

CITADEL OF EVIL

by Stuart Robertson



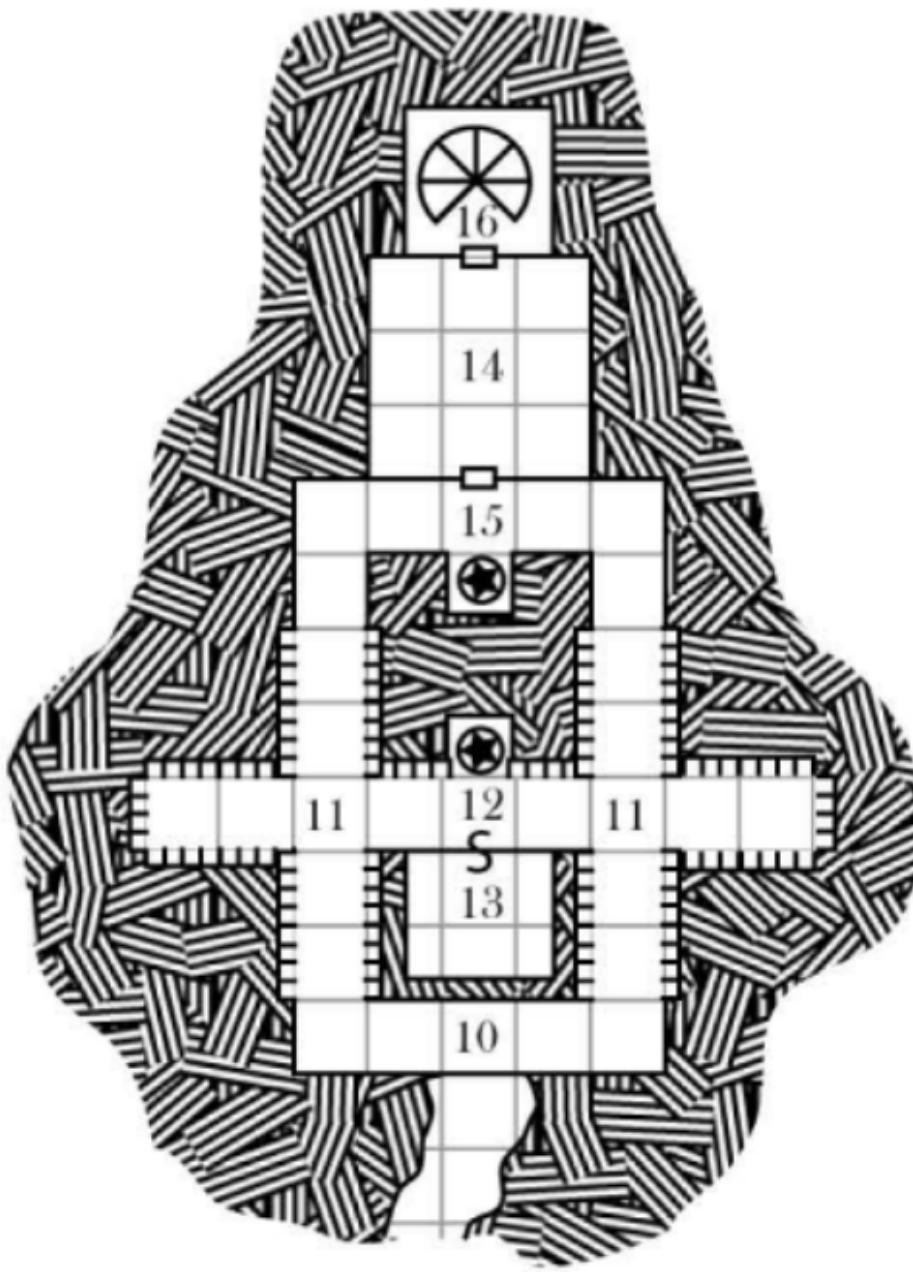
The Citadel casts a dark shadow from it's moutntain. Can you find a path to the top and rescue your kinfolk? For levels 1-3





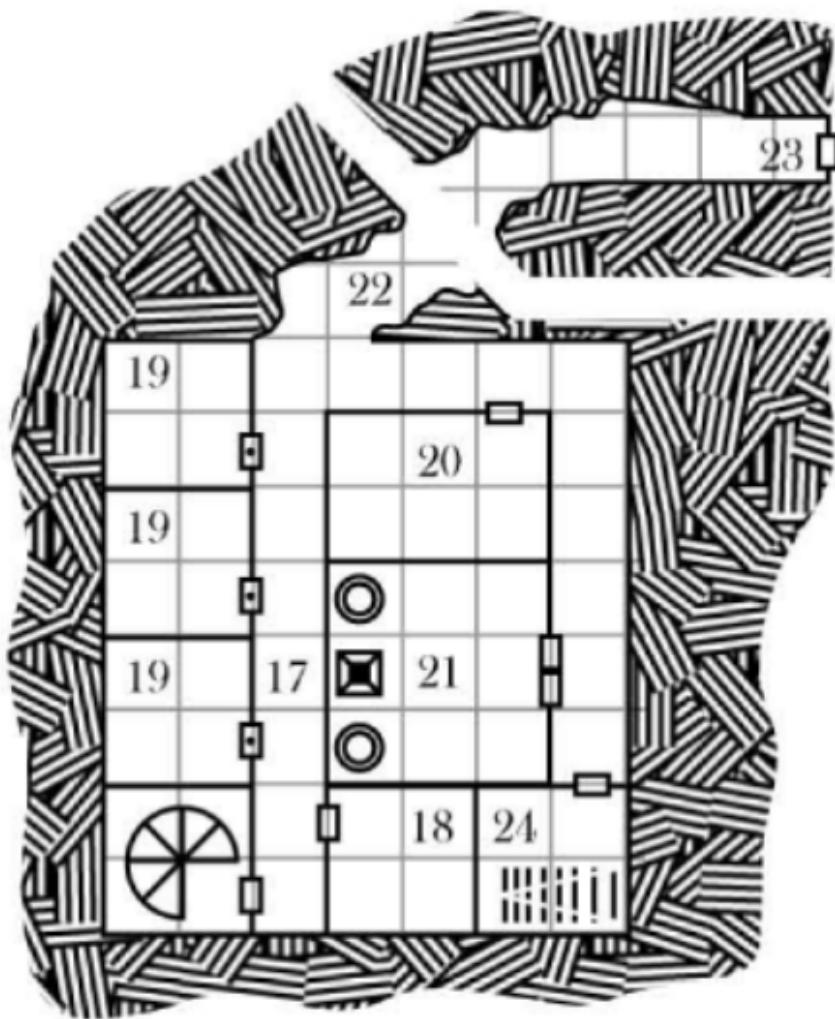
A. The Caves

1. Entrance Cave - Illuminating this large natural cave is the lantern from 2 *Gnomes* looking for their lost companion.
2. Dank Tunnel - The floor is wet and treacherous from water dripping from the ceiling. A dank earthy smell fills the air.
3. Pool Room - This room is lit by a dim red glow from 3 *Fire Beetles* on the walls. A *Blessing* pool contains 12 coins.
4. Fungus Garden - This room is filled with a wide variety of different mushrooms. Characters have a 2 in 6 chance of releasing hallucinogenic spores (*Phantasmal Force* for 1d4 turns). Eating one *Cures Light Wounds* + *Phantasmal Force*.
5. Yellow Mist - A thick yellow mist clings to the ground here. Characters have a 2 in 6 chance of falling in hidden pit.
6. The Well - The floor is wet and slippery. Anyone looking into the pit must make a saving throw or slip to their doom!
7. Insect Room - Characters edging around the narrow ledge have a 2 in 6 chance of slipping down into an *Insect Swarm*.
8. Spiders Lair - 4 *Giant Spiders* scuttle out to attack! Within their webs is a cocoon with a weakened *Gnome* inside, as well as 70 coins, a silver dagger and a *Magic Spear*.
9. Stone Stairs - Weak characters or those in heavy armor have a 2 in 6 chance of falling 10' during the 100' climb to the Crypt Level above.



B. The Crypt

10. Hall of Skulls – Characters must break through the wall (open door check) to enter this hallway. Niches along walls hold 12 *Undead Skulls* that will politely answer questions about The Crypt in Ancient.
11. Dusty Catacombs – alcoves along the walls contain scores of skeletal remains. Several bodies have missing heads. A *Wood Golem* rattles about keeping the place orderly. It will only attack in defence (see next entry).
12. Pointing Statue – an 8' tall stone statue stands pointing straight ahead (it's pointing at the Secret Door). This *Living Statue* activates if the Wood Golem is destroyed.
13. Forgotten Room – a skeleton sits slumped over on a chair behind a desk. Scrolls of *Protection from Undead*, *Feather Fall* and a *Treasure Map* and a gold candlestick are on the desk. A locked chest contains several rare historical texts.
14. Antechamber – This room is magically silent. These doors are heavy and require an Open Doors check.
15. Smashed Statue – the arm of this 8' tall statue has broken off and a bowl of (50) coins is scattered at its feet. If anyone touches the coins the statue recites *Animate Dead*.
16. Spiraling Stairs – these stone stairs spiral up 100' to the Dungeon Level above. They end in a stone floor block, which must be pushed aside (Open Doors Check) to open.



C. The Dungeon

17. Dungeon Hallway – Torches along the walls light this area.
18. Storage Room – This room is filled with barrels of rotted food. 12 *Rats* and 4 bottles of wine can also be found.
19. Prison Cells – The Bugbear in room 20 has the key to these locked doors. Inside each prison is a missing Villager.
20. Guard Room – 2 *Hobgoblin Mercenaries* and a *Bugbear* drink and play dice games here. They have 46 coins and several casks of wine.
21. Temple of the Slime Lord – Two braziers illuminate the room. A group of 5 *Cultists* preparing to lower a Villager into the pit and the Ochre Jelly kept at bay by the heat from the braziers. The *Conjurer* who leads this cabal can cast *Fear* and *Mirror Image*.
22. Winding Passageway – This roughly cut tunnel slopes steeply down and continues for 100'.
23. Sally Port – This heavy *Wizard Locked* iron door is engraved with a leering face with a long tongue tied into a knot. Saying the word 'NEPO' opens the door and leads to the Mountain Walkway below The Gatehouse. Noise or light will alert the Main Gate's occupants who will fire arrows at anyone on the path.
24. Wooden Staircase – Leads up to the Citadel Level above.

D. The Citadel

25. Mountain Walkway - This long winding path leads up the side of the mountain to The Gatehouse. The Sally Port (Room 23) exits at the 'X' on the map.
26. The Gatehouse - A raised drawbridge and heavy iron bound portcullis prevent anyone from entering or leaving the Citadel. 14 *Hobgoblins* will fire arrows at intruders they notice in the courtyard or on the Mountain Walkway.
27. Deserted Shrine - A few old candles and bits of crockery litter the floor. Lighting a candle will *Cure Light Wounds*.
28. Crumbling Courtyard - Two *Cultists* and a *Hobgoblin Mercenary* are discussing the need for more *Villagers*.
29. Ruined Keep - The upper floors of this building are in ruins but the ground floor is still intact. A wooden staircase leads down to the Dungeon Level below.

