth 400 gp, a diamond engagement ring worth 1200 gp, and two potions of fire resistance each.)

16. TOWER STORES

The stores contain dry provisions for the fortress such as dehydrated mushroom, barrels of pickled blind fish, pickled cavern raptor eggs, casks of sour wine, the flayed salted corpses of three Ugashtan hunters, and two buffalo who were unfortunate enough to come across the Moving Tower.

17. A DESCENT INTO THE DARKNESS

This stairwell ends in a landing and blank wall guarded by two goblins. A bloody footprint can be clearly seen on the floor before a blank wall, as if the foot were leading out of the tower.

GOBLINS x2 (These small lawful evil humanoids' vital statistics are HD 1d6), HP3, AC 15. They fight with a spear for 1d6 points of damage, shortsword for 1d6 points of damage, or shortbow for 1d6 points of damage. They possess 2d10 sp each.)

A successful tracking check (CL 6) indicates that tracks would continue past the blank wall. The wall could be passed through via use of a *passwall* spell or temporarily transmuted to mud or flesh and cut through to reveal the stairs that continue beyond the wall to the Darkness. If the characters have captured or killed Lord Kalan and taken possession of the Moving Tower, they may simply speak the password to continue to the Darkness.

If the Moving Tower is destroyed, the stairwell to the Darkness remains, leading the way to the Fortress of the Three.

Characters attempting a more thorough search discover a bear claw amulet attributed to a warrior of either Dumangong's tribe or Volbroth's crew.

TYING UP THE WANDERING TOWER

There are various ways which the characters may access the tower to defeat Kalan and his minions.

Tower Destroyed: If the tower is destroyed, the characters find the staircase to the Darkness in the rubble.

Tower Captured: The characters have killed Lord Kalan and taken possession of the tower. In this event the tower only has whatever remaining hit points it had before it was taken. The characters may haul around the heavy enchanted stone and use it as they see fit as a moving base of operations.

LORD KALAN AND MAASH

Kalan and Maash are intelligent adversaries who seek whatever means necessary to maintain their lives. They fear

the Triumvirate more than the player characters in spite of any damage the characters may deal to them or their operation.

Their strategy depends on the actions of the characters. If the characters attack by stealth they are found in their rooms, unprepared. If the characters invade by stealth but eventually trigger an alert, Kalan and Maash move floor by floor taking two rounds per floor to reach the character's current location where they mount a counter offensive. If the counter offensive fails, they may attempt to retreat and make their escape. If Kalan is close to death and knows there is no way out, he attempts to use potions of invisibility to escape. Once at the staircase, he collapses the tower to take with him. If this cannot happen he speaks the command word for his tower collapsing it on himself and the characters.

VOLBROTH AND DUMANGONG'S WARRIOR

If characters are reluctant to enter the Darkness, use any of the surviving members of Volbroth or Dumangong's warriors as leverage in arguing for pursuit of their captured brethren.

PART II: TRAPPED IN THE DARKNESS

For those Castle Keepers unfamiliar with the Haunted Highlands, the Darkness is a vast complex of underground dungeons and caverns that were created when the world was shattered by the Umeshti Cataclysm in the ancient ages. The tunnels join various adventure locations and midnight kingdoms together in a sort of subterranean highway.

In Part 2 of the adventure, characters pursue leads to the missing persons, finding tracks in the cavern below leading from Chapter 1, Area 17.

The bloody footprints of prisoners lead to a vast cavern complex under the valley where the Wandering Tower was found.

2-1. ENTRANCE CAVE

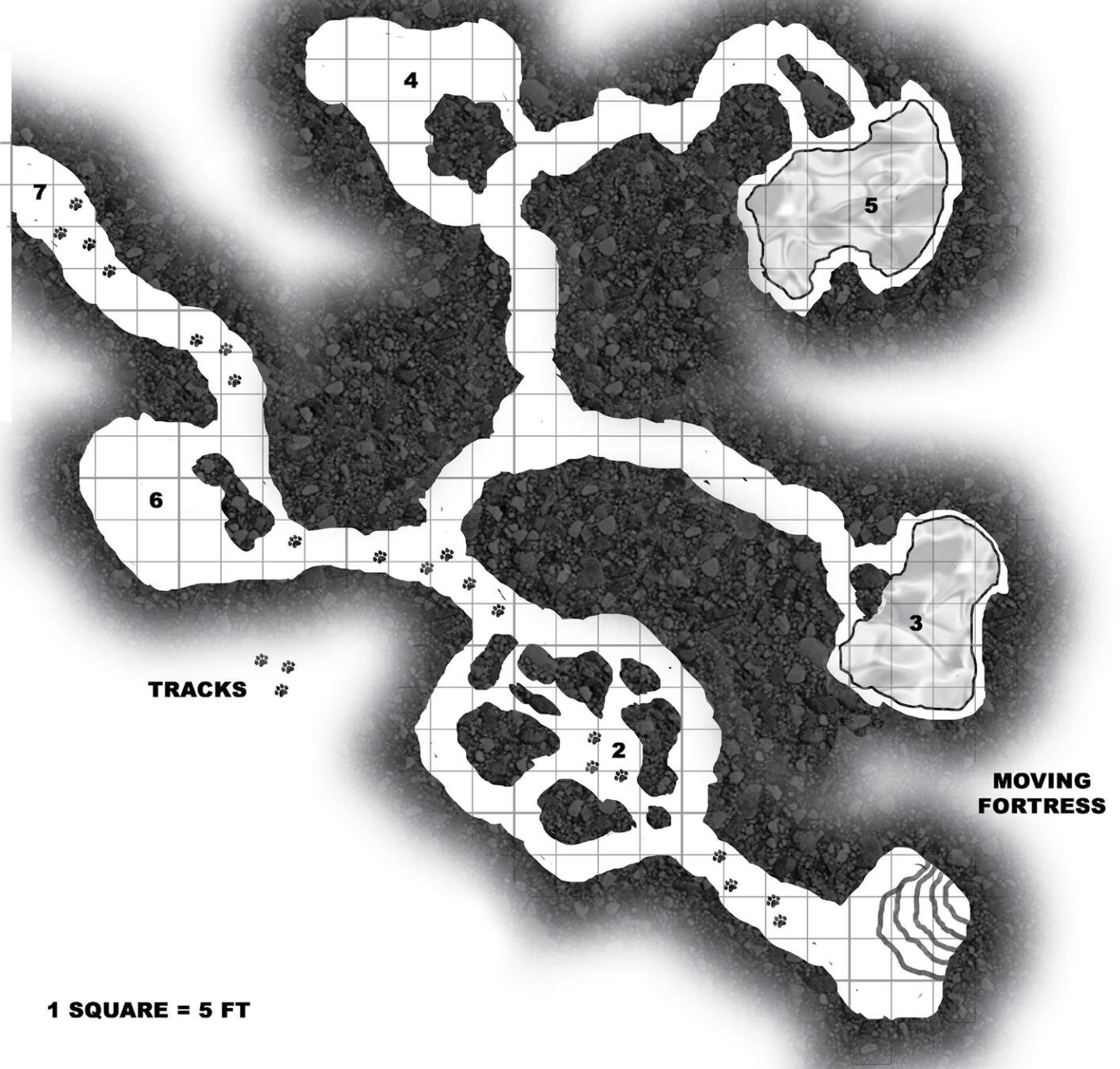
Descending 40 ft underground, the hastily carved stairs show the cut marks of goblin miners to the trained dwarven eye. A careful tracking check (CL 6) uncovers bloody footprints that head down a narrow corridor to the northeast.

2-2. CAPILLARY GALLERY

This broad cavern descends a further 20 ft underground from the previous hall. This cavern gallery has been trapped by the Triumvirate's goblins so that only a specified trail may be followed to get to the Moving Tower or the Fortress of the Three.

The capillary gallery is laced with razor sharp wire woven from the silk of deadly spiders. The wire is so thin as to be practically invisible to those passing through the gallery unless a successful traps check (CL 7) is made. The wiring is so thoroughly twisted through the columns that characters who missed their dexterity save (CL 5) suffer 1d6 points of damage for every 10 ft moved unless the traps are disabled by a rogue.

DARKNESS



1 SQUARE = 5 FT

A ranger making a successful track check (CL 6) notes a path through the maze of slicing wire that leads safely to the halls beyond.

2-3. WATER CAVE ONE

This cave is fed by a natural spring. Characters making a successful wisdom check (CL 6) notice a coin like glimmer under the surface of the water. Characters diving under the

water find a broken chest at the bottom of a 25 ft deep pool. The chest is lying atop a small skeleton.

The chest contains 400 gold pieces, 1500 silver pieces, and 600 copper pieces and with the coins weighs 80 lbs.

A strong current crosses through the pool at a depth of 10 ft pushing objects down towards the floor of the pool. A (CL 6) strength check is required to swim through the current and

FORTRESS OF THE THREE 9

reach the surface of the pool. This challenge level if a character is attempting to haul the chest up from the bottom of the pool increases to (CL 14). Characters who fail their swim check have one round per point of constitution before they lose their breath and begin to drown.

2-4. ANKHEG NEST

This cave has a soft floor as if the limestone has been turned and turned again to form an almost gravel like floor. The cave is currently home to an ankheg and its eggs. The ankheg remains below the gravel surface, but erupts from the surface to fend off intruders, taking characters by surprise.

ANKHEG (*This large, neutral creature's vital statistics are HD 5d10, HP 25, AC 18. Its primary attributes are physical. It attacks with a bite for 1d6 points of physical damage and 1d4 points of acid damage. Its special attacks include grab, acid spit, and twilight vision. Its special abilities include burrowing.*)

A search of the cave reveals a dozen ankheg eggs, buried under 3 ft of limestone gravel.

2-5. WATER CAVERN TWO: THE BIGGER TEASE

A trail of 25 gold coins leads from the cavern corridor to the large pool located in the northeastern section of the complex. Coins appear to glitter along the edge of the pool and deep into the water below.

The pool is actually a large, extremely greedy water elemental named Flush. Flush captures anyone touching the water, holding them below the surface unless a boon of 1000 gold pieces is poured into the pool.

There are 1500 gold pieces, a silver edged +1 short sword, and a circlet of intellect +2 at the bottom of the pool.

2-6. WORM SIGN

Rangers using their track ability (CL 6) note that the tracks of several prisoners, and goblins have passed through this region recently, the majority of the tracks pass to the northwest, while a set of tracks marking a goblin and a human turn off to the southern western cavern entrance. The goblin tracks reappear at the northern cavern entrance meeting up with the larger host.

The cavern has a semi-soft floor similar to the floor in Area 2-4 and seems partially solid but with several rings of gravel on the floor. Rangers making a successful track ability check (CL 8) note a fine spray of blood around one of the rings that is less than 48 hours old.

Characters exploring the room immediately attract the attention of purple worms who have dug through the area in search of ankheg eggs. If the characters have ankheg eggs in their possession, the worm immediately attacks these characters first.

PURPLE WORM (*This large neutral creature's vital statistics are HD 15d10, HP 75, AC 19. Its primary attributes are physical. It attacks with a bite for 2d12, or a sting for 2d4. Its special attacks include swallow whole and poison.*)

10 CASTLES & CRUSADES

To avoid issues with the worms in the region, the goblins commonly sacrifice a prisoner in this cavern as they pass through to the descent to the Fortress of the Three.

Note: The purple worm rising from the depths and doing battle with the characters causes a weakening in the walls and ceiling of the entire area. The region to the east that they have come from is starting to vibrate and shake in an uncomfortable and dangerous manner. Stalactites in the high ceiling have started to drop back in Area 2-2, and a cave-in is imminent.

2-7. DEEP PASSAGE

Tracks reveal that the prisoners were hauled down into the twisting stone corridor below as a subtle shaft descends another hundred feet into the Darkness. Characters searching this area who make a successful wisdom check (CL 4) find a broken piece of bracelet belonging to either an Ugashtan tribesman, or a Northman, indicating their prisoners have been led down this passage.

FINISHING PART II

Cave-In: If the characters battled a purple worm in Area 2-6, the rumble of battle causes a cave-in between 2-6 and 2-2. Clearing the cave-in would require a company of five dwarves, or ten goblins or gnomes a day to clear, or a single dwarf or gnome would require 1d4+4 days to clear.

If the characters have not battled a purple worm in Area 2-6, a worm rises from that area passing on its way to Area 2-6 in pursuit of ankheg eggs, creating the cave in as described above.

PART III: THE RIFT CAVERN

This massive cavern is 120,000 square ft and is divided by a massive crevasse which runs the length of the cavern from northeast to southwest. The southern side of the cavern is occupied by the Fortress of the Three and the great ogre mound upon which it sits.

The northern half of the cavern is comprised of a vast no-man's land littered with the putrefied corpses of goblin conscripts, ogres, and other slaves sent to clear mines and traps set by the dwarves who have extensively tunneled the no man's land.

CAVERN FEATURES

A. ENTRANCE FROM MOVING FORTRESS

Characters first entrance to the cavern containing the Last Gate and The Fortress of Malgu find themselves here, a dozen miles and a hundred feet deeper beneath the surface than their original starting point in the northern valley. From the entrance to the cavern they can observe the unending battle between the Triumvirate forces and the dwarven outpost.

B. GOBLIN PITS

A half dozen pits 30 ft wide by 50 ft deep located near the banks of the river serve as hovel and home to the wretched goblins who make their home in the shadows of Malgu. The goblins are

fed on scraps left from the tables of the Triumvirate or whatever food that they can scavenge in nearby caverns, or occasionally the blind fish snatched from the icy tributary of the Eibon which flows through the southern end of the cave.

There is an average of 40 goblins in each pit at any given time. They are heavily bullied and harassed by the ogres but serve them for fear of ending up on an ogre's dinner plate.

GOBLINS x40 (These small lawful evil humanoids' vital statistics are HD 1d6, HP3, AC 15. They fight with a spear for 1d6 points of damage, shortsword for 1d6 points of damage, or shortbow for 1d6 points of damage. They possess 2d10 sp each.)

CROSSING THE GOBLIN PITS

Characters entering the great cavern from the region of the Moving Tower are faced with the challenge of passing through the goblin pits. Characters boldly traversing the region instantly raise an alarm from the goblins that is quickly heard by the defenders of Malgu. This results in squads of mobilized goblins and ogres from the ogre mound heading to capture or kill the characters. Goblins in this situation form up in squad formations to attack the player characters, with ogres and war ogres acting as hero units.

Characters may attempt to scout the region with stealth, requiring a successful (CL 6) hide check, or may use some

form of magic such as invisibility or illusions to pass the area unobstructed. The Castle Keeper should award characters who use their brains to solve the difficulty that the goblin pits present.

C. EIBON RIVER

Along the southern end of the cavern runs a tributary of the Eibon River, a long ice cold river that winds itself through the heart of the Darkness. From here, the river could be navigated to the fabled city of Ulgakur, or the lost gnome outpost of Braydle's Tor.

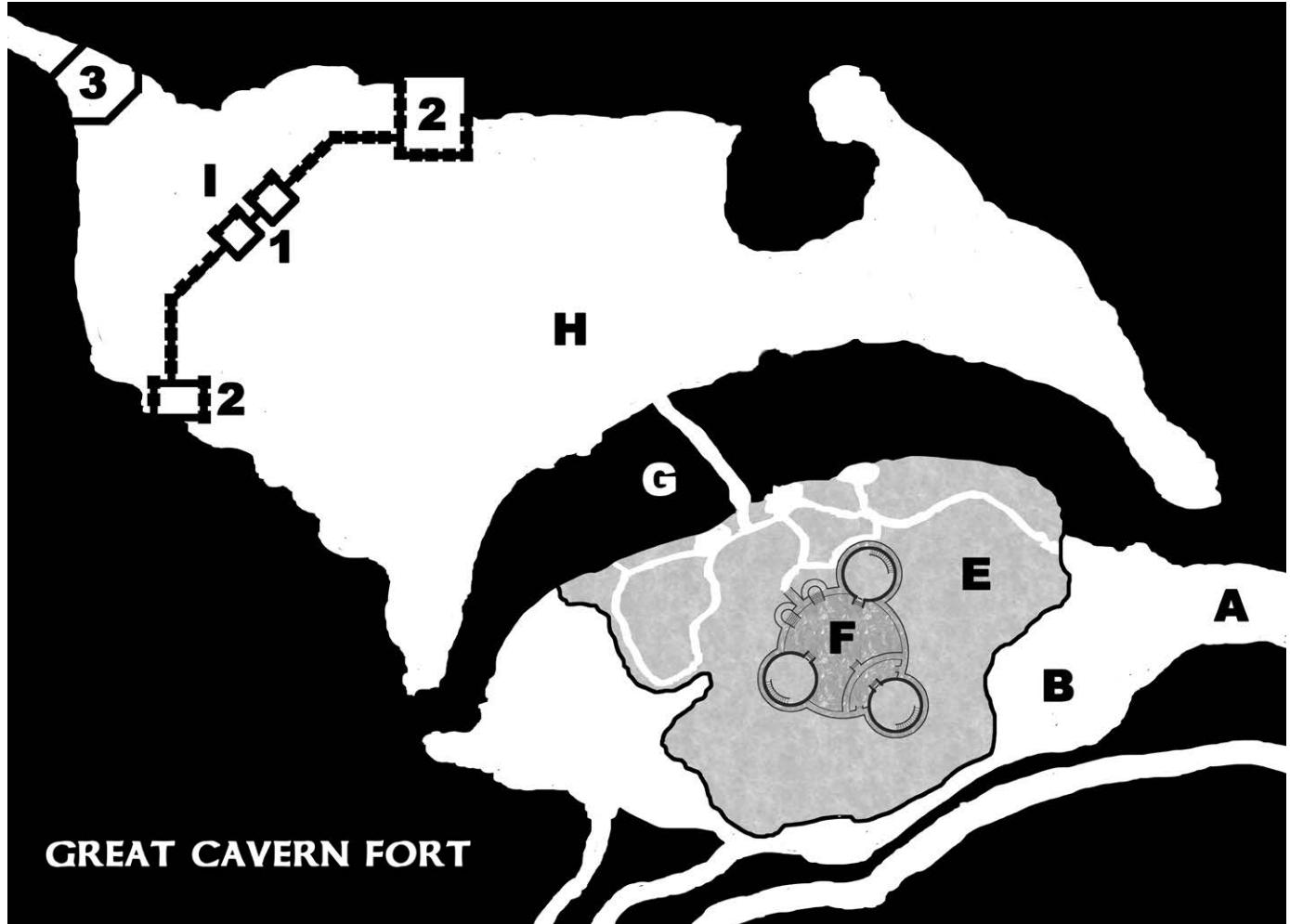
The current here is strong, and there are rapids every few hundred feet. A swimmer would need to make a successful strength check (CL 6) to make any headway in these waters.

D. TRENCHES

The trenches afford 50% concealment, 50% cover to the ogres, and 100% concealment to their goblin conscripts. There are roughly 50 goblins and 10 ogres in the trenches at any given time. Typically, there are 10 goblins for every two ogres.

E. THE OGRE MOUND

The pile of rock and stone upon which Malgu sits serves as the mound for the ogres who serve in the Triumvirate's army. The Ogre Mound is described in Part IV Malgu.



E. MALGU, THE FORTRESS OF THE THREE

The fortress is fully detailed in Part IV: Malgu.

G. VON RUNDLE'S SORROW AND THE GREAT RIFT

This 150 ft long and 10 ft wide stone bridge is of dwarven construction and is named for its architect. It was constructed using enchantments with help of the *Rod of Krannough*. The bridge is immune to magic, save for the effects of the *Rod of Krannough* and is virtually indestructible. The ogres have taken to driving slaves and zombies across Von Rundle's Sorrow in an effort to expose the various traps which the dwarves have laid in the no-man's land.

The Great Rift is a massive crack in the world that was created when the ancients destroyed the Umeshti. At this location, the Rift is nearly 6500 ft deep, ending in jagged rocks. Anyone falling from this height without the protection of magic items or a series of spells dies instantly. Climbing down the crack is a (CL 10) and would take a considerable amount of time at $\frac{1}{2}$ movement rate.

H. NO MAN'S LAND

1800 square feet of hidden pit traps, mechanical traps, and firing positions lain by the dwarves within the Citadel of the Last Gate.

The Castle Keeper should check for traps once every 30 ft traveled.

1. Spiked Pit Trap 20 ft deep 1d6 spikes per victim. A (CL 5) traps check discovers this trap and allows it to be avoided.

2. Pit Trap with acid, 20 ft deep. The floor is coated with 1 ft of acid, which deals 2d6 points of damage per round until the victim is removed from the pit and the acid is neutralized with water or bicarbonate of soda. This trap is a (CL 5) to discover and can be avoided.

3. Flamethrower Trap. Flames flow up from the ground engulfing everything in a 10 ft radius, deals 3d6 points of fire damage, and sets all flammable objects on fire. Burning subjects continue to take 1d6 points of fire damage until their flames are extinguished with water, or the "stop drop and roll" technique. The trap is a (CL 5) to notice and avoid with a successful traps check.

4. Impaling Spikes Trap. Spikes fire up from the ground impaling all targets in a 10 ft radius for 3d8 points of damage. The trap is a (CL 6) to discover and avoid using a traps check.

5. Plate Summons an Earth elemental which immediately attacks whoever triggered the trap. The trap is a (CL 9) to discover and must be banished with a *dispel magic* spell.

EARTH ELEMENTAL (*This large, neutral elemental's vital statistics are HD 8d8, HP 32, AC 19. Its primary attributes are physical. It attacks with a slam for 2d8 points of damage. Its special abilities include earth mastery and earth glide.*)

6. Catapult Trap: The trap launches the victim 1d100 ft in the direction of the Fortress of the Three. Characters take appropriate falling damage on impact. If the victim is launched into the Rift, they may be lost forever. The trap is a (CL 8) to detect and a (CL 5) to disarm or avoid.

7-12. No trap

I. CITADEL OF LAST GATE

This dwarven fortress is the last gate in the darkness before the underground portals to the dwarven city of Fanderburg and is considered the extent of the underworld kingdom of the Fander line of dwarven nobility.

The Citadel is more fully detailed in Part V.

ROUNDING OUT PART III

Part III involves the characters figuring out their next move. Do they attempt to infiltrate by stealth? Do they attempt to gather an army, return, and fight against the Triumvirate in a mass combat scenario? Do they attempt to cross Von Rundle's Sorrow to elicit aid from the dwarven defenders? These are choices for the characters to make, though the Castle Keeper as referee is free to offer as much or as little advice on the matter as they feel is necessary to move the story along.

Note: Game masters wishing to use a mass combat scenario can find pre-fabricated statistics for goblins, dwarves, ogres, and other forces in the *Fields of Battle* supplement by Troll Lord Games. The *Castle Keepers Guide* includes instructions on how to create your own mass combat statistics.

PART IV. MALGU

Malgu is comprised of two major parts: The Ogre Mound and The Battlements. The ogre mound is a stone hill upon which the battlements of the fortress itself, which is surrounded in a curtain of supernatural fire.

THE OGRE MOUND

The Ogre mound has ten entrances leading to the ogre caverns which sit below the burning fortress of Malgu above. Each of the entrances is guarded by a pair of war ogres who take no guff from goblin or common ogre in their midst.

WAR OGRES x2 (*These chaotic evil ogres' vital statistics are HD 6d8, HP 28, AC 18. Their primary attributes are physical. They attack with a slam for 1d10+2 points of damage, or ogre axe for 2d6+4 points of damage. They have 4d10 gp in coin and jewelry on their person.*)

1. THE TUNNELS

The tunnels of the ogre mound are 15 ft wide and are dimly lit by sputtering torches every 50 ft and at all of the intersections. Due to their girth, ogres typically have to make way for one another to pass through the tunnels to get to from the various locations. This often proves hectic as ogres generally don't like to give way to anyone, so fights frequently break out resulting in unconscious ogres.

2. COMMON OGRE BARRACKS

This cavern is home to the majority of the common ogres who dwell within the mound. There are typically 2d12 ogres, and 1d4 river trolls in the barracks at any given time, as well as one war ogre who acts as "boss" in case any decisions need to be made.

OGRES x2d12 (*These large, chaotic evil creatures' vital statistics are HD 4d8, HP 20, and AC 16. Their primary attributes are physical. They attack with a large club for 1d8+3 damage or a slam attack for 1d10 points of damage. They carry studded clubs and have 3d10 gp worth of loot in their gut-bag.*)

TROLLS x2 (*These chaotic evil, large trolls' vital statistics are HD 6d8, HP 36, AC 16. Their primary attributes are physical. They attack with 2 claws for 1d4 points of damage or a bite for 2d6 points of damage. Their special abilities are rend for an additional 1d4+1 points of damage. They regenerate 2 hp per round. Each troll carries 4d10 gp.*)

WAR OGRES x2 (*These chaotic evil ogres' vital statistics are HD 6d8, HP 28, AC 18. Their primary attributes are physical. They attack with a slam for 1d10+2 points of damage, or ogre axe for 2d6+4 points of damage. They have 4d10 gp in coin and jewelry on their person.*)

The ogres have accumulated a certain amount of loot which includes the following items:

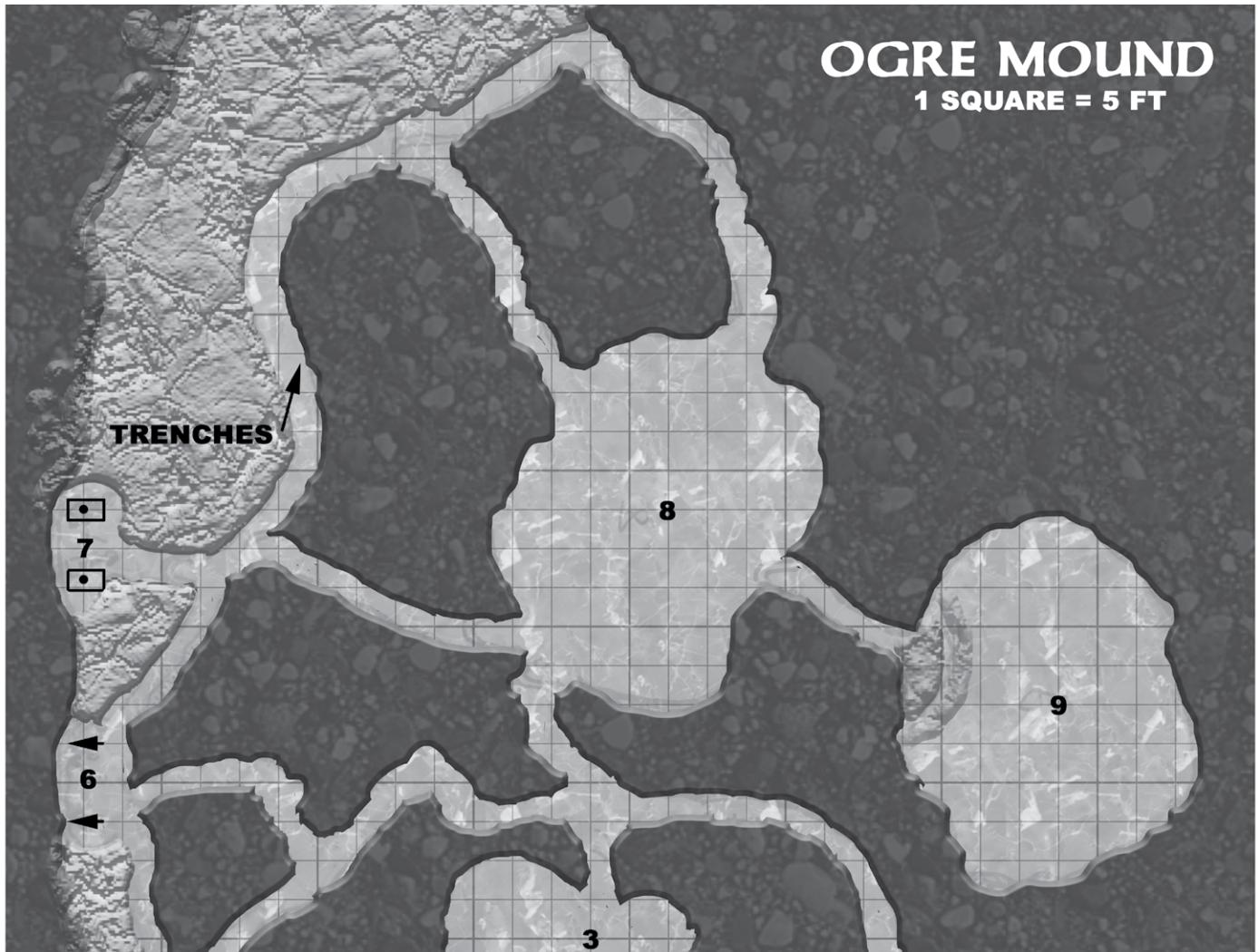
Four kegs of halfling ale worth 50 gp each and weight 100 lbs. each; 30,203 copper coins; 8032 silver coins; 1300 gp; a set of golden candlesticks worth 300 gp; 10 gold rings worth 4 gp each; a sack with 4 rubies worth 200 gp each; a feather token: bird which the ogres have not figured out how to use; two gems of seeing; and a scroll of *raise dead* x 2 which was recently used as toilet paper.

3. WAR OGRE BARRACKS

This large cavern serves as the barracks of the war ogres who command the forces of the Triumvirate in their day to day assaults on the dwarven kingdom.

There are 1d4+2 war ogres who bed down in this chamber at any given time and roughly 20 total war ogres in service to the triumvirate.

WAR OGRES x2 (*These chaotic evil ogres' vital statistics are HD 6d8, HP 28, AC 18. Their primary attributes are physical. They attack with a slam for 1d10+2 points of damage, or ogre axe for 2d6+4 points of damage. They have 4d10 gp in coin and jewelry on their person.*)



Within the barracks are several crates of weapons and armor marked with the seal of Adonnis McGillavay are stacked within the barracks. Two of the chests are broken open, and their contents have been handed out to denizens of the fortress.

4. THE OGRE ONAGER BATTERY

The ogre battery consists of 2 enchanted onagers of unique Jironian design. The onagers are each manned by a team of two ogres who load and fire at the walls of the Last Gate with unending determination brought about by fear of the Triumvirate. The batteries continuously pound their enemies on the opposite wall, seeking to collapse the dwarven firing platforms, as surely as the dwarves seek to smash the onagers of the Triumvirate.

OGRE ONAGER CREW x2 (*These large, chaotic evil creatures' vital statistics are HD 4d8, HP 20, and AC 16. Their primary attributes are physical. They attack with a large club for 1d8+3 damage or a slam attack for 1d10 points of damage. They carry studded clubs and have 3d10 gp worth of loot in their gut-bag.*)

Jironian Onager: Cost 1200, Damage 6d6, Area 15x15, Range 200 ft increment, crew 4 (or two large).

These specialized heavy catapults fire a flatter trajectory than a common catapult. The onager hurls huge stones and other ammunition in a nearly a straight line to targets at a maximum range of 600 ft.

These onagers are enchanted to +1 as any enchanted weapon, dealing damage to targets normally resistant to non-magical attack. Due to their enchantment, they are worth twice their normal value.

5. GOBLIN BALLISTA BATTERY

The ballista battery is comprised of two ballistas which are loaded with red hot iron bolts and then fired at the arrow slits of Last Gate with varying degrees of success. Each ballista is armed and loaded by five goblins.

GOBLINS x5 (*These small lawful evil humanoids' vital statistics are HD 1d6, HP3, AC 15. They fight with a spear for 1d6 points of damage, shortsword for 1d6 points of damage, or shortbow for 1d6 points of damage. They possess 2d10 sp each.*)

6. GOBLIN BALLISTA BATTERY

As area 5.

7. OGRE ONAGER BATTERY

As Area 4.

8. BONE PIT

The bone pit is a haphazard pile of shattered bones and serves as lair to the Triumvirate's pet, Mombo. Mombo is chained to the center of the chamber. Mombo is a twisted and misshapen blind hill giant which the Triumvirate keep half starved. The creature is fed via a hole in the courtyard of Malgu (Area 5).

The brothers hurl prisoners down the hole in a flamboyant manner with the intent of terrifying the slaves which are kept penned within the fortress walls.

The ogres and goblins of the mound have long learned to avoid this cavern and only pass along its edges to steer clear of the chained beast. A 5 ft path around the edges of the bone pit serves as a tricky walkway around the edges of the pit.

MOMBO THE BLIND HILL GIANT (*This large giant's vital statistics are HD 9d8, HP 40, AC 15*. His primary attributes are physical. Mombo attacks with two fists for 1d8 points of damage per hit. His significant abilities are his blindness which causes a penalty to his armor class and causes him to suffer a -4 to attack roll, as he has become accustomed to his condition to a certain degree*)

9. MAMMA'S LIAR

This foul chamber is home to Fathra, the Annis. She is considered "mother" to the brood of war ogres in the mound, and indeed is the actual mother of several of the captains who serve the Triumvirate. Mamma is fed a steady supply of slaves and prisoners, preferring children to any other meal.

Mamma Fathra is currently accompanied by six of her children, a brood of half-grown ogres who whine and complain constantly. The young are nearly the size of orcs and fight if their mother is threatened.

Mamma Fathra casts spells as a 5th level witch. Mamma "runs" things in the mound on behalf of the Three, and is in charge of the lair whenever the brothers are in Ulgakur or elsewhere in the Darkness or the world above hatching their schemes and tormenting the innocent.

MAMMA FATHRA (*This chaotic evil creature's vital stats are HD 7d8, HP 24, AC 20. Her primary attributes are mental. She attacks with 2 claws for 2d4 points of damage and a bite for 1d6 points of damage. Her special abilities include improved grab, rend, darkvision, and Spell Resistance 7. Mamma carries a staff of abjuration with 19 charges. Spell Like Abilities: Fog Cloud (2/day), Change Self (2/day). Spells: 0th—Detect Poison, Mending, Mage Hand. 1st—Charm Person, Sleep, Obscuring Mist. 2nd—Ray of Enfeeblement, Heat Metal, Summon Swarm.*)

MAMMA'S BOYS (6) (*These chaotic evil creatures' vital statistics are HD 2d8, HP 8, AC 14. Their primary attributes are physical. They attack with fists for 1d8 points of damage.*)

Treasure: Among the hoard of Mamma and her boys are 1,220 copper, 6000 silver, 1100 gold, 100 platinum, 2 aquamarines worth 500 gp, 6 large white quartz worth 50 gp each.

THE BATTLEMENTS

Malgu was once a dwarven castle in its own right, but was lost decades ago with the invasion of the Triumvirate and their army of ogres, goblins, and trolls. In the time since its capture, the structure has been rebuilt from the rubble of the old fortress and

now stands in an open mockery of its dwarven heritage. Malgu portrays crude Jironian architecture in homage to the homeland of its masters. The triangular fortress is 150 ft per side with 30 ft high, 20 ft thick walls built atop the stone rampart of the ogre mound.

Each three story tower is 60 ft tall and is unique to the ogre maji who dwells there. Malgu is further surrounded by a moat of permanent arcane flame. The courtyard of the fortress serves as a gruesome prison, housing captured villagers and combatants who have found themselves on the wrong side of the Triumvirate.

1. MOAT

The moat is filled with a permanent *wall of fire* spell. The wall of fire is aimed out away from the fortress and deals 1d4 points of damage to beings 10-20 ft away, 2d4 points of damage to any creatures within 10 ft, and 2d6+8 points of damage to any creatures attempting to cross through the fire. The flames are 20 ft tall and lick the edges of the parapet. The fire tends to incinerate any non-magical arrows which fire over the wall.

2. GATEHOUSE

The gatehouse is guarded by 4 ogres and two war ogres. The drawbridge gate is 20 ft tall, 2 ft thick, and bound in iron.

OGRES x4 (These large, chaotic evil creatures' vital statistics are HD 4d8, HP 20, and AC 16. Their primary attributes are physical. They attack with a large club for 1d8+3 damage or a slam attack for 1d10 points of damage. They carry studded clubs and have 3d10 gp worth of loot in their gut-bag.)

WAR OGRES x2 (These chaotic evil ogres' vital statistics are HD 6d8, HP 28, AC 18. Their primary attributes are physical. They attack with a slam for 1d10+2 points of damage, or ogre axe for 2d6+4 points of damage. They have 4d10 gp in coin and jewelry on their person.)

3. WALLS

The walls of the fortress are patrolled by 6 war ogre sentries armed with ogre sized halberds and a quiver of javelins.

The walls are 30 ft tall and 20 ft thick. They are built rampart style and heavily reinforced with rubble and earth from the inside to resist the best dwarven siege equipment.

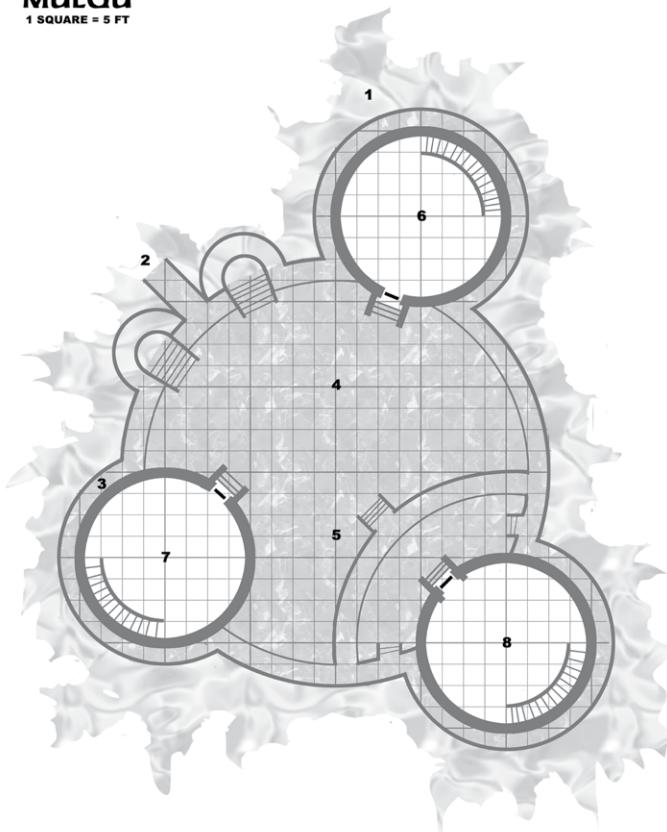
WAR OGRES x6 (These chaotic evil ogres' vital statistics are HD 6d8, HP 28, AC 18. Their primary attributes are physical. They attack with a slam for 1d10+2 points of damage, or ogre axe for 2d6+4 points of damage. They have 4d10 gp in coin and jewelry on their person.)

4. COURTYARD

The courtyard is lined with locked slave pens. Each pen holds 2d6 prisoners, kept alive on mushrooms, raw fish, and water. Among the prisoners are several dozen survivors of the village of Havel, who were captured during a raid by the Triumvirate. Also among the survivors is Loedie, a Legion of Swords adventurer

MULGU

1 SQUARE = 5 FT



who was once in Kiria' Hand's band. There are 1d4 members of Dumangong's tribe, and 1d4 members of Volbroth's crew.

Slaves x50 (These 0 level humans' vital stats are HD 0, AC 10, HP 2. Their primary attributes are none. They do not attack.)

LOEDIE (He is a 4th level, lawful neutral human fighter whose vital statistics are HD 4d10, HP 28 (8 current), AC 11. His primary attributes are Strength and Constitution. His significant attributes are Strength 16, and Constitution 15.)

Loedie pleads for his freedom, indicating his Legionnaire's Tattoo as symbol of his oath and word. If freed, Loedie serves the PCs till death, as is the way of his order. If Loedie is ever taken to Eskadia and comes in contact with Captain Donalbray, he immediately recognizes the commander's voice as that of the traitorous Montcalm, likely triggering the *Tale of Two Captains: The War Above* scenario from *Free City of Eskadia, Jack Of Lies* by Troll Lord Games.

The slaves are guarded by 10 ogrillons.

OGRILLONS x10 (These chaotic evil creatures' vital statistics are HD 2d10, HP 10, AC 14. Their primary attributes are physical. They attack with two fists dealing 1d6 points of damage per fist.)

Among the slaves are fifteen barbarian warriors, combined from Ugashan warriors and Northman crew Volbroth Bearhair. They have been beaten and are low on health but ready to fight if given provisions and weapons.

BARBARIANS x15 (These are chaotic neutral 2nd level barbarians whose vital statistics are HD 2d12, HP 12 (6), AC 10. Their primary attributes are Strength and Constitution.)

Five of the prisoners were guards working for **Adonnis McGillavay**. Like the barbarians, they are weakened from frequent beatings, but are willing to fight. They have watched more than two thirds of their number hauled off by the brothers never to be seen again.

FIGHTERS x5 (These neutral fighters' vital statistics are HD 2d10, HP 10 (5), AC 10. Their primary attributes are Strength, Dexterity, and Constitution.)

5. THE PIT

Near the center of the courtyard is a foul smelling pit which is closed with an iron grate. The grate is very heavy, requiring a strength check (CL 10) to lift. The pit is 30 ft deep and ends on a huge pile of broken and gnawed bones in The Ogre Mound Area 8: The Bone Pit.

6. BRAATOR CHANG'S TOWER

This obsidian tower is carved in a way that reflects the flickering arcane light of the wall of flame from the moat. Its parapets and domes appear shaped from living fire.

The iron doors on the ground floor and the floor above stand closed as Braator uses the 3rd floor balcony to his private chambers as his means of entry and exit, opening the ground floor doors only to accept prisoners and trophies brought by the Triumvirate horde.

Common Features

Interior Doors: Interior doors are locked with a complex lock requiring a successful open locks check (CL 9).

Exterior Doors: Exterior doors are barred with an iron bar, and locked with a lock spell, except for the 3rd floor balcony which is locked with the same lock as an interior door.

Walls: The obsidian walls of the tower are smooth and glass like, making it a (CL 15) to successfully climb, though a rope and grapple could easily make the balconies. The walls are red hot to the touch dealing 1d6 points of damage per 10 ft climbed.

6-1. GROUND FLOOR TOWER

The massive iron double doors of the tower are barred from the inside. They have a damage resistance of 5, 30 hit points, and are magically barred with a *lock* spell, meaning two knock spells would be required to open the doors. The doors glow red hot as if under the effects of a permanent *heat metal* spell.

Beyond the doors is a 50 ft wide hall whose floor bubbles with a foot of bubbling hot magma. Crossing the magma deals 2d6 points of damage per round and begins to catch fire on the 3rd round. Hidden beneath a foot of magma in the center of the chamber is an enchanted object known as a *magma stone*.

Magma Stone: The magma stone generates 400 cubic feet of hot magma that flows from the source of the stone to fill the volume of whatever area it is set off in. For example, if the stone is set at the bottom of a 5 ft diameter, 20 ft deep well it would create a pool of magma 16 ft deep. The stone is operated by a command word. Creatures fully immersed in magma suffer 10d6 points of fire damage per round, catch fire, and continue to burn from the lava for 3 rounds after being removed from it.

Value 25000 gp. **Experience** 2500 xp.

Dwelling within the magma are six lava children who have sworn an oath of allegiance to Braator Chang. The magma children act as if they are somehow distressed by the lava, waiving to the characters for help.

LAVA CHILDREN x6 (These neutral evil creatures' vital statistics are HD 4d8, HP 16, AC 16. Their primary attributes are physical. They attack with stone clubs for 1d6 points of damage. They are immune to fire and metal.)

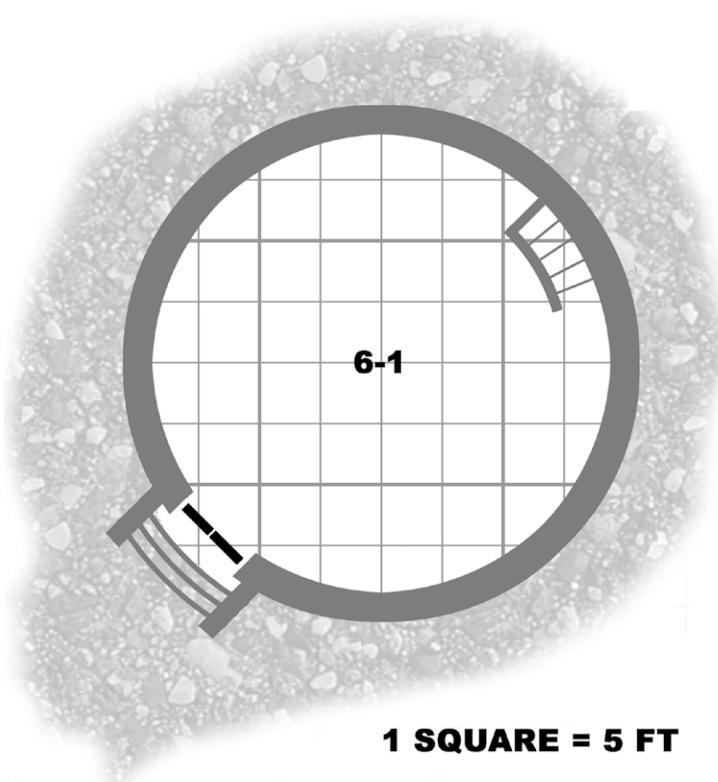
6-2. HALL OF VICTORY

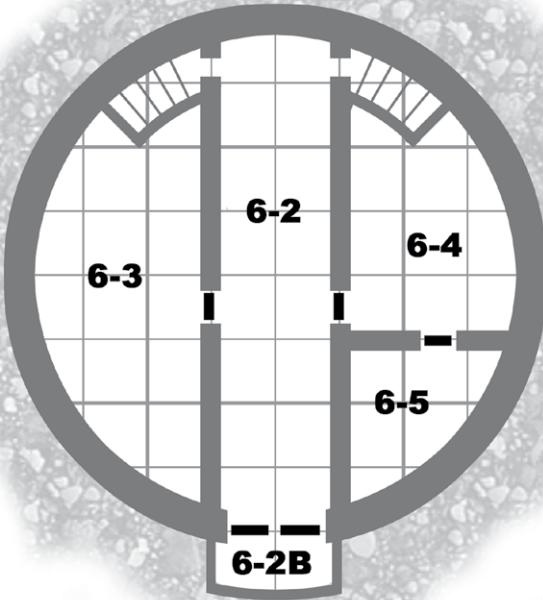
Tapestries woven from silver, brass, bronze, copper, and iron show the victories of Braator and his brothers as they participated with the djinn and their ogre magi allies in the conquest of Jiron. Braator is shown bathed in flames with a fistful of turbanned heads in one hand and a great burning halberd in his other.

The tapestry is worth 1000 gold pieces but weighs 400 lbs.

A pair of hell hounds awaits any who trespass in this hall.

A set of stairs leads down to the ground floor, and another leads upwards from this point.





1 SQUARE = 5 FT

HELL HOUNDS (REGULAR) x2 (These lawful evil creatures' vital statistics are HD 4d8, HP 16, AC 16. Their primary attributes are physical. They attack with a bite for 1d6 damage + 1d6 points of fire damage. Their special attack is a breath weapon dealing 4 points of damage to anyone struck with the fire pellet.)

6-3. GUARD BARRACKS

This barracks houses 4 ogres who serve as house guards to the fire ogre, Braator Chang.

OGRES x2 (These large, chaotic evil creatures' vital statistics are HD 4d8, HP 20, and AC 16. Their primary attributes are physical. They attack with a large club for 1d8+3 damage or a slam attack for 1d10 points of damage. They carry studded clubs and have 4d10 gp worth of loot in their gut-bag.)

6-4. DINING ROOM

This is the private dining hall of Braator. The room holds a huge stone table befitting a figure of 10 ft or greater height. Next to the table stands an iron brazier within which sits a small fire elemental that is fed on the scraps from Braator's table.

FIRE ELEMENTAL (SMALL) (This small, neutral elemental's vital statistics are HD 2, HP 8, AC 15. Its primary attributes are physical. It attacks with a slam for 1d4 points of damage plus 1d2 points of fire damage.)

6-5. BRAATOR'S LIQUOR CLOSET

The room is filled with bottles of wine, casks of brandy, kegs of whiskey, and other sundries plundered from merchants on the surface, and those of the Darkness who have had the misfortune of encountering agents of the Triumvirate.

In all the bottles are 4 kegs of blue lightning worth 200 gp each, 10 jugs of Eskadian Rum worth 20 gold pieces each, 4 casks of Gilby Hall Brandy worth 25 gold pieces each, and 100 bottles of Jironian wine worth 10 gold pieces each.

6-6. 3RD FLOOR LANDING

The 3rd floor landing is adorned with three overstuffed chairs of enormous stature and a complete tea service. Ceramic canisters keep seven lbs. of tea from far off Jiron worth 50 gp per canister. The tea service itself is made of silver and worth 150 gp. An expensive hookah is also in this room and sits on the floor. The hookah is 8 ft tall and would be worth approximately 200 gold pieces. A silver chest worth 20 gp. and weighting 2 lbs., holds charcoal for heating the hookah, and a gold chest worth 200 gp. and weighting 5 lbs. contains about a pound of rare Jironian tobacco worth 100 gp.

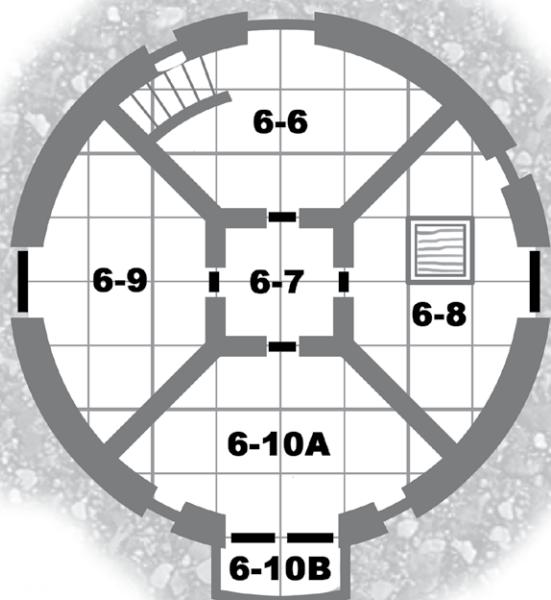
6-7. THE BOOM BOOM ROOM

This room leads to Braator's inner chambers and the study of his pet wizard Koplak.

The doors to Areas 6-8 thru 6-10 have been trapped with a fireball trap. The traps are a (CL 8) to detect, but require a dispel magic spell to overcome. The traps deal 8d6 points of damage to anyone in the Boom Boom Room with a save for $\frac{1}{2}$ damage.

6-8. WAR ROOM

This room contains a large sand table complete with models of the rift, the Fortress of Malgu, and the Last Gate. The table itself stands 6 ft off the ground, and has a ladder leaned up



1 SQUARE = 5 FT

against it. Upon the table are tiny exquisitely painted metal figurines featuring dwarves, ogres, trolls, and likenesses of the Triumvirate and their siege equipment are arranged upon the table. If a magical command word is spoken, the figurines can be ordered to battle one another so long as they remain upon the sand table. Braator uses this table to attempt and devise tactics against the dwarves, while Koplak works as the opposing force.

The table and the figurines test of mild enchantment and would be worth 1000 gp if the entire table and figures could be removed from the tower intact. The figurines alone are of value as curiosities. There are 50 pieces and they are worth approximately 2 gp each.

A good reason that the tactics they practice on the sand table never seem to work in actuality is the fact that Koplak is smart enough to let Braator win their little games every time.

6.9. KOPLAK'S STUDY

This room is the study of Koplak the Kobold, wizard to Braator Chang. The bed is small, but covered in silk and finely adorned. The walls are lined with books on everything from dragons, to Jironian culture prior to the invasion of the ogre magi and genie usurpers. The table, chairs, writing desk, and bed are all made to a child's size, giving the room a curious appearance considering its 20 ft ceiling and 10 ft arrow slit window.

A shelf contains Koplak's spellbooks, which include all of the spells Koplak currently has memorized.

There is a 25% chance Koplak is in his study. If not he may be marshalling forces, or somewhere within earshot of his master.

Among the scrolls on the shelf are a scroll of cone of cold, a scroll of ray of frost, and a scroll of invisibility 10 ft radius that are carefully hidden in a book on the History of the North, and require a successful Wisdom Check (CL 10) to find while specifically searching the bookshelves.

6.10. BRAATOR'S SANCTUM

A huge bed and dresser occupy this room. The ceiling is a vaulted semi-dome with a mosaic design representing the stars in the sky over Jiron. A stained glass, iron wrought double door occupies the wall opposite the entrance and is done in floral designs. The doors are 15 ft high and the bed stands 5 ft off the ground.

A wardrobe along one wall is filled with various outfits, most featuring ornate sandals, puffy silk pants, silken robes, and cloaks woven with cloth of gold. The clothes are far too big to be worn by anyone under 10 ft tall, but could be sold for 1000 gold pieces as standard cloth. They may also be tailored into any silken item.

Braator's treasure is locked in a trapped burnished bronze chest. The chest is locked and requires a (CL 14) locks check to open. The trap is a *flamestrike* trap which deals 10d6 points of damage in a 5 ft radius with a successful saving throw applying to only half of the total damage.

Within the chest are 5600 silver, 200 platinum, 1400 gp, 2 black pearls worth 500 gp each, a Jironian jasper mask worth 500 gp, a quiver of 10 + 1 acid arrows that deal an additional 1d6 points of acid damage on top of their standard damage.

The door to the balcony is locked but opens to Braator's touch.

There is a 50% chance that Braator is in his room if he is in the tower, otherwise there is a 25% chance he is in the war room with Koplak, unless the alarm has been within the fortress and the brothers have been summoned to battle.

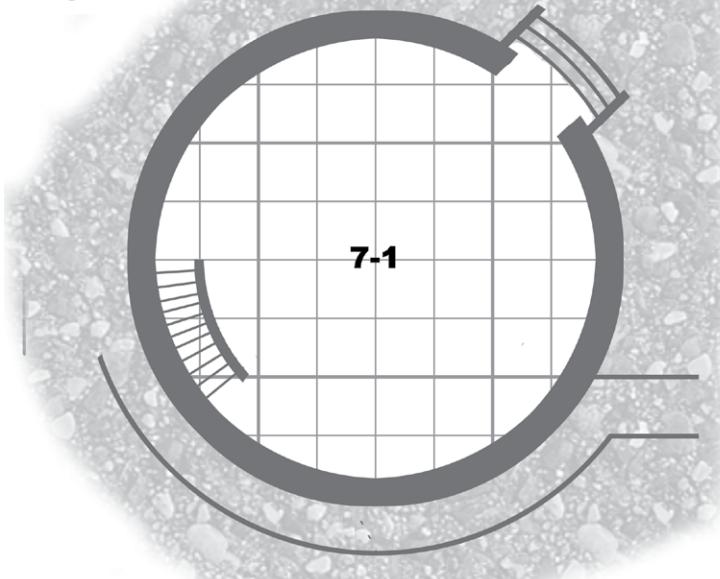
BRAATOR CHANG (*This lawful evil ogre mage's vital stats are HD 10d8, AC 26, HP 63 and MV 30. His primary attributes are mental and physical. He attacks with a falchion for 3d6+4+1d6 or a slam for 1d12 points of damage, or a cone of fire, 3/day, for 8d8 points of damage. His special abilities are spell-like abilities, darkvision 60ft, twilight vision, regeneration 3, immune to fire. He may fly for one hour per day, and turn invisible at will. He casts darkness, polymorph self, invisibility, charm person, and gaseous form 3 times per day. He casts spells as an 8th level cleric.*)

7. URLUNG'S TOWER

This knobby tower is three stories and 60 ft tall. It is covered with locked, shuttered, or bricked over windows and archways. A single archway on the 3rd floor remains open and serves as Urlung's entry and exit to the tower. The front entry is bricked shut with 3 ft of stone which would require 10 minutes of hammering and chiseling to open. The entrance could otherwise be bypassed by a *passwall* spell, *transmute rock to flesh*, or *transmute rock to mud*. The tower is covered with several inches of thick ice that absorbs the impact of missiles hurled by the dwarves in the Citadel of Last Gate.

1 SQUARE

= 5 FT



TOWER OF URLUNG

Interior Doors: Interior doors are locked with a complex lock requiring a successful open locks check (CL 9).

Exterior Doors: Exterior doors are barred with an iron bar and locked with a lock spell, except for the 3rd floor balcony which is locked with the same lock as an interior door.

Walls: The obsidian walls of the tower are knobby but still slippery and cold as ice to the touch, dealing 1d4 points of cold damage to anyone climbing it every 10 ft climbed. The tower is a (CL 15) to climb.

7-1. FIRST FLOOR DINING HALL

The first floor of the Urlung's tower serves as his dining hall. A large roaring fire fills a 10 ft wide brass brazier in the center of the room. A large silk cushion sits to the side of the brazier and next to it is a tray of pokers, forks, and hooks with handles the size of longswords which Urlung uses to roast prisoners for his meal. The interior of the chamber is 40 ft wide with a 25 ft ceiling. A staircase runs along the outer edge of the hall and leads to an archway that opens on the 2nd floor. The walls are adorned with 3 exquisite Juronian tapestries which weigh over 100 lbs each and are worth 1000 gp each.

A large brass bird cage holds a dark elf spy named Dun'Nurieth that the three recently captured. Urlung has not decided if he will eat or attempt to ransom her to the dark elf Consular Spire in Ulgakur. If Dun'Nurieth notices the player characters before they see her within the cage, she casts *change self* to appear as a high elf. If freed, Dun'Nurieth attempts to integrate herself into the PC party, urging them to escort her to Ulgakur where she is associated with spies from the Isle of Dennyier who are seeking answers to the disappearance of Amyan Jymoon.

The lock to her cage is a (CL 10) to unlock. She has been unable to unlock the cage herself as she does not have access to her lock pick kit.

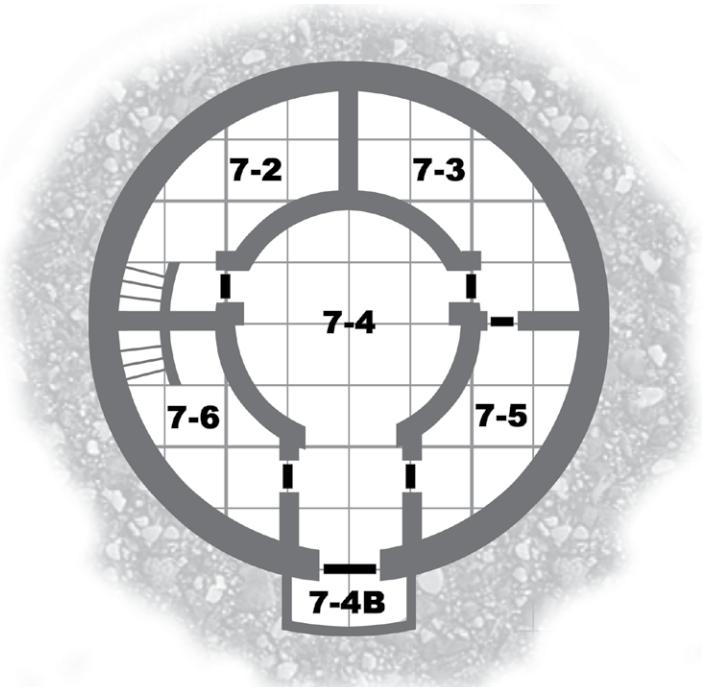
DUN' NURIETH (She is a neutral evil dark elf 4th level assassin, 4th level illusionist. Her vital statistics are HD 4d6+4d4, HP 23, AC 12. Her primary attributes are dexterity and intelligence. Her significant statistics are dexterity 17, intelligence 15. Her spells are 0-arcane mark, detect illusion, dragon mark, first aid, light, magic aura; 1st-darkness, daze, illusionary hounds, minor dark chaos, read magic; 2nd-alter self, eyes of fire, magic mouth)

If he has not otherwise been encountered there is a 10% chance that Urlung is within this chamber.)

Dun' Nurieth's gear has been spread out among the troops of the fortress. Her books, sword, and thieves tools are located in one of Ulprung's treasure chests.

7-2: 2ND STORY LANDING

The landing from the dining hall is guarded by a pair of lesser ice elementals who attack anyone not previously approved by Urlung.



1 SQUARE = 5 FT

ICE ELEMENTALS x2 (These elementals' primary attributes are HD 6d8, HP 24, AC16. Their primary attributes are physical. They attack with a slam for 1d6 points of damage. Their special attack includes chill touch.)

7-3: TRAINING ROOM

The room is filled with martial armaments such as oversized swords, glaives, mauls, and hammers which require a minimum strength of 18 to wield. A *detect magic* spell notes a +1 halberd, and a giant sized +1 bow (requiring a height of 7 ft to wield) and a quiver of arrows the size of javelins equal to five +1 javelins.

If he has not otherwise been encountered there is a 20% chance that Urlung is within the chamber, sparring with a war ogre weapons master who tends to the equipment.

WAR OGRE (These chaotic evil ogres' vital statistics are HD 6d8, HP 28, AC 18. Their primary attributes are physical. They attack with a slam for 1d10+2 points of damage, or ogre axe for 2d6+4 points of damage. They have 4d10 gp in coin and jewelry on their person.)

7-4: TROPHY HALL

Mounted on the walls are the stuffed corpses of a variety of creatures, including a stuffed dwarven knight (Ignac the Strong) in full plate armor who was once a member of the Sovereign Guard. If Ignac's body is recovered and returned to Fanderburgh, his family offers a prize diamond worth 4000 gp.

Trapped Trophy: A white dragon head is trapped with a *cone of cold* spell which deals 8d8 points of damage to everyone within a 5x20 ft cone in front of the trap. The trap is a (CL 8) to detect and requires *dispel magic* to disable.

7-4B. 2ND STORY BALCONY

An iron bar blocks the door from the inside, and is a strength (CL 12) to bend enough to pass through the door from the outside. The door is also locked like all other doors in the tower.

7-5. TROGER BARRACKS

There are four trogers that serve in the personal retinue of Urlung. These filthy beasts are the offspring of the mother and a passing cave troll. They are somewhat smarter than the typical troger, making them all the more wicked to face. If alarms are sounded in the tower, these trogers move immediately to the source of conflict forcing others ahead of them as they go.

TROGERS x4 (*These chaotic evil creatures' vital statistics are HD 5d8, HP 20, AC 17. Their primary attributes are physical. They attack with two slams for 1d8, and a bite for 1d4, or their large halberds for 2d6+4 points of damage. Trogers regenerate 1 HP per round. They have 4d10 gold pieces worth of treasure.*)

7-6. KITTEN'S LAIR

Urlung's prize pet, is a frost behir, named Kitten. Kitten is coiled on the floor and stairwell leading upwards. Kitten ignores the staff of the tower, but holds any slaves who have escaped, and attacks any intruders who enter.

KITTEN THE FROST BEHIR (*This chaotic evil creature's vital statistics are HD 12d8, HP 48, AC 16. Its primary attributes are physical. It attacks with a bite for 2d10 points of damage, and two claws for 2d4 points of damage. It emanates cold at a 5 ft radius from its body dealing 1d4 points of cold damage per round to those not resistant to cold based damage.*)

Any noise from battling Kitten alerts enemies on the floor above unless special protections are taken to silence the battle.

Treasure: A golden collar around Kitten's throat is worth 300 gp, and is labeled with its name in Jironian script.

7-7. 3RD FLOOR LANDING

The landing is guarded by Ghoda Amuram, a behemoth eunuch who keeps watch over access to Urlung's harem. Ghoda is smarter than the war ogres who he lords over and is quite strong, standing 8 ft tall.

GHODA AMURAM (*This neutral evil, giant's vital statistics are HD 5d10, HP 30, AC 16. Its primary attributes are physical. It attacks with a +1 two-handed falchion for 1d10+5 points of damage.*)

7-8. URLUNG'S HAREM

The room itself is draped in silks, satins, and furs. Brass sconces burn fragrant candles. A large pool of mild mineral water sits in a corner of the room.

The harem is currently occupied by the following prisoners.

Ria the Lamia

Ria is bound with an enchanted silver collar that keeps her from being able to use her powers. She makes every attempt to get the characters to remove her collar. If removed, she reveals Urlung's weakness to fire and attempts to charm characters into protecting her and murdering Urlung on her behalf.

RIA (*She is a chaotic evil beast whose vital statistics are HD 9d10, HP 45, AC 18. Her primary attributes are mental. She attacks with 2 claws for 1d4 points of damage each, or a dagger for 1d4+2. Her special abilities are dampened by the silver collar but include charm person, dream, suggestion, and hallucinatory terrain once per day each. Her other abilities include wisdom drain.*)

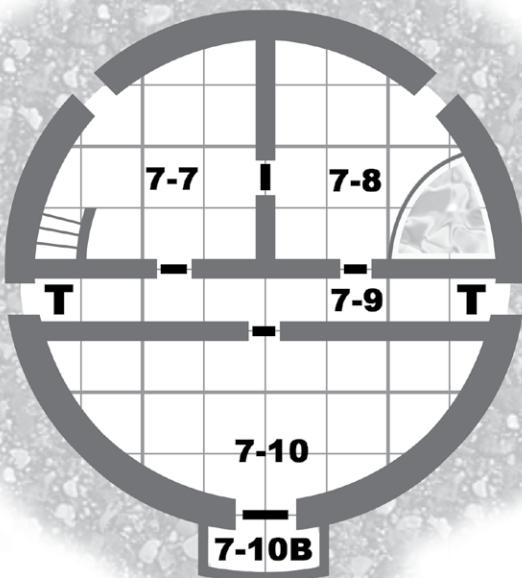
Shaen the Nereid

Shaen is also bound with a silver collar that prevents her from using her hypnotic powers. She dwells within the pool and is tasked with making sure Urlung and others are squeaky clean and fully luxuriated. She hates the vile creature with all her heart and would offer to join the party if they free her from her slavery and take her to the first freshwater spring they can find. She promises a great treasure in return but is rather shady about what that treasure might be.

SHAEN (*She is a chaotic neutral nereid whose vital statistics are HD 4d8, HP 16, AC 10. She attacks with 2 fists for 1d3 points of damage. Her special abilities when not dampened by the silver collar are hypnotism and control water.*)

Lavache Quirit

Lavache is a minotaress who was captured from her labyrinth by the Triumvirate and claimed as bounty by the vile Urlung. Like her co-habitants in the harem, she despises Urlung but is unable to act against him due to her collar. She would offer allegiance to the party in any attempt to destroy the Triumvirate



1 SQUARE = 5 FT

if her collar is removed, though her allegiance would last only until she has had the last laugh against the Triumvirate's masters and no longer.

LAVACHE QUIRIT (*She is a large, chaotic evil minotaur whose vital statistics are HD 7d8, Hp 30, AC 14. She attacks with a head butt for 2d4, and bite for 1d4, or weapon for +4 damage. Her primary attributes are physical. Her special abilities include powerful charge, darkvision, and natural cunning.*)

The furs, silks, and other fabrics in the chamber and 4 urns of bath oils are worth a total of 1800 gp.

7-9. TRAPPED HALLWAY

The hallway has a tall mirror on each end offering the effect of a continuous series of figures going back into infinity. If either of the mirrors approached, or any of the doors are jiggled without a key, the mirrors slide into the floor and the ceiling begins to descend quite rapidly, smashing anyone standing in the corridor. The trap is a (CL 6) to detect, and (CL 6) to disarm. Characters have three rounds to escape the hallway from the time that the mirrors descend until they are crushed, suffering 10d6 points of damage. The ceiling mechanism resets after 10 rounds.

7-10. URLUNG'S BEDCHAMBER

The top floor of the tower serves as Urlung's bedchamber. The chamber is filled with silk pillows and sheets. Urlung has several locked treasure chests strewn around the room, filled with his share of the Triumvirate's conquests.

Urlung enters the tower via the balcony that attaches to his bedchamber.

There is a 15% chance that Urlung is within his bedchamber. If he is within the chamber, there is a 50% chance that he is asleep.

URLUNG HO (*This lawful evil ogre mage's vital stats are HD 10d8, AC 24, HP 63 and MV 30. His primary attributes are mental and physical. He attacks with a glaive for 2d8+2+1d6 or a slam for 1d12 points of damage, or a cone of cold, 3/day, for 8d8 points of damage. His special abilities are spell-like abilities, darkvision 60ft, twilight vision, regeneration 3. He may fly for one hour per day, and turn invisible at will. He casts darkness, polymorph self, invisibility, charm person, and gaseous form 3 times per day.*)

There are three locked treasure chests, bound in bronze, that weigh about 100 lb. each.

The locks to the chest require a (CL 10) locks check to unlock.

Chest 1: This chest is trapped with a *ray of frost* trap that deals 6d6 points of cold damage and requires a CL 10 dexterity check for half damage. The trap may be discovered with a CL 10 traps check, but may only be disarmed by a *dispel magic* spell.

Treasure: The chest contains 900 copper pieces, 4000 silver pieces, 2 yellow topazes worth 300 gp each and a scroll of *phase door*.

Chest 2: This chest is set with a *fireball* trap. The trap is a CL 10 to discover and requires a CL 5 dexterity save for half damage in the event the trap is triggered. If the *fireball* trap goes off, the treasures within the chest are destroyed.

Treasure: This chest contains a jade bird cage worth 250 gp, an opal pendant worth 400 gold pieces, two potions of *cure serious wounds*, three potions of *resistance to fire*, a wand of *acid arrow* with 30 charges, and a bloodstone crown worth 250 gp.

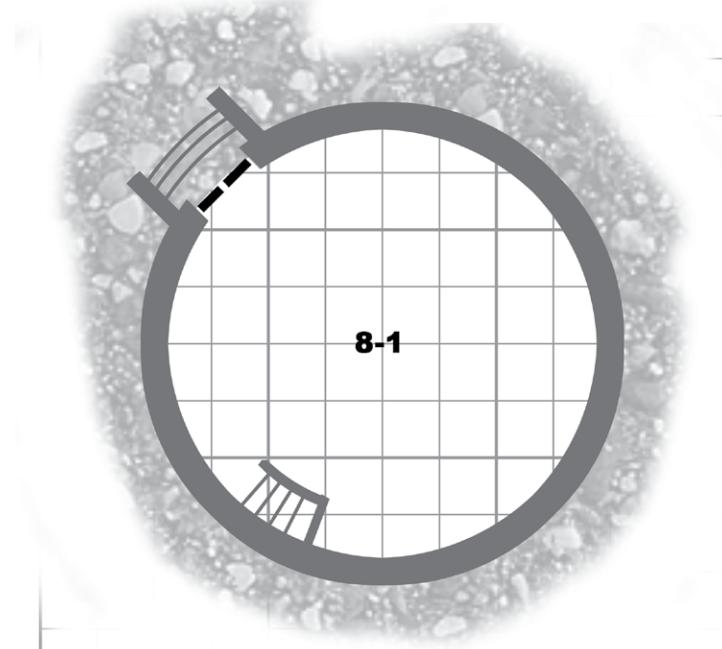
Chest 3: This chest is trapped with a poison needle trap. The poison is deadly on contact requiring a CL 10 constitution save vs. death. On a successful save, the victim still suffers 1d6 points of temporary constitution damage. The needle automatically hits anyone opening the chest without first detecting or disarming traps. The CL for detecting and disarming this trap is a CL 5.

Treasure: A golden harp worth 750 gp, 6 rubies worth 500 gp each, 2355 gold pieces, +2 short sword, expert set of lock picks, and an illusionist spell book containing the following illusionist spells: 1st: *change self, color spray, disguise, hypnotism, ward's temporary strength*. 2nd *alter self, blur, cure light wounds, magic mouth, mirror image, invisibility*.

8. KAI GULKUS'S TOWER

This tower is a profusion of turrets and parapets none of which opens to the outside save a single doorway on the 4th floor. The large iron bound double doors at the base of the tower are locked with an *arcane lock* spell cast as an 8th level caster and is chained with heavy chains requiring a successful strength check (CL 10) to break. The tower crackles with electric energy, its arrow slits blink and flash as a scent of ozone fills the nostrils of those who approach.

1 SQUARE = 5 FT



TOWER OF KAI GULKAS

Common Features

Interior Doors: Interior doors are locked with a complex lock requiring a successful open locks check (CL 9).

Exterior Doors: Exterior doors are barred with an iron bar, and locked with a lock spell, except for the 3rd floor balcony which is locked with the same lock as an interior door.

Walls: The quartz walls of the tower are sharp and smooth, making it a (CL 11) to successfully climb, though a rope and grapple could easily make the balconies. The stone crackles with electric energy due to the electro coil in Area 8-3 and deals 1d6 points of electrical damage for every 10 ft climbed.

8-1. FOREST OF PIKES

Beyond the door is a forest of pikes and impaled upon those pikes are the rotting corpses of Kai's enemies.

Traversing the forest of pikes is difficult as the pikes are very close together, reducing the movement time of all characters by $\frac{1}{2}$ unless the spikes are flown over or otherwise magically bypassed.

The forest is particularly malicious as several of the impaled have become specters, bound in death to the pike upon which they died. Creatures passing through the forest of pikes are attacked by the wraiths of Kai's victims. The wraiths themselves cannot move away from the pike upon which they were impaled, unless the pike itself is broken or removed from the ground.

WRAITHS x4 (*These lawful evil, undead creatures' vital statistics are HD 5d12, HP 30, AC 15. Their primary attributes are mental. They are incorporeal, and attack with a touch for 1d6 points of damage. Their special abilities include energy drain, sunlight powerlessness, and unnatural aura.*)

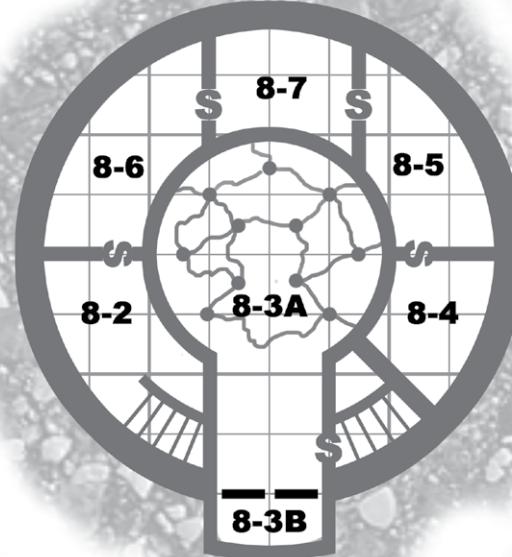
8-2. 2ND FLOOR LANDING

This narrow hall follows the outer curve of the tower, and contains a single door that leads to Area 8-3a. There is a trapped secret door in the northern wall that leads to Area 8-6.

The landing is guarded by a stone guardian that appears as a statue of an ogre mage bearing a wizard's staff.

STONE GUARDIAN (*This neutral construct's vital statistics are HD 4d10, HP 20, AC 18. Their primary attributes are physical. It attacks with 2 fists for 1d4 points of damage each. Its special abilities are see invisible, immunity to poison, and mind control. It takes 1/4th damage from edged weapons, no damage from missile weapons. Wooden weapons have a 25% chance of breaking on impact with the stone guardian.*)

The secret door is one way and closes on its own as soon as the secret door in 8-6 is touched, trapping anyone who has crossed through between the two chambers. The trap is undetectable in area 8-2 and would not be readily noticed until a better understanding of the mechanism is noted in area 8-6.



1 SQUARE = 5 FT

8-3A. THE ELECTRO COIL

Several copper pillars rise out of the floor in this chamber, each topped with a doughnut shaped silver dome. Electricity flickers from dome to dome forming a fence of lightning around the perimeter of the room. Copper cables run from the floor to the walls surrounding the room.

The coils fire out a spark of electricity at anyone passing between the pillars, dealing 6d6 points of electricity damage per round with a (CL 6) dexterity save for half. The coils can only be disabled if all the electrical elements feeding the coils are killed. These elements are located in the rooms surrounding the electro coil.

A secret door to Area 8-8 can only be unlocked by flipping the lever in Area 8-7. The door could be otherwise bypassed with a *passwall* spell, or by turning the wall to mud or flesh and carving through it.

8-3B. BALCONY

The 2nd story balcony overlooks the courtyard and is locked as described in the common features section of this tower.

8-4. THE FIRST CIRCUIT

The door opens into a copper cage within the vault of stone. Within the cage stands a figure made of pure lightning that is held fast over a stone vat of liquid, surrounded by a magical circle of protection.

The room flashes with static electricity, dealing 1d6 points of electrical damage per round to any who stand within the room.

The creature trapped within the cage is a lesser lightning elemental named Amp.

The cage has a hardness of 3 and 30 hit points. If Amp is released, he offers to help the party against the Triumvirate. He knows that Kai Gulkus is vulnerable to acid, due to an accident when placing Amp within his prison.

Removing Amp from the circuit reduces the amount of electrical damage the electro coil in 8-3 does by 1d6.

AMP THE LESSER LIGHTNING ELEMENTAL (*This neutral good elemental's vital statistics are HD 8d8, HP 24, AC 18. Its primary attributes are physical. It attacks with a slam for 1d10 points of damage. Its special abilities include regeneration 2 hp per round, and elemental mastery*)

Acid Vat

The vat of battery acid upon which Amp is held contains 50 gallons of acid. When filled in pint flasks, the acid may be used like a grenade and deals 1d6 points of damage on a successful hit and can create splash damage.

Full immersion in the acid bath deals 6d6 points of damage per round.

A secret door in the north wall leads to area 8-5. The secret door is one way and closes after 3 rounds, locking behind the user. The door can only be re-opened from the outside.

8-5. A FEW VOLTS

This room is similar in size and shape to area 8-4 and 8-2. Copper diagrams are inlaid in the floor with long streamers of the metal lining the inner wall.

The room crackles with electrical energy. Floating orbs that appear like a furry horned grapefruit dangling a snake like tail attack the party immediately upon entry to the chamber.

Crossing the room deals 1d6 points of electric damage per round, or until the creatures are destroyed.

VOLTS x10 (*These neutral creatures' vital statistics are HD 2d8, HP 8, AC 17. Their primary attributes are physical. They attack with a bite for 1d4 points of damage and a tail whip for 2d6 points of electrical damage.*)

When the volts are disabled or destroyed, the electrical damage in room 8-3 is reduced by 1d6.

Beyond the north wall is a locked secret door leading to area 8-7 the control room. The door is magically sealed but opens to a knock spell. The secret door is one way unless the magical password is known. The password is "Khan" and may be gleaned from legend lore spell or bardic ability (CL 12).

8-6. A FEW MORE VOLTS

This room is identical to Area 8-5. The secret door beyond leads to the Electro Coil Controller, Area 8-7.

VOLTS x10 (*These neutral creatures' vital statistics are HD 2d8, HP 8, AC 17. Their primary attributes are physical. They*

attack with a bite for 1d4 points of damage and a tail whip for 2d6 points of electrical damage.)

8-7. ELECTRO COIL CONTROLLER

The electro coil is operated by Tathe, a capricious will o' wisp in the service of Kai Gulkus. Tathe feeds the electricity within 8-3a just as surely as its consumption of living creatures thrown into the electro coil for the amusement of Kai Gulkus feeds Tathe's taste for the spirit of the living.

Within the control chamber are a pair of huge copper coils that stand 10 ft tall. Copper wires run from them and down to the floor where they race toward the wall between Areas 8-7 and 8-3. While between the coils, Tathe regenerates 1d8 hp of damage. If Tathe is destroyed, the electrical shielding that protects the tower of Kai Gulkus immediately fails and the electro coils in Area 8-3 shut down.

There are three levers in the north wall. The levers to the left and right shut down the left and right coils. The central lever opens the door to Area 8-8.

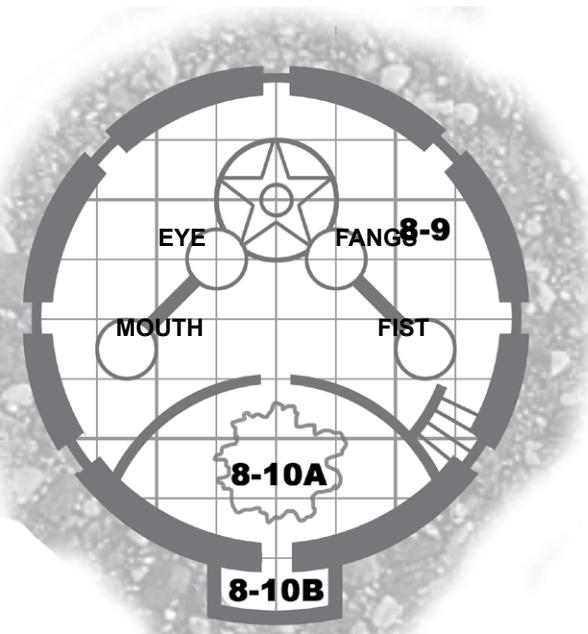
TATHE THE WILL O' WISP (*This chaotic evil aberration's vital statistics are HD 9d8, HP 36, AC 29. Its primary attributes are mental. It attacks with a shocking touch for 2d8 points damage.*)

8-8. THE HIDDEN STAIRWELL

The door to this stairwell can only be opened by flipping the center lever in the electro coil control room. The stairwell leads to Kai Gulkus' summoning hall, Area 8-9.

8-9. THE SUMMONING HALL OF KAI GULKUS

This large room has a huge cauldron which occupies its center. Inlaid upon the floor in gilt silver are the shapes of a mouth, an eye, a pair of fangs, and an upraised fist.



1 SQUARE = 5 FT

The brazier is part of a complex summoning device used by Kai Gulkus to revivify beings under his control whom he has reduced to the basic salts of their essence. In order to summon the creature, Gulkus simply lights the unholy flame of the brazier, pours the salts into the flame and calls the name of the creature inscribed upon the magic symbol engraved in the floor of his summoning hall. A series of four large glass jars are attached to measures that lead glass tubing to the cauldron. Each jar contains a different colored powder.

There are four summoning circles engraved with a mouth, eyes, teeth, fangs, and a fist. Stepping inside one of the summoning circles causes the circle to depress a hidden lever pouring the powder into the brazier, summoning the being associated with the circle.

Mouth

The mouth summons Frinella. Frinella is a banshee who serves Kai Gulkus faithfully within the confines of the Summoning Hall. Kai has always been enamored with her beauty and calls upon her to sing for him when the mood strikes, though her shriek can mean death to the unwary.

BANSHEE (This chaotic evil creature's vital statistics are HD 7d8, HP 29, AC 20. Her primary attributes are mental. She attacks with a chilling touch for 1d8 points of damage. Her special abilities include keening wail, SR 10, and immunity to cold, and electricity.)

Eye

Tossing the unholy salts and calling upon the name Uthroax inscribed upon the summoning circle unleashes the Bodak. Wicked and evil to the core, Kai Gulkus and his brothers discovered this creature terrorizing an ancient ruined citadel in the Pieter's Reach Mountains where it had devoured a garrison of imperial soldiers. Knowledge of Uthroax and his ancient prison would require a successful (CL 15) legend lore check.

Uthroax despises the brothers but is bound to them through ritual magic. If the geas they have placed upon him could be broken, he would stalk the brothers and attempt to slay them one by one.

UTHROAX THE BODAK (This chaotic evil creature's vital statistics are HD 9d12, HP 54, AC 20. Its primary attributes are physical. It attacks with a slam for 2d4 points of damage. Its special abilities are darkvision 60 ft, death gaze, immunity to electricity, and half damage from acid and fire.)

Fangs

The name Giuliana is inlaid upon the floor in gilt gold. When her salts are poured into the cauldron of Kai Gulkus she appears upon her summoning circle in a cloud of fog that coalesces into Giuliana's lovely and horrifying form. Kai Gulkus is reluctant to ever summon Giuliana as she is difficult, even dangerous to control.

Giuliana was a human Jironian princess who was exposed to vampires and given to the brothers as a gift by their caliph for their services during the conquest of Jiron by the forces of the genie and ogre magi.

When summoned, she serves the trio so long as she is fed victims that are appropriate to her noble stature. Thus she expects the blood of lords and princes, though she will settle for a knight, paladin, or cleric in a pinch.

GULIANA (She is a chaotic evil vampire whose vital statistics are HD 8d12, HP 54, AC 20. Her primary attributes are mental and physical. She attacks with a slam for 1d6 points of damage. Her special abilities include blood drain, energy drain, dominate, children of the night, alternate form, gaseous form, entourage, electrical resistance (full), and spider climb.)

Fist

Surrounding the fist is the name of Odamus. Odamus was one of the many flesh golems created by Jironian mages to combat their overthrow by the genie and ogre magi host. Stitched together from the bodies of their fallen heroes, Odamus was granted as a boon to the brothers for their services once the last of the Jironian mages was defeated and enslaved. Knowledge of these events would require a successful legend lore check (CL 15).

When the salts of the fist are thrown into Kai Gulkus's brazier and the name Odamus is spoken aloud. Odamus arrives in a berserk fury and attacks the first being he sees.

ODAMUS THE FLESH GOLEM (This neutral golem's vital statistics are HD 7d10, HP 35, AC 18. Its primary attributes are physical. It attacks with 2 slams for 2d8 points of damage per hit. Its special abilities are immunity to magic, and berserk rage.)

If Kai Gulkus has been waiting for the characters, he randomly summons one of his minions by tipping salts from the proper powder measure into the cauldron.

KAI-GULKUS (This lawful evil ogre mage's vital stats are HD 10d8, AC 23, HP 73 and MV 30. His primary attributes are mental and physical. He attacks with a Rod of Bones for 1d6+6 or a slam for 1d12 points of damage or a bolt of electricity 3/day dealing 8d8 points of damage. His special abilities are spell-like abilities, darkvision 60ft, twilight vision, regeneration 3, immune to fire. He may fly for one hour per day, and turn invisible at will. He casts darkness, polymorph self, invisibility, charm person, and gaseous form 3 times per day. He casts spells as an 8th level necromancer. His spells are: 0—arcane mark, detect magic, detect poison, ghost sound, mage hand. 1st—magic missile x2, swarm of skulls, Flesh of Nartarus. 2nd—darkness, ray of enfeeblement, scare. 3rd—hold person, vampiric touch, lurking doom. 4th—fear, Cursed Rot of Medjedu.)

8-10A. KAI GULKUS' SANCTUM

This room is Gulkus' inner sanctum. It is where he sleeps and takes his studies. The room is piled with silks and satins with a door opening to the summoning hall and another to a balcony.

Within the room is a pair of treasure chests containing Kai's treasures.

The first treasure chest is locked with a poison gas trap that fills a 10x10 area. The trap is a (CL 5) to find and disarm and (CL 8 to unlock). If the trap is triggered, everyone within a 10 ft radius must make a constitution save (CL 6) or take 4d6 points of poison damage for each round that they remain in the cloud. The cloud dissipates in 3 rounds.

Within the chest is a silver dragon hookah worth 240 gp, an ivory holy symbol of the Khan worth 150 gp, a flask carved from a flawed giant sapphire worth 1000 gp, a soapstone statuette of an unspeakable alien god worth 100 gp, 3500 gp, 2 potions of *gaseous form*, a potion of *neutralize poison*, a scroll of *restoration* with 3 charges, and a scroll of *resurrection*.

The second chest is locked with a (CL 6) lock and contains no additional trap. Within the chest are 10 bars of gold worth 100 gp each, 500 platinum pieces, a +1 unholy obsidian sacrificial dagger.

PART V. CITADEL OF LAST GATE

This heavily fortified gate is the last entrance to the dwarven kingdom of Fanderburg. The far flung outpost separates nearly 20 miles between Last Gate and the greater city itself. Last Gate may as well be a world away from the thoughts of the mad dwarven king. The dwarves here are some of the bravest in all the realm of Fanderburg.

Proud and ingenious, their captain, Lord Adabern Von Strugen, keeps much of what goes on from the populace of Fanderburg, absorbing the majority of defense from his own clan. Using a combination of ingenuity and dwarven stone magic, Abadern's forces constantly repair the walls of their citadel from the ogre onagers. The thickness of their walls and the reinforcement of their gates has held for many years, keeping the dwarven casualties small, though costly, while inflicting deadly attacks from their own massive lithobolos firing against ogre and goblins and their deadly traps constructed beneath the No Man's Land stopping the Triumvirate's horde.

1. The Great Gate

The gate is comprised of steel reinforced stone. The gate is 20 ft high and 10 ft wide affording a gap wide enough for a single squad of dwarven warriors to defend. The walls of the gate are 20 ft thick and reach from floor to ceiling of the great cavern.

The gate itself is defended by 20 elite guards who work the mechanism that opens and closes the gate. As can be expected, the gate is only opened for engineers to go forth into the No Man's Land and work the traps.

GATE DWARVES (These lawful neutral, dwarven fighters' vital statistics are HD 3d10, HP 15, AC 20. Their primary attributes are strength and constitution. They attack with heavy crossbow or battle axe and are armed in full plate and shield. They have 5d12 gp in jewels and jewelry.)

2. Watch Towers: Built to either side of the great gate are a pair of watch towers. The watch towers are four stories tall, with each tower garrisoning ten dwarven soldiers. The dwarves take turns manning the watch, and aim from carefully constructed arrow slits that afford them a wide view of the No Man's Land.

The dwarves constantly repair the stone of the tower walls from impacts by the ogre onagers.

The bottom floor of each tower holds the lithobolos emplacements.

Lithobolos Emplacements

These two massive ballista like siege engines fire 200 lb. stone balls from their firing positions, and are capable of striking anywhere within Malgu. Unfortunately, the wall of fire and magical enchantments of Malgu have denied the mighty lithobolos their intended purpose of destroying the Triumvirate once and for all. The trenchworks save the majority of goblins and ogres from the menace of the incoming missiles, which are as often as not split in two and returned to the dwarven ramparts in a shower of razor sharp gravel.

Cost 2200gp, Damage 8d6. Area 15x15, Range 250 ft increment. Crew 10 (or four large).

These specialized heavy catapults fire a flatter trajectory than a common catapult. The lithobolos hurls huge stones and other ammunition in a straight line to targets at a maximum range of 700ft. They are each crewed by 10 dwarves.

TOWER DWARVES x80 (They are 2nd level dwarf fighters whose vital statistics are HD 2d10, Hp 12, AC 16. Their primary attributes are strength and constitution. They carry a battle axe and heavy crossbow. They wear a chain hauberk and carry a large steel shield and 2d10+20 gp worth of coins and gems.)

Each tower houses a dwarven cleric and wizard of the house of Adabem.

DWARVEN WAR WIZARD x2 (This lawful neutral, dwarven 5th level wizard's vital statistics are HD 5d4, HP 20, AC 14. Their primary attributes are intelligence and constitution. Their significant attribute is intelligence 16. They carry a wand of lightning bolt with 10 charges, a potion of cure light wounds, and bracers of armor +3. They carry 4 scrolls of wall of stone used to reinforce large impacts from the ogre onagers. Their typically memorized spells are: 0—detect magic, detect poison, message, open, prestidigitation. 1st—burning hands, charm person, magic missile x2, shield. 2nd—ray of enfeeblement x2, mirror image, 3rd—lightning bolt.)

DWARVEN CLERIC x2 (This lawful neutral 5th level dwarven cleric's vital statistics are HD 5d8, HP 24, AC 18. Their primary attributes are wisdom and constitution. Their significant attribute is wisdom 16. They carry a +1 umeshti steel warhammer, and a +1 large umeshti steel shield. Their typically memorized spells include: 0—detect poison, detect evil, endure elements, first aid. 1st—command, cure light wounds, shield of faith. 2nd—hold person, silence. 3rd—shape stone.)

Von Strugen Keep

Von Strugen Keep is the headquarters of the Last Gate complex. It is a gate in its own right with is reinforced in the same manner as the last gate being 10 ft thick. The keep is home to Abadem's private guard and his closest advisors.

ABADEM VON STRUGEN (He is an 8th level lawful neutral, dwarven fighter whose vital statistics are HD 8d10, HP 60, AC 22. His vital attributes are strength and charisma. His significant attributes are strength 17. He wears +1 umeshti steel full plate, a +1 ring of protection and a +2 umeshti steel war hammer dealing 1d8+5 points of damage. He has weapon specialization in warhammer and carries two potions of cure serious wounds and a lesser bag of holding containing 10,000 gold pieces and 20 lbs of umeshti steel.)

Abadem is stern but fair and seeks only the defense of the dwarven homeland—a defense that he suspects the rulers in Fanderburg no longer care about.

GENDREN STONE LEGS (He is a lawful neutral, 8th level dwarven cleric. His vital statistics are HD 8d8, Hp 40, AC 18. His primary attributes are charisma and wisdom. He wears +2 chain suit, carries a +1 warhammer, and has a wand of shape stone 25 charges. His typically memorized spells include: 0—create water, detect evil, detect magic, endure elements, first aid. 1st—cure light wounds, detect undead, detect secret doors, command, sanctuary. 2nd—aid, augury, detect traps, speak with dead, hold person. 3rd—cure serious wounds, locate object, dispel magic, shape stone. 4th—lies, spike stones. 5th—raise dead.)

Gendren sees to re-shaping ruined pieces of wall and as religious council to the other clerics and dwarves of the last gate.

VON STRUGEN PRIVATE GUARD x20 (These 4th level, lawful neutral dwarven fighters' vital statistics are HD 4d10, HP 20, AC 18 (20). Their primary attributes are strength and constitution. Their significant attribute is strength 16. They attack with a umeshti steel battle axe or war hammer (1d8+4 damage), or heavy crossbow (1d10). They wear umeshti steel full plate and have a large steel shield. They carry a potion of cure light wounds, and 2d20+10 gp worth of gems and jewelry each.)

Running Part 5. If the characters manage to make it across the No Man's Land to the gate, they may negotiate with the gate keepers and make an alliance of some sort involving taking on the Triumvirate.

The dwarves otherwise engage in the battle if the characters appear to be making strides against the fortress. For example, if the electrical fortifications on the tower of Kai Gulkus are removed, they pummel the tower to dust with their lithobolos. They further continue bombardment every 4th round with the lithobolos if they see that the onagers have been taken out.

Should a route be in place or evidence the dwarves are likely to cross Von Rundle's Sorrow with half of their force and engage the goblins and ogres that remain. Success in defeating the Triumvirate affords the characters access to Fanderburg via the Last Gate.

Concluding the Adventure

There are many ways that the Fortress of the Three may turn out for the characters. Life or death, undeath, riches, fame, or infamy are all possibilities. The real trick is to make sure everyone at the table is having the best time that they can.

Characters may have made a deal with the dwarves, the ogre magi, or decided to rule the great cavern on their own. With a new base in the Darkness, the characters have an opportunity to further explore its depths and a creative Castle Keeper has a means to break off from the main cavern to other dungeons and other adventures. The characters can return to the surface with their treasures and their tale and seek rewards from the duke and others. One thing is certain and that is if any of the brothers have escaped, they will want revenge and may end up becoming recurring foes for the characters in campaigns to come.

RUNNING MALGU AND THE BROTHERS THREE

There are many ways that the characters may attempt access to Malgu and end up facing the ogre magi that rule here including stealth or head on attack. It is up to the Castle Keeper to decide what their particular players can handle. If the players are on the high end of the suggested character level for this adventure, they may very well be able to handle an onslaught of all three brothers and their specified allies, pets, and summoned creatures. Other parties may need to break off the adventure in chunks, taking on a tower at a time approach.

Any assault on the tower should be treated as fluid. The brothers could be in their rooms, or out marshalling troops at some part of Malgu as the characters are discovered in their raid. It is best to choose a location that best makes sense for the adventure for one of the brothers to arrive and do battle with the characters. The brothers are intelligent, inventive, and take great care to maintain their own lives at all costs. Each is unique, and has a specialized way in which they can be killed. Discovering their weakness could be as obvious as battling them and finding out what seems to do true damage to the ogre mage, and which seems to annoy them more than anything.

For example, Kai Gulkus is most susceptible to permanent damage from acid. Other forms of damage may hurt him, but he regenerates from those forms of damage. If he is put in a life or death situation, he is apt to return to his summoning hall and raise one of the fiends at his disposal to attack the player characters while he rests and recovers.

The powers and abilities of the brothers are listed below.

URLUNG HO, UNIQUE OGRE MAGE

SIZE: Large

HD: 10d8+10, (63 Hp)

MOVE: 30 ft Fly 40 ft

AC: 24 (Fullplate +1)

ATTACKS: Slam (1d12), Huge Glaive 2d8+2+1d6, Cold

SPECIAL: Spell-Like Abilities, Darkvision 60ft, Twilight Vision, Regeneration 3

SAVES: M, P

INT: High

ALIGNMENT: Lawful Evil

TYPE: Giant

Urlung is an ogre mage infused with the elemental plane of cold. He is a fierce combatant known for his lusts and his gluttony. Like his brothers, he is a servant of the Great Khan, though he also pays homage to King Yum, the demon lord of gluttony. As such, Urlung appears much fatter than his brothers, though he is no less light on his feet. Being more specialized in combat, he has no additional magical powers beyond those listed below.

Urlung must be killed with fire. Although he takes no additional damage from fire, he cannot regenerate fire damage.

He delivers a cone of cold 3 times per day dealing 8d8 points of damage. A CL 10 dexterity save avoids $\frac{1}{2}$ of the damage. Failing on a natural 1 freezes the victim solid for 1d10 minutes.

He may fly for one hour per day, and turn invisible at will.

Additionally, he casts *darkness*, *polymorph self*, *invisibility*, *charm person*, and *gaseous form* 3 times per day.

He carries a huge +2 glaive which deals 2d8+2+1d6 points of cold damage.

BRAATOR CHANG, UNIQUE OGRE MAGE

SIZE: Large

HD: 10d8+10, (63 Hp)

MOVE: 30 ft Fly 40 ft

AC: 26 (Huge Chainmail +2), Ring of Protection +2

ATTACKS: Slam (1d12), Huge Falchion 3d6+4+1d6, Fire

SPECIAL: Spell-Like Abilities, Darkvision 60ft, Twilight Vision, Regeneration 3, Immune to Fire

SAVES: M, P

INT: High

ALIGNMENT: Lawful Evil

TYPE: Giant

Braator Chang's head is shaved save for a great braid which runs down his back that is licked with supernatural flame. Braator is a devout follower of the Khan and is most warlike in tactics and the understanding of great war machines.

Braator must be killed with cold, he is imbued with the elements of fire. He takes no additional damage from cold, though he may not regenerate cold damage.

He delivers a cone of fire 3 times per day dealing 8d8 points of damage. A CL 10 dexterity save avoids $\frac{1}{2}$ of the damage. Failing on a natural 1 catches the victim on fire for an additional 1d6 points of damage for 1d4 rounds.

He may fly for one hour per day, and turn invisible at will.

Additionally, he casts *darkness*, *polymorph self*, *invisibility*, *charm person*, and *gaseous form* 3 times per day.

He carries a huge, flaming +2 falchion that requires a strength of 19 to wield.

Braator Chang additionally casts as an 8th level cleric of the Khan.

Cleric Spells: 0—detect good, detect law, detect poison, endure elements. 1st—cure light wounds, command, protection from good. 2nd—hold person, silence, spiritual weapon, 3rd—animate dead, dispel magic, cure serious wounds. 4th—neutralize poison, freedom of movement.

KOPLAK THE KOBOLD (He is a lawful evil, 7th level kobold wizard. His vital statistics are HD 7d4, HP 16. AC 18. His primary attributes are intelligence and dexterity. His significant attributes are intelligence 17, dexterity 17. He carries a staff of evocation with 20 charges, a ring of protection +2, and a ring of evasion. His memorized spells include the following: 0—detect magic, detect poison, mage hand, message, prestidigitation. 1st—burning hands, change self, magic missile, shield. 2nd—acid arrow, invisibility, mirror image. 3rd—fireball, haste. 4th—charm monster.)

Koplak acts as the advisor to Braator Chang.

KAI-GULKUS

SIZE: Large

HD: 10d8+10, (73 Hp)

MOVE: 30 ft Fly 40 ft

AC: 23 (Huge +3 Lammilar Armor, +2 ring of protection)

ATTACKS: Slam (1d12) or Lesser Ebon Rod of Bones 1d6+6 damage

SPECIAL: Spell-Like Abilities, Darkvision 60ft, Twilight Vision, Regeneration 3, acid susceptibility.

SAVES: M, P

INT: High

ALIGNMENT: Lawful Evil

TYPE: Giant

Kai Gulkus is the darkest and most intelligent of the three. Thin by comparison, he has a pallor not unlike death. An icy chill fills the air around him. He is most like the mother who spawned these fiends. Kai Gulkus has an elemental bond to the demiplane of electricity. Kai is a known necromancer who keeps a collection of undead pets within his monstrous tower and is known to send waives of zombies into the dwarven No Man's Land.

In order to be destroyed Kai Gulkus must be dismembered and dissolved in acid. Although he takes no additional damage from acid, he does not regenerate damage he takes from acid attacks.

He delivers a bolt of electricity 3 times per day dealing 8d8 points of damage. A CL 10 dexterity save avoids $\frac{1}{2}$ of the damage. Failing on a natural 1 catches the victim on fire for an additional 1d6 points of damage for 1d4 rounds.

He may fly for one hour per day, and turn invisible at will.

Additionally, he casts *darkness*, *polymorph self*, and *invisibility*, *charm person*, and *gaseous form* 3 times per day.

He carries a lesser rod of bones.

Rod of Bones, Lesser: These lesser copies of the grand rod born by the god of the undead are favored by priests of Nartarus and necromancers for their awesome power and array of necromantic abilities. Formed from the skeletal forearm and fist of an executed murderer or priest of Nartarus, the bones are bound in iron and cased in lead. Unholy sigils are scribed across the length of its shaft and along the radius and ulna. The rod may be used as a melee weapon and acts as a +2 light mace.

The lesser rod of bones offers its user the following spell-like effects:

Ghoul Touch: Once per day the lesser rod of bones may transfer the effects of a *ghoul touch* spell, paralyzing his enemy with a successful blow unless a successful strength save vs. paralysis is made.

The subject takes normal damage from the attack even if they succeed in their save vs. paralysis.

Vampiric Touch: Once per day the lesser rod of bones may replicate the effects of a *vampiric touch* spell, dealing 1d6 points

of damage per two levels of the user, and transferring these hit points to the wielder as temporary hit points.

Dissolve Flesh: Once per week on a successful hit, the lesser rod of bones may be used to dissolve the flesh of its foes as per the spell of the same name. Targets struck must make a constitution save (CL calculated by the level of the wielder) or suffer 1d6+1 points of constitution damage. The victim takes half damage on a successful save. In either case, the victim takes normal weapon damage from the rod.

Animate Dead: Once per week the lesser rod of bones may be used to cast *animate dead* as the spell of the same name. The user may create a number of zombies or skeletons from intact corpses or skeletons to equal the wielder's hit dice. The zombies or skeletons thus created are under the command of the wielder until destroyed. The lesser rod of bones may not be used to animate any new zombies or skeletons until its current allotment has been destroyed.

Value 29,000 Experience 4,800

He casts spells as an 8th level necromancer. His known spells include: 0—*arcane mark*, *detect magic*, *detect poison*, *ghost sound*, *mage hand*. 1st—*magic missile* x2, *swarm of skulls*, *Flesh of Nartarus*. 2nd—*darkness*, *ray of enfeeblement*, *scare*. 3rd—*hold person*, *vampiric touch*, *lurking doom*. 4th—*fear*, *Cursed Rot of Medjedu*

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