



CASTLES CRUSADES

TOWERS OF ADVENTURE

JAMES M. WARD

CASTLES & CRUSADES®

TOWERS OF ADVENTURE

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2 CASTLES & CRUSADES

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BOOK ONE: ILLUSTRATIONS & MAPS

AUTHOR FORWARD



Exploring towers is just fun. Early in my years as a Castle Keeper, I sent my players through lots of different towers. When they conquered the surprises in those structures they made them their own and filled them with their own guards and traps. Later, they became the prey as others attacked the towers owned by my PCs.

The idea here is very simple. The Castle Keeper mixes and matches characters from book two with traps and treasures from book three to make the perfect role-playing tower taken from book one. One person's goblin tower can easily be another person's orc tower because each used different mixes of creatures in their design.

Imagine if you will, the Castle Keeper has not prepared for his gaming session. As his players sit down, he shows them the illustration of one of the towers. "Tonight, you're being thrown

against the Tower of Doom." For the next half hour, the Castle Keeper sets up the situation where the characters are going to enter the tower and why, using one of the adventure hooks. While he allows his players to talk among themselves, he is putting numbers from books two and three onto the diagram of the tower he has picked out. When they are ready to open the door, he's ready to tell them what and whom they see inside.

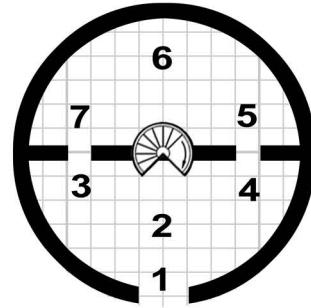
So, when it was all finished, all three books were designed, and ready to go, I put together my first tower using this system. I did an undead tower filled with great treasures lying around, surrounded by the most dangerous of the traps. I haven't exposed my players to the tower yet, they really aren't high enough level, but soon they will learn fear and I'll have a big smile behind my Castle Keeper screen.

I'm dedicating this work to E. Gary Gygax who taught me what I know about refereeing a game and having fun doing it.

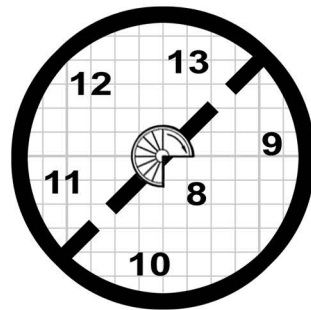
James M. Ward
Summer of 2008



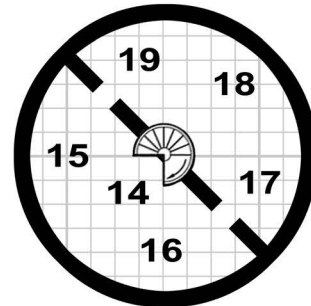
TOWER 1: LONELY WIZARD'S TOWER



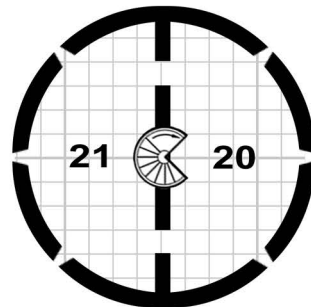
LEVEL 1



LEVEL 2



LEVEL 3



LEVEL 4

ROOM OCCUPANTS

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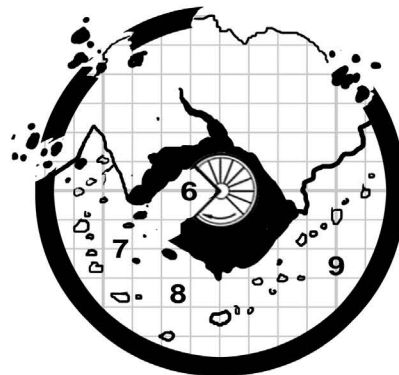
TOWER 2: RUINED FAERIE'S TOWER



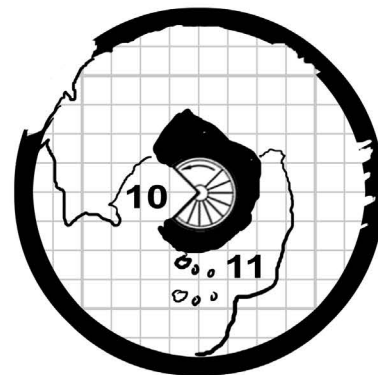
RUINED FAERIES TOWER



LEVEL 1



LEVEL 2



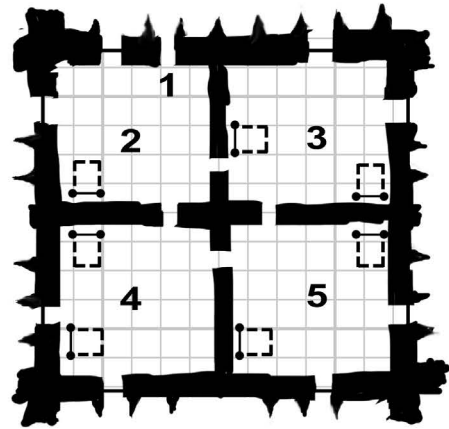
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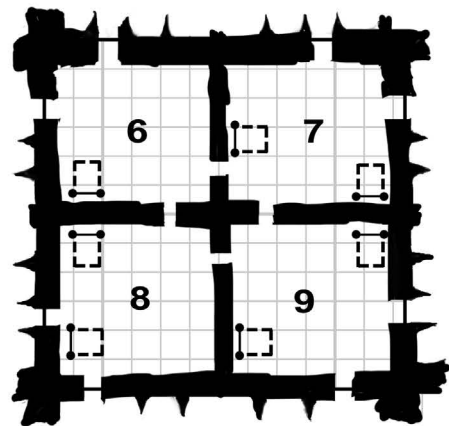
TOWER 3: ORC TOWER



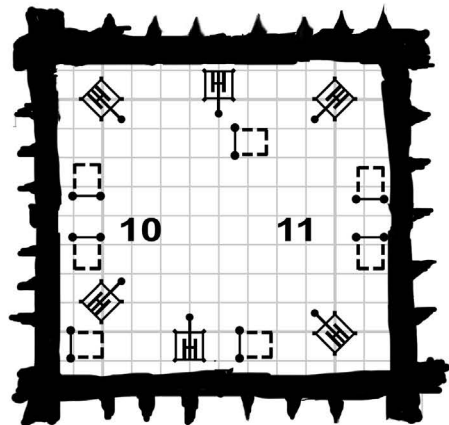
ORC TOWER



LEVEL ONE



LEVEL TWO

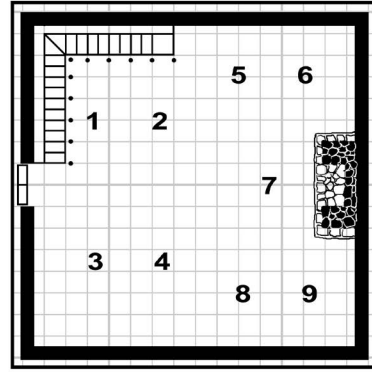


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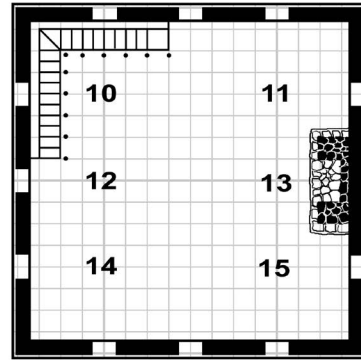
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TOWER 4: CLOUD GIANT TOWER



LEVEL ONE

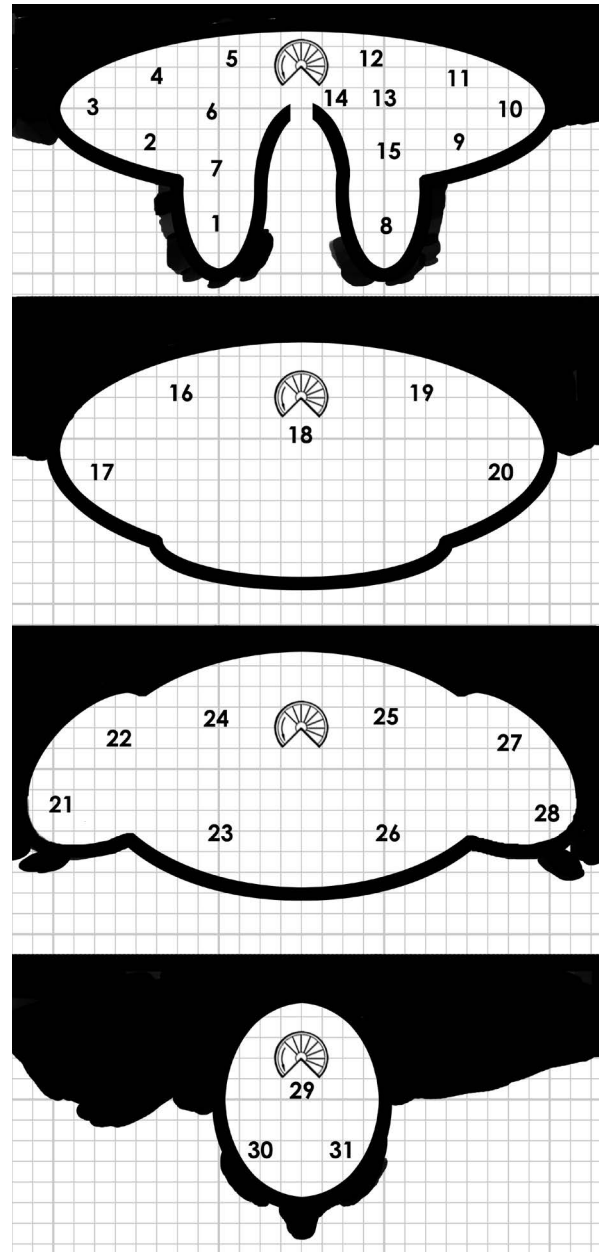


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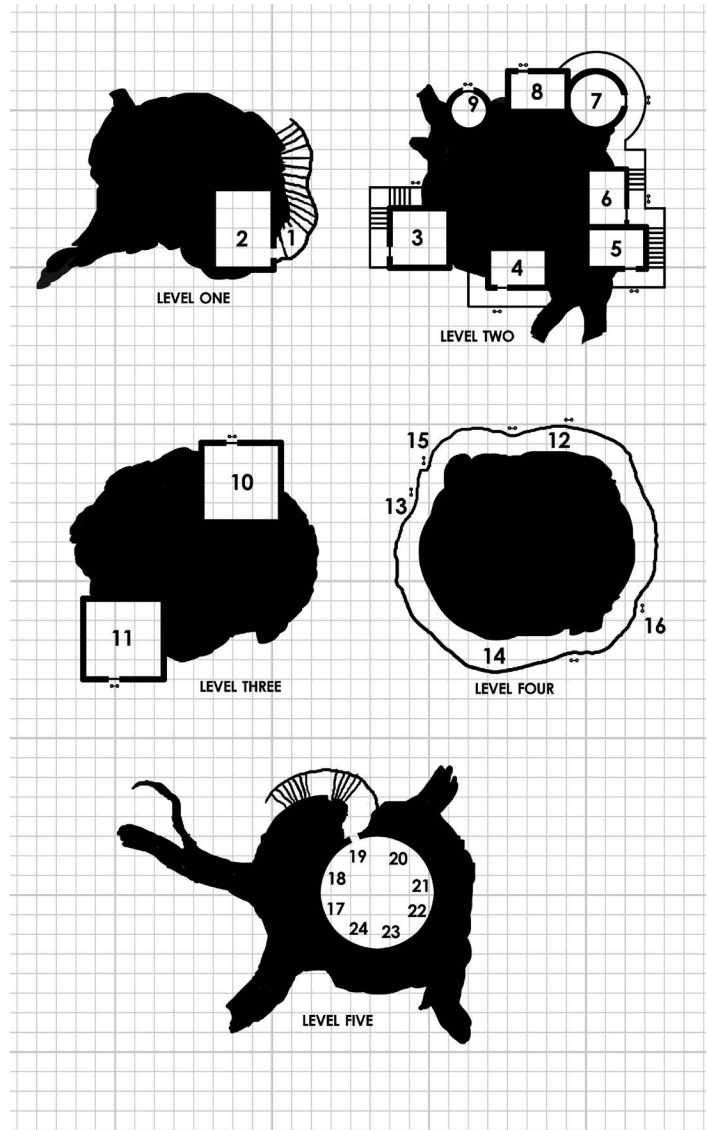
TOWER 5: TROLL TOWER



ROOM OCCUPANTS

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TOWER 6: ELF TREE TOWER



ROOM OCCUPANTS

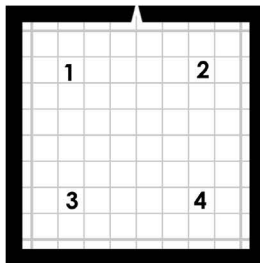
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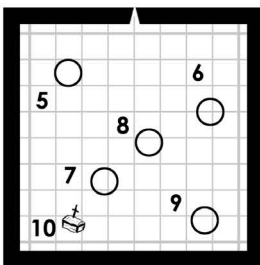
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10 CASTLES & CRUSADES

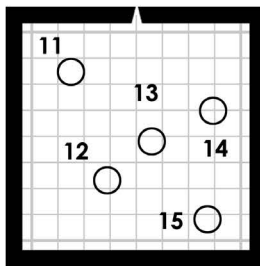
TOWER 7: VAMPIRE TOWER



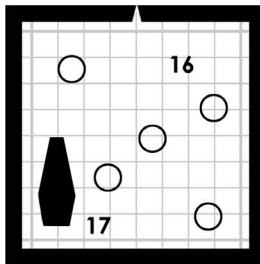
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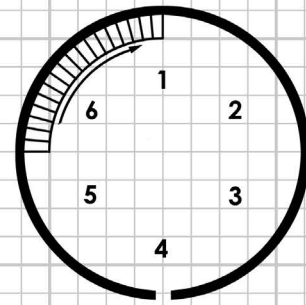


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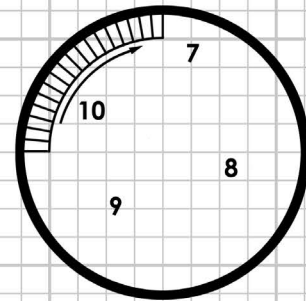
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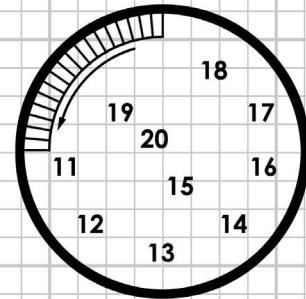
TOWER 8: ZOMBIE TOWER



LEVEL ONE



LEVEL TWO



LEVEL THREE

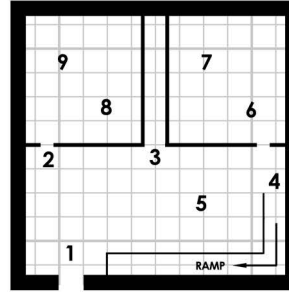
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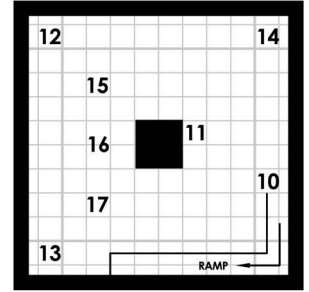
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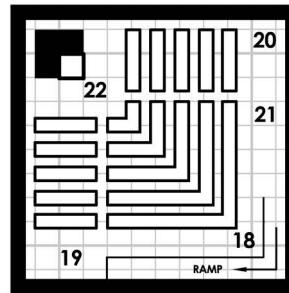
TOWER 9: EVIL CLERIC TOWER



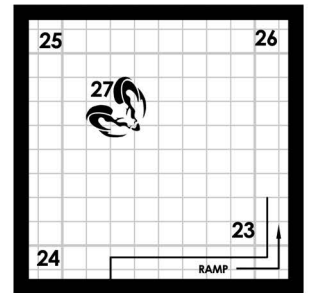
LEVEL ONE



LEVEL TWO



LEVEL THREE



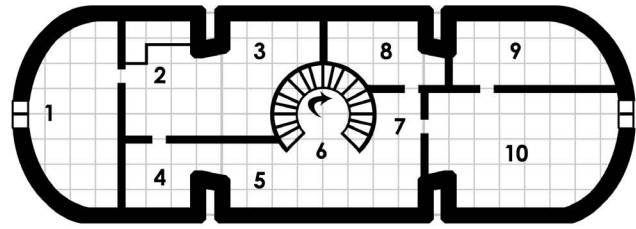
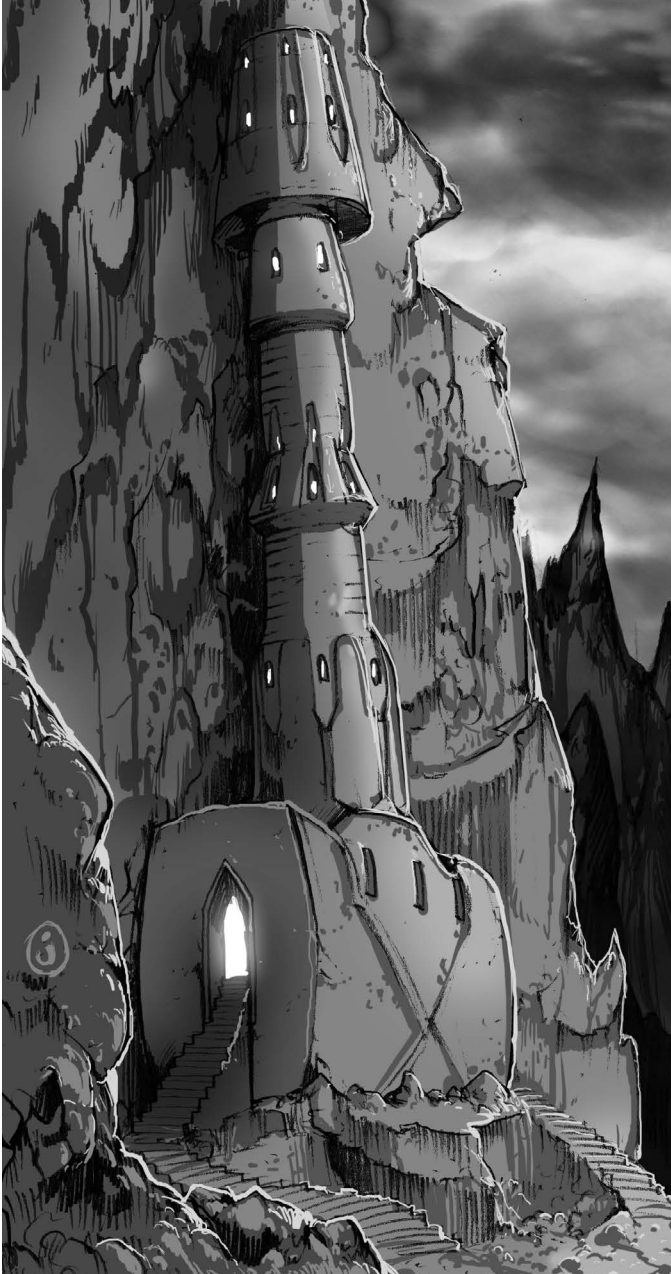
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ROOM OCCUPANTS

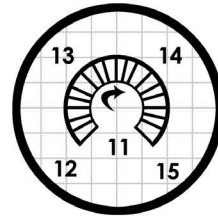
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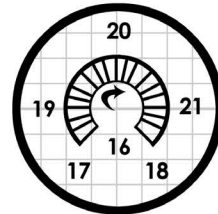
TOWER 10: DWARF TOWER



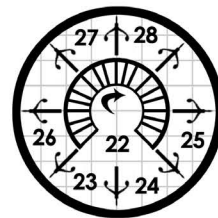
LEVEL ONE



LEVEL TWO



LEVEL THREE

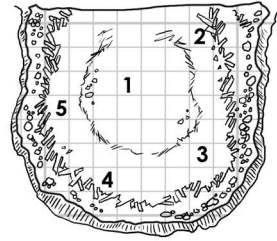


LEVEL FOUR

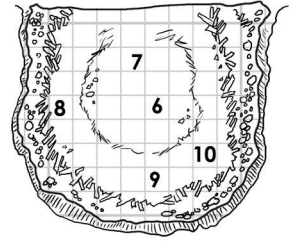
ROOM OCCUPANTS

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TOWER 11: TOWER OF THE GREAT APE

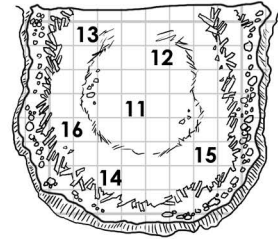


LEVEL ONE

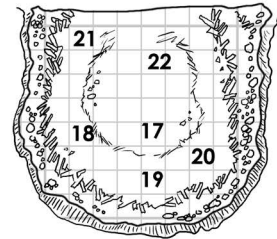


LEVEL TWO

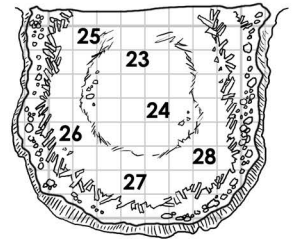
NOTE: SCALE = 15' PER SQUARE
ASSUME 10' TO A SQUARE ON OTHER MAPS



LEVEL THREE



LEVEL FOUR



LEVEL FIVE

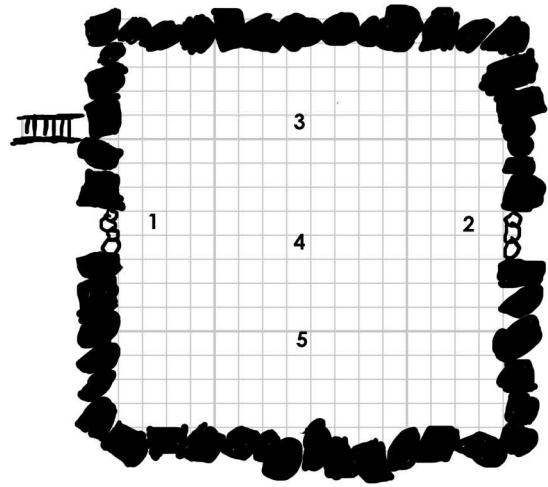
ROOM OCCUPANTS

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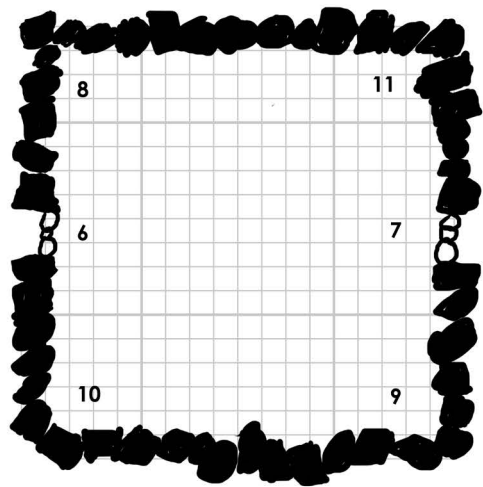
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TOWER 12: ETTIN TOWER



LEVEL ONE



LEVEL TWO

ROOM OCCUPANTS

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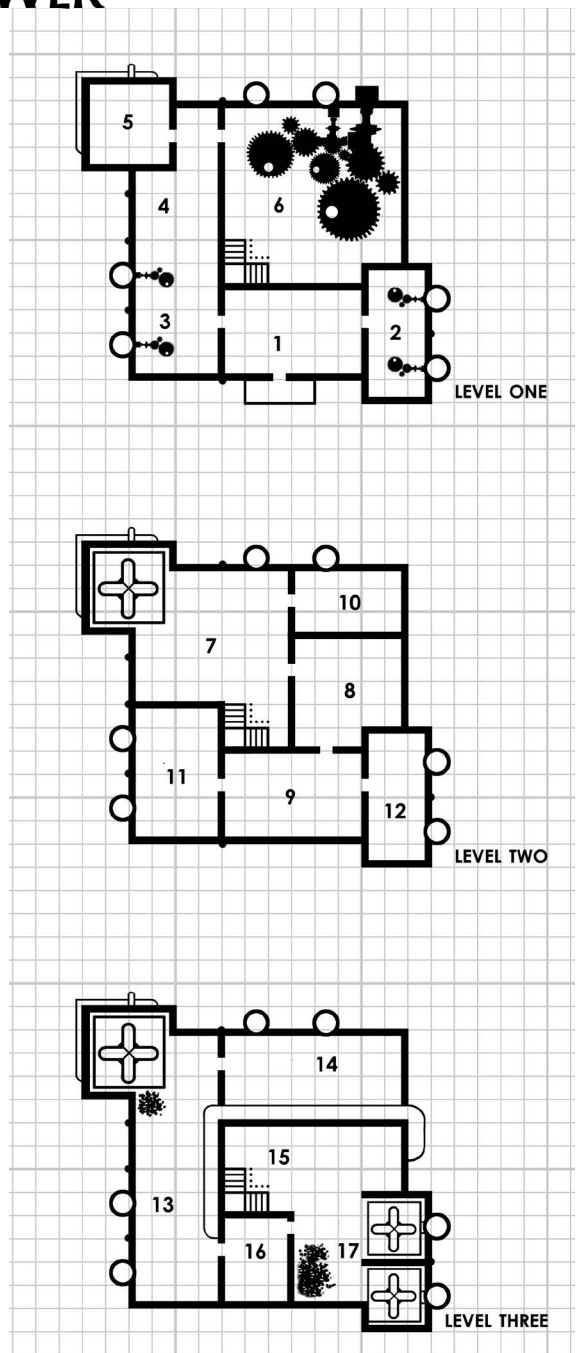
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TOWER 13: GNOME STEAM TOWER



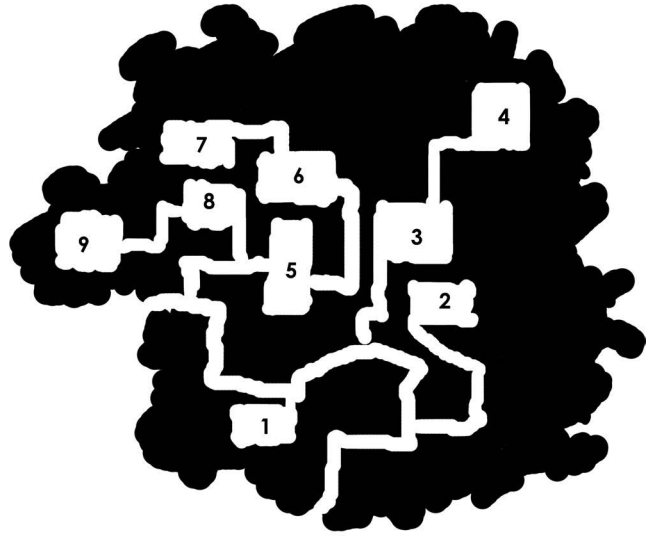
ROOM OCCUPANTS

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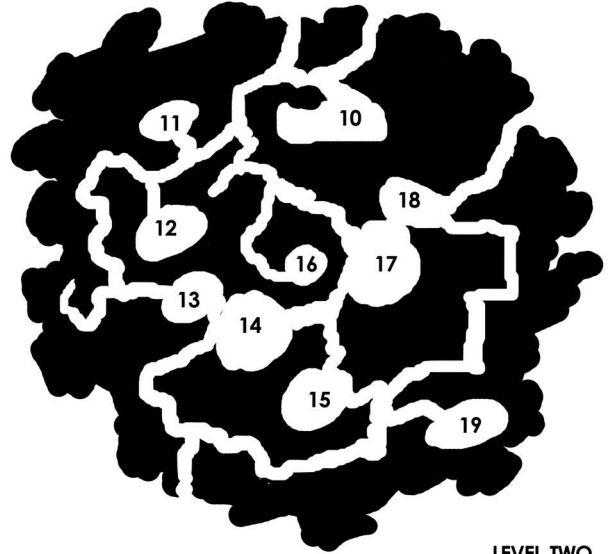


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TOWER 14: GOBLIN TOWER



LEVEL ONE



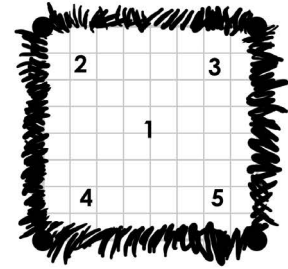
LEVEL TWO

ROOM OCCUPANTS

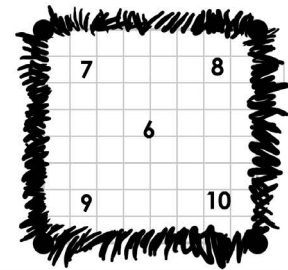
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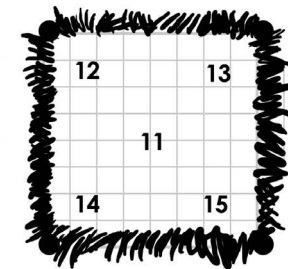
TOWER 15: HAG TOWER



LEVEL ONE



LEVEL TWO



LEVEL THREE

ROOM OCCUPANTS

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BOOK TWO: HOOKS NPC'S AND MONSTERS

PART I: SERVICES

Services can be gained at towers, if you know which tower door to knock on to find the right people. These services can also inspire more adventures and quests. It isn't the end when a medusa turns a player character into stone if you know of a wizard tower with the right spell caster to reverse that spell. Even death can be overcome if you know of a powerful cleric in his tower with the right type of reviving magic. The only problem with a service is the price you have to pay. Below is a list of fees for work done.



ASSASSIN'S & THIEVE'S SERVICES

Killing or stealing from a person calls for just about the same cost. A person pays half down and then pays the rest after the deed is done. Few if any questions are asked and the service is always performed quickly. Naturally, characters that use these services have those same services used against them eventually.

VICTIM TYPE	FEE
Lowest of Commoners	10 silver
Middle-Class Commoner	5 gold
Influential Commoner	100 gold
Gentleman, Highborn	200 gold
Influential Gentleman	500 gold
Landed Knight	750 gold
Lord Knight	1,000 gold
Noble of the Land	2,000 gold
Royals	4,000 gold
High Level Wizard	5,000 gold
High Level Cleric	5,000 gold

WIZARD'S SERVICES

Often adventurers will come to a wizard's tower looking for services. There has come to be a standard in costs for using magic. If these fees seem too high, a wizard is always willing to settle if the characters are willing to go on an adventure for a wizard and bring back special items. The following chart details those costs:

SERVICES	COST
Casting a special spell*	75gp per level of spell plus the cost of spell components.
Identifying magic item	100 gp in advance and 10% of the normal cost of the item after the item is identified.
Supplying scroll spell	300 gp per level of spell

*Wish-type spells are never allowed in these costs.

CLERIC'S SERVICES

Often, adventurers will come to a cleric's tower looking for services. There has come to be a standard in costs for using holy spells. Clerics are more than willing to wave fees if the characters will take a geas from the cleric to perform certain tasks. There are many demons and devils roaming the land that need killing. The following chart details costs for clerical services:

SERVICES	COST
Casting a special spell	30gp per level of spell. Spells used of 4th level or higher call for the asker to do a clerical quest for each spell.
Looking into the future or	50 gp per question. If guidance is given, the asker must
Asking for divine guidance	Quest for the clerical order.
Supplying scroll spell	300 gp per level of spell

*If the customers are of the same faith as the casting cleric the prices are halved.

FIGHTER'S SERVICES

Fighters have put themselves out to be hired to do battle. The higher level the fighter, the more the cost. Fighters want their coin paid in advance. A fighter working for found will always take their pick of any treasures first. The following chart should be used to determine the fees for a fighter of any given level:

FIGHTER LEVELS	COST
1st-3rd levels	1 silver a day and found. Found is any valuables that fall into the hands of the fighter because of a battle.
4th-6th levels	5 silver a day and found
7th-9th levels	1 gold a day and found
10th-12th levels	15 gold a week and found
13th and up	55 gold a week and found

PART II: ADVENTURE HOOKS

"I'm not going in that tower," says one of your players.

"You have to, that's what we're doing tonight," the castle keeper explains.

"Nope, not going to do it, I know it's filled with monsters," the player says shaking his head.

As the castle keeper, you sigh and think this is getting a bit complicated.

Adventure hooks are an attempt to draw your sometimes-unwilling player characters into your fun-filled towers. Each one of these hooks is designed to draw them into places they might not want to be. Pick one or several and roll them into your adventure, and soon they will be begging you to allow them to enter your Tower of Doom.

1 YOUR WIZARD UNCLE

One of the player characters gets an official parchment handed to him by a traveling merchant. It seems this merchant was in a nearby city and the town guard there commissioned him for five gold pieces to deliver this parchment to the player character. Inside the parchment were a short note and a very large brass key.

To my nephew,

I left this note with the town guard.

In the event that I do not return, they are to send it to you.

Please take my tower and consider it yours.

All of the contents are for you.

Some of the things there are quite dangerous.

Be careful.

The Wizard Danton

The large city is fifty miles away. The player character never thought he would be the one receiving his uncle's things. The nephew knows little of the wizard, except he was of a high level and had created zombies and skeletons, just because he could.

2 NEWLY BUILT ORC TOWER

The town guard is not pleased. High on a cliff above the town, orcs have built a tower in just one night. The guard isn't prepared to attack that type of fortification. The commander puts out a call for a band of brave adventurers to scale the cliff and try to take out the orcs. He'll pay 100 gold and found for anyone one who will agree to take on the task.

Even from the town, the tower looks dangerous. There are lots of arrow slits and there seems to be some type of siege engines on the roof of the structure. People are starting to leave the city. Messages have been sent to the King, but there hasn't been a reply.

3 TELEPORTER

Your player characters have a favorite section of the dungeons they like returning to time after time. One day, there is a new purple mirror against one wall and it is the size of a man and just as wide. It's glowing with a magical radiance and waits there to be examined by the player characters.

Items bounce off the reflective surface when rocks or dirt are tossed at the mirror. It's only when someone is holding something, like a staff or sword, and touches the mirror that magic seems to activate in and around the mirror. Suddenly, the player character doing the touching glows purple and vanishes. Do the other player's touch the mirror or wait while whatever is found beyond the mirror eats their friend?

4 TUNNEL OF TERROR

Your player characters are moving down a section of dungeon when they discover a new tunnel or a secret door leading to a long tunnel they have never seen before. The earth walls of the tunnel show fresh signs of digging and the earth is wet on the ceiling and sides of the tunnel. They decide to take the new passage and they come up inside your next deadly tower.

5 TOWER IN THE SKY

One day, high in the sky, a huge cloud floats into the area. On top of the cloud, is what appears to be a stone tower. The cloud stays in the area, and all the local people can talk about is the mystery of what could be in that tower. The player characters begin questing for flying types of magic to allow them to be the first ones to explore the tower. Griffons and even a blue dragon are seen flying around the tower. The tower is many hundreds of yards in the sky. The clouds hide the bottom of the tower. Now it has stopped moving and hovers near the city below. People are afraid for their lives and in the next four days many of the townspeople flee in panic.

6 FIGHT IN THE WILDS

Your player characters are moving through the wilds when they come upon a band of monsters (orcs, goblins, ogres, whatever) and there is a battle. During the fight, the PCs see two of the creatures carrying off a large chest. When the combat is over there is a clear trail left by those creatures and their chest. If the player characters follow the trail, they move deeper and deeper into the forest. The trees are much older here and grow thicker together. The sun doesn't shine down through the leaves in this part of the forest. They come to the edge of a valley. From their vantage point, a tower barely rises out of the middle of the valley and the tall trees there. The party strongly suspects that's where the monsters went with their chest.

7 THE MAGISTRATE'S TOWER PROBLEM

A town guard of ten troops comes to your tavern and politely asks you to come to the magistrate of the town. They look like they aren't going to take no for an answer. When you get there, you are told of a growing problem of goblin bands attacking merchants traveling from city to city. You are asked to explore an area to the north of the city to see if you can find a goblin

strong hold. You are offered 100 gold and found for whatever you can find. All they are asking for is as much information as you can gather. If you don't want to take on the goblins, that is fine with the magistrates. However, if you eliminate the problem, the city is willing to come up with some special favors for the group.

8 SLAVERS

A young fighter comes up to the player character group. It seems slavers captured his family, while the young fighter was away from their village. He tracked the slavers to a tower in a valley. He wants help in rushing the tower to free the slaves to be found there. From watching the tower, he's sure the bulk of the slaver band is elsewhere. He wants to attack quickly so that the criminals don't get the chance to sell or harm his family. He has little gold himself, but he has a +3 mace that he will trade for the services of the entire group. The weapon is an amazing thing of fine craftsmanship. The fighter explains it's been in his family for many hundreds of years, but it will be worth the trade to get his family back.

9 TREASURE MAP

In a pile of treasure, the group finds a chest with a difficult lock and a deadly trap. Once opened, they discover a map into the mountains and another map of a tower with a legend on the map that says tower of gold. The PCs have journeyed around the area enough to know just where that tower could be located. Because of the extreme care in protecting these two maps, the group thinks this could be the key to a real treasure. There is only one way to prove whether the map is true or false. The only problem with the map is the tiny word, "giant" written by the drawing of the tower of gold.

10 DREAMING OF ADVENTURE

The player characters begin having the same dream. They dream of a tower and the tower inhabitants. Every night they dream of walking into the tower and dying at the hands of some type of monster. It's starting to influence their sleep and they are growing weaker as a result. From their dreams, they believe this tower could be in the hills to the south of their city. Some one or some thing is sending them the same nightmare over and over again. The group talks about what they need to do. They purchase special equipment to deal with the poison gas and deadly plants that fill their dreams.

11 SAGE'S CALL

A sage has discovered notes about a famous wizard's tower, lost five hundred years ago after a failed wizard experiment. The sage has the directions to the tower and a spell to uncover its portal. He wants first pick of magic items and all the silver found in the tower. He assures the player characters that if the tower is still there, the sage can find several hidden chambers filled with valuable wizard devices and components including rough-cut gems and bars of gold. The sage isn't a fighter and knows there will be danger, which is why he's talking to the player characters about this chance at treasure.

22 CASTLES & CRUSADES

12 TIME OF THE FULL MOON

In and around the city during the time of the full moon, a great many sheep and cattle are being devoured; for the rest of the month, those flocks are left alone. The city mayor fears that it is werewolves, and has offered a 1,000 gp reward for the group who kills whatever is causing these problems. Special silver weapons are offered by the town to those interested in taking up the quest. The mayor does admit that three other groups have tried to solve this problem in the last six months and none of those people came back from the fields to the north of the city.

13 MERCHANT AND GOODS

A large merchant caravan filled with rich goods is a month over due and the owners in the city are very worried. They are trying to gather up a band of bravos to backtrack the caravan, hoping to save the goods – and the merchants, of course. The offer is half of the worth of the caravan goods and all found during the course of the quest. There are only two difficult places for the caravan to move through. One of them is a high mountain pass that always has snow. The other is a sometimes-difficult-to-find oasis in the middle of the desert.

14 ROYALS

Your group is walking along and a Lord's coach drives up. A handsome, young, well-dressed man steps out and introduces himself as Lord Ronald. He tells you that he has an estate in the mountains to the north of the city. It seems someone has dared to put a tower in one of his vales and the Lord is jolly-well angry at the boldness of the tower idiot. He sent some of his game-keepers to remove them and those men were eaten. He wants the louts in the tower removed and will pay the player characters party fifty gold and give them anything they find in the tower if they clean it out before the full moon in three weeks. Lord Ronald even offers to upgrade the arms and armor of each member of the group from the Lord's armory at his castle estate.

15 A SIMPLE THING

Your group has come back to the city after a long quest and you all are tired, dirty, and in need of a long rest. As you move through the city streets, a band of ruffians pushes through your group. You all think nothing of it, until you get back to where you live. You each find a note on your beds.

If you want your things returned

to you come and talk to

the Dodger down at the docks.

To your horror, you each discover a very valuable item has been stolen from you. Rushing down to the docks, you discover the head of the thief's guild at an inn. He tells you about a tower in the city that hadn't had anyone come in or out of it for months. He'd sent a few of his really good people into the tower and they didn't come out. The Dodger has a reputation to maintain. He wants you all to go into that tower and discover what happened to his people. He wants it done now. All of your things are on a table. He gives them back to you. He says his people can always

take them back if you all don't do what he politely asks. He realizes you are all just back from a quest. He offers to heal any wounds you fight have and even offers each one of you a healing potion as partial payment for entering the tower. He doesn't care what you take when you are in there; he just wants to know what happened to his people.

16 A BAD DAY FOR THE GIANT

The group is traveling down the King's road, in the wilderness. The glint of metal attracts your attention and you see a shiny, new copper coin on the road. You go and pick it up only to see two equally shiny silver pieces in the grass at the side of the road. Amazed, but pleased with your luck, you notice a gold piece in the middle of a deer trail. Way off in the distance, you see a moving figure. The character must be five hundred yards away, but still looks large. It must be a giant. On his back is a large sack and you know you just saw a bit of shiny metal leak out of the bottom of the sack. You don't much want to fight with a giant, but you have no problem picking up things from a ripped bag. You move along the deer trail and notice several other copper coins. You can't help but hope that the sack had treasures that are more interesting.

17 A RELATIVE PROBLEM

In thirty days, your brother will be hung in the middle of town for a crime he didn't commit. He and his long-time partner went into the wilds a few months ago and your brother came back with a huge chest filled with treasure. The relatives of your brother's partner claimed foul play and had important enough connections in the town to bring your brother before the magistrate. He was sentenced to death. He contacted you to help him out. He gives you a map to a hidden tower in the mountains. He says you will find evidence of how the partner died there, but you'll find lots of magical traps and trouble there as well. He begs you to hurry as he explains that it takes at least five days to get there on fast horses.

18 JUST LIKE IT WAS YESTERDAY

Arrows rush at you from the tower. Your group makes its way there and you bash open the door. There are guards in the lower chamber and you fight for your life. During the battle, you discover traps and some unusual treasure. No one has come down from the second level to help their comrades so you charge up the stairs only to trip more traps and some of your friends die in the process. This doesn't stop you and once again, you meet guards. This time they are tougher and fight better than the ones on the first floor. You are barely able to defeat them. On this level, you discover amazing magical treasures as well as some more deadly traps. Your group decides to retreat, as you don't think you could survive another battle and it looks like the third level would be the toughest fight yet. As you're leaving the tower, more arrows fly at you from the third level.

You wake up suddenly. The tower of your dreams is on a hill, several miles in the distance. You go into the town market and inquire on the cost of several pavis. There are several other pieces of equipment you want to purchase to help you if your dreams are true ones.

19 IMAGES APPEAR SMALLER THAN YOU THINK

You've broken into a place of wizards. There are many magical things about, but the one that attracts your attention is the model of a tower on a glowing table. The model shows three levels of a tower and there are tiny figures on each level. You seem to be looking at the representation of an orc tower filled with guardian orcs. At the top level, you see a wizard and several powerful looking orcs. One of your party makes the mistake of touching the magical thing. A huge burst of green light blinds you.

As your paws leave your eyes, you realize that you are Gror-org the orc clan chief. The tower is about to be attacked by human clerics and their followers. You must order the defense. You strongly suspect that if you die in this new form, your old body is as good as dead as well. There will be time later to try and figure out how to reverse this mess, but for now you have to live and that means fighting clerics.

20 MIRROR MIRROR ON THE WALL, WHAT THE HECK ARE YOU?

Your party discovers a mirror behind a tapestry. It's a large device and at first all you see is your image. Then a room appears as the image of the mirror. The device takes on an odd golden glow. Naturally, you reach out your hand and your hand goes through. You pull it back quickly. On the other side of the mirror, you see a table that seems to be filled with crystal potion bottles. As you look longer, you see wizard's things. Should you try to rush in and rush out? Should you take a large force into the mirror and see what type of fight happens?



PART III: NON-PLAYER CHARACTERS

The following is a list of non-player characters and creatures, each with its own unique number. The referee uses these numbers to pick the characters and creatures to fill a tower and puts their unique numbers on the mapping page of the tower. Then it's a simple matter to figure out what the PCs will be dealing with as they explore the tower. It's not necessary to only place humans in a tower. One can mix and match keeping in mind the danger of a monster eating the other NPCs of that level. Think of themes as you design your towers. With the material given a referee can easily put together a rogue tower or an undead tower or a tower filled with treasure and only a few traps to guard it (yeah, right.)

LOW-LEVEL HUMANS (1ST-3RD LEVEL)

ASSASSINS

- 1) **TANIN DELENTA (NEUTRAL EVIL)**, 3rd level: HP 13, AC 11, Primary Attributes: dex, int, wis. He uses padded armor, a +1 shillelagh (1d6 +1), and an amulet that disguises alignment as neutral.

Tanin delights in disguising himself as a lawful good cleric. He commonly hires himself to lawful people with an aim to kill the best of those around him.

- 2) **ASSASSIN BODYGUARDS X4** (neutral evil), 3rd level: HP 12, 11, 10, 10, AC 12, Primary Attributes: dex, int, wis. They use a leather coat, shield, and a special cudgel with its head filled with lead to make the weapon deadlier (1d6 +2). Each wears an amulet that disguises alignment as neutral.

BARBARIANS

- 3) **BARBARIAN SPEAR SQUAD X8** (chaotic neutral), 1st level barbarian: HP 9, AC 12, Primary Attributes: str, wis, dex. They use leather armor, long spear (1d8) and a short sword (1d6). This squad rides light warhorses into battle: HD 3d12, HP 21, AC 12, two hoof attacks for 1d4/1d4.

These men often hire themselves out to work in towers or cities fearing an attack.

- 4) **BARBARIAN AXE TROOPS X10** (chaotic good), 2nd level barbarian: HP 19, AC 12, Primary Attributes: str, wis, dex. They use studded leather armor, piercing axe (1d8 +1), and dagger (1d4). These troops ride to battle on light warhorses: HD 3d12, HP 21, AC 12, two hoof attacks for 1d4/1d4.

These troops are best used against knights who are mounted or walking.

- 5) **BARBARIAN LONG BOWMAN X15** (neutral good), 1st level Barbarian: HP 8, AC 12, Primary Attributes: physical. These troops use a pot helm for armor, fire a long bow (1d6) and use throwing daggers (1d4) for close melee.

This type of archer is one of the most common mercenary warriors to be found.

- 6) **BARBARIAN SHIELDMEN X10** (lawful good), 2nd level Barbarian: HP 14, AC 15, Primary Attributes: phys-

ical. They wear leather armor, a large shield with a special feature allowing it to hook to other shields for greater protection, a battle axe (1d8) and throwing daggers (1d4).

These are all experienced fighters who have worked together for a long time.

FIGHTERS

- 7) **PETER BOWSTRING** (neutral), 2nd level fighter: HP 12, AC 13, Primary Attributes: str, dex, con, laminar leather and long bow (1d6) with broad sword (2d4).

Peter attacks with his bow for as long as he can and then enters battle with his sword.

- 8) **NIGEL CROPSON** (neutral good), 3rd level fighter: HP 21, AC 18, Primary Attributes: str, con, dex. He wears plate mail and a shield and uses a long sword (1d8) and a +2 dagger (1d4 +2).

Nigel likes working caravans and has his own tower, in the town where he lives. He surrounds himself with spell casters because he's very curious about magic in all of its forms.

- 9) **RICHARD STAFFER** (neutral good), 3rd level fighter: HP 22, AC 20, Primary Attributes: str, con, dex. He uses full plate mail, a large shield, and a long sword (1d8).

Richard is a reliable guard who often gets assigned the night watch because his officers know he won't go to sleep on them.

- 10) **4 GUARDS** (chaotic good), 3rd level: HP 14, 13, 10, 11, AC 14, Primary Attributes: str, dex, con. They each have a bronze breastplate, halberd (1d10), and short sword (d6).

The guards are trained to come at an enemy sporting a wall of halberds. Once the battle has closed, they draw their swords.

- 11) **MEN-AT-ARMS X5** (neutral), 3rd level fighter: HP 20, AC 15, Primary Attributes: physical. They each use a chain shirt and shield, a Morningstar (2d4) and a dagger (1d4).

Men-at-arms work cheap if they are fed and have beds every day.

- 12) **CROSSBOW SQUAD X5** (lawful good), 2nd level fighter: HP 14, AC 18, Primary Attributes: physical. They each use a leather coat, a pavis, a heavy crossbow (1d10), and throwing axes (1d6).

These experienced squads charge five times the normal rate for their services.

- 13) **MOUNTED MEN-AT-ARMS X5** (neutral), 2nd level fighters: HP 13, AC 14, Primary Attributes: physical. They each use a mail shirt, shield, light lance (1d6), and a scimitar (1d6).

These are all young men and the second and third sons of merchant houses. They have good equipment, but they are liable to charge off in the wrong direction.

- 14) **MILITIA TROOPS X10** (chaotic neutral), HP 1, AC 11, and spear (1d6). These are quick pickings from the surrounding countryside and they are not expected to fight against battle-hardened enemies.

24 CASTLES & CRUSADES

- 15) **PIKE SQUAD X20** (neutral), HD 1d8, HP 5, AC 13, Primary Attributes: physical. These troops wear leather armor, leather coifs, and use pikes (1d6).

PRIESTS

- 16) **CLERICAL SQUAD OF PRIESTS X7** (chaotic neutral), 1st level clerics: HP 4, 4, 4, 3, 3, 2, 2, AC 13, Primary Attributes: wis, int, cha. They each have padded armor and an oaken staff (1d6). Clerical spells: Oth-3, 1st-1.

The squad is well trained but will retreat when two or more of the squad are killed.

- 17) **CLERICAL SQUAD OF PRIESTS X4** (lawful evil), 2nd level clerics: HP 6, 6, 5, 4, AC 14, Primary Attributes: wis, int, cha. They each have a mail shirt, and a maul (1d10). Clerical spells: Oth-4, 1st-2.

The squad is well trained and fights to the last man.

- 18) **CLERICAL SQUAD OF PRIESTS X3** (neutral good), 3rd level clerics: HP 16, 16, 15, AC 10, Primary Attributes: wis, int, cha. They each use clerical clothing and a cudgel (1d6 +1). Clerical spells: Oth-4, 1st-2, 2nd-1.

The squad has orders to stand and fight whenever there is trouble. They are not likely to run from a battle.

- 19) **CLERICAL SQUAD OF PRIESTS X5** (chaotic evil), 3rd level clerics: HP 15, 15, 14, 9, 8, AC 15, Primary Attributes: int, wis, cha. They each use steel breastplate and a morningstar (2d4). Clerical spells: Oth-4, 1st-2, 2nd-1.

These clerics are all attack and no defense and pile on any enemies they see.

RANGERS

- 20) **PETER TOWNSON** (chaotic good), 3rd level ranger: HP 21, AC 16, Primary Attributes: str, dex, wis. He wears studded leather, a +3 ring of protection, and uses a long sword (1d8) and a dagger (1d4).

Peter works best in the swamps around a community. Orcs and goblins in the area greatly fear him and his sword.

ROGUES

- 21) **BANDIT CUTTHROATS X5** (lawful evil), 1st level rogues, HP 4, AC 13, Primary Attributes: str, dex, int. They use leather armor, short swords (1d6) and throwing daggers (1d4).

These are cheap fighters and won't stay if their numbers are reduced below half.

- 22) **BANDIT BRIGANDS X5** (chaotic evil), 2nd level rogues, HP 7, AC 14, Primary Attributes: str, dex, int. They use a chain shirt, spear (1d6), and a belt throwing axe (1d6).

These bandits have some skills with boats and sailing ships and can be seen on the coasts.

- 23) **BANDIT HEAVY HITTERS X8** (chaotic evil), 3rd level fighters, HP 18, AC 16, Primary Attributes: str, con, dex.

They wear a full chain suit and use mauls (1d10) in battle.

They aren't meant to run fast, they are meant to hit hard and take down powerful enemies.

- 24) **JANICE "THE MASTIFF" SMITH** (lawful evil), 6th/3rd fighter/rogue: HP 36, AC 13, Primary Attributes: str, dex, int. She uses +2 padded armor and a shillelagh (1d6).

Janice is a master at training dogs. At any given time, she has two to four large war dogs around her waiting for orders to attack.

SPELL CASTERS

- 25) **ORVIL O' THE HEIGHTS** (neutral), 3rd level wizard: HP 8, AC 13, Primary Attributes: int, wis, dex. He uses a staff (1d6) and has a +3 ring of protection. He has the following wizard spells: Oth-4, 1st-3, 2nd-1.

Orvil is a great horseman and is able to scout with unusual skill for a wizard.

- 26) **WIZARD GUARDS X5** (neutral good), 3rd level wizards: HP 5, 4, 4, 4, 3, AC 10, Primary Attributes: int, dex, wis. They are wearing wizard robes and use darts (1d3) when they are not casting spells. They have the following wizard spells: Oth-4, 1st-3, 2nd-1.

These are expensive guards, but rich fighters and clerics often hire such groups to protect against attackers with spells.

- 27) **RED O' THE FLAME** (lawful evil), 3rd level wizard: HP 9, AC 12, Primary Attributes: int, dex, con. He uses a +2 ring of protection, a wand of fireballs, three scrolls with numerous fire spells on them, and a +3 flame dagger (1d4 +3 fire damage) that returns to his hand after striking a target. He can use the following wizard spells: Oth-4, 1st-3, 2nd-1.

Red likes to burn things and often leaves an area after it is all burnt to the ground.

MIDDLE-LEVEL HUMANS (4TH-8TH LEVEL)

ASSASSINS

- 28) **DEATH SQUAD X2** (lawful evil), 5th level assassins: HP: 20, 21, AC 12, Primary Attributes: dex, int, wis. The pair dress as commoners using +2 rings of protection, a set of four poisoned daggers (1d4 plus a save vs. poison), and amulets that disguise alignment as neutral.

The Death Squad is an expensive hit team that hires themselves out for double the normal kill rates. They have a reputation for never missing a target. They often hire themselves out cheap to work at a tower where they know there is going to be a combat.

- 29) **JOHNNY LIGHTFINGER** (neutral evil), 7th level assassin: HP: 28, AC 14, Primary Attributes: dex, int, wis. He uses leather armor, a +3 ring of protection, four poisoned throwing daggers (1d4 plus save vs. poison), a +2 long sword (1d8 +2), and an amulet that disguises alignment as neutral.

Johnny disguises himself as a fighter type and frequently hires out to towers owned by fighters to study their ways.

BARBARIANS

- 30) ALEX TORCHBEARER** (chaotic good), 4th level barbarian, HP 36, AC 13, Primary Attributes: con, str, dex. The barbarian wears leather armor and uses a maul (1d10) and a +3 long bow (1d6 +3).

Alex is determined to fight every type of giant that exists.

- 31) BARBARIAN BAND OF BROTHERS X5** (neutral good), HD 4d12, HP 30, AC 20, Primary Attributes: con, dex, cha. This band uses enchanted +3 studded leather, +3 great helms, +2 long bows (1d6), +2 arrows, and +3 mauls (1d10 +3).

The brothers are famous for defending villages against large numbers of goblins and orcs. Elves have come to learn their styles.

- 32) JOHN O' THE HAMMER** (chaotic good), HD 6d12, HP 50, AC 17, Primary Attributes: con, int, cha. John wears a breastplate and uses a famous hammer called the Bolt (1d10 +4). When John is driven to less than nine hit points the hammer starts casting lightning bolts that does an additional ten points of damage per successful strike.

- 33) BARBARIAN CHIEF** (lawful neutral), 7th level barbarian: HP 59, AC 17, Primary Attributes: str, con, dex. He uses scale mail, a shield, a +3 battle axe (1d8 +3).

If there are two or more barbarians in an area, one of them is going to be a chief.



- 38) HIGH PRICED GUARDS X5** (lawful good), 5th level fighters: HP 30, 30, 29, 28, 27, AC 13, Primary Attributes: str, con, cha. They wear ring mail and use mauls (1d10) in battle.

Only the richest of employers can afford to use these well-trained veteran fighters.

- 39) MAX TENEN** (neutral), 6th level fighter: HP 36, AC 20, Primary Attributes: str, con, cha. He wears full plate, a +1 shield, and a +3 scimitar (1d6 +3).

- 40) CAPTAIN ALLAN LIGHTHORSE** (neutral), 8th level fighter: HP 48, AC 21, Primary Attributes: str, con, dex. He uses +2 magical splint mail, a +2 shield, and a +2 long sword (1d8 +2).

A veteran of many wars, the Captain has retired and lives quietly now in a tower of his own.

- 41) PETER GODSON** (lawful neutral), 7th level fighter: HP 49, AC 12, Primary Attributes: str, con, cha. He wears padded armor and a shield, using a heavy pick (1d8).

Peter is an expert at fighting enemies in armor and receives a +3 in dealing with such foes.

- 42) BAND OF BRAVOS X5** (chaotic evil), 5th level fighters: HP 30 x5, AC 11, Primary Attributes: str, con, dex. These fighters use leather armor, wolf spears (1d8), and throwing axes (1d6).

The bravos are bands of cheap killers who work for half the normal prices of a fighter. Only the hand of a strong commander can possibly keep them in line.

- 43) LYLE DONNER** (lawful good), 8th level fighter: HP 56, AC 19, Primary Attributes: str, con, dex. He uses full plate mail, a +1 shield and is skilled with a horse lance (1d8), and a long sword (1d8).

FIGHTERS

- 34) RENARD SPEARSON** (lawful neutral), 4th level fighter and trained bodyguard: HP 28, AC 17, Primary Attributes: str, con, dex. He uses chain mail, shield, broad sword (2d4), and dagger (1d4).

Renard is a highly successful bodyguard who has never failed to protect his employer.

- 35) FIGHTER GUARDS X5** (neutral good), 4th level fighters: HP 24, AC 12, Primary Attributes: str, con, dex. They use leather armor and mauls (1d10) in battle.

The guards are hired out to increase the defense of a town or tower. They are veterans and won't run at the first sign of trouble.

- 36) LENORD ATWOOD** (chaotic evil), 4th level fighter: HP 25, AC 19, Primary Attributes: str, con, dex. He wears full plate mail and uses numerous daggers. Lenord has taken the fine art of dagger throwing to its highest art form. He normally carries fifteen throwing daggers on his person (1d4) and tries to kill his foes with several thrown daggers. When forced to melee he uses two short swords (1d6) at the same time.

- 37) DAN SWORDSON** (chaotic neutral), 5th level fighter: HP 33, AC 16, Primary Attributes: str, con, cha. He uses a coat of plates, shield, and a +3 heavy war hammer (1d8 +3).

Dan hires himself out to war bands that are fighting evil. His hammer is famous and he has no problems getting work.

Lyle usually hires out as the captain of a group of fighters. He hates orcs and goblins, never retreating from that type of battle.

- 44) MOUNTED KNIGHTS X5** (chaotic neutral), 8th level fighters: HP 39, 38, 33, 33, 33, AC 16, uses a coat of plates, shield, heavy lance (1d8), and a morningstar (2d4).

These are trained fighters with the deadly ability to blast through a line of foot troops.

ROGUES

- 45) JOHN DEESLEY** (lawful neutral), 1st/4th level clerical/rogue: HP 12, AC 15, Primary Attributes: str, dex wis. He uses leather armor, a long sword (1d8) and a dagger (1d4).

John has become famous in the community as a cleric using his rogue skills to open locked passages to find pockets of evil.

- 46) ARNOLD WAYWARD** (lawful evil), 6th level rogue: HP 20, AC 12, Primary Attributes: con, dex, int. He uses leather armor, long sword (1d8), and a dagger (1d4).

Arnold often sets himself up as a bodyguard to catch other thieves harassing his employer.

- 47) TABITHA "THE KNIFE" DELANY** (neutral evil), 3rd/6th level cleric/rogue: HP 30, AC 12, Primary Attributes: str, dex, wis. She uses leather armor and a +2 cudgel with a weapon head of cold iron that does +4 vs. undead (1d6 +2/4).

Tabitha often poses as a healer and works the servant quarters of merchant towers looking for interesting things to take for her services.

- 48) BANDIT DAN TARKEN** (chaotic evil), 7th level rogue, HP 49, AC 16, Primary Attributes: str, con, dex. He uses +2 leather armor, a heavy crossbow (1d10), and a +1 shillelagh (1d6 +1).

Dan likes building towers near caravan watering spots and charging tolls for the right to drink. He stays in these towers until the merchants run him off.

- 49) DELLION "THE LOCKPICK" ARNT** (chaotic neutral), 8th level rogue: HP 36, AC 13, Primary Attributes: dex, int, con. He uses padded armor, a short sword (1d6), and he carries four throwing axes (1d6). Early in his career, he acquired a special set of enchanted lock picks and he's never come across a lock he couldn't open since that day.

Dellion makes a great deal of gold selling special locked chests to merchants. He then steals their keys so they have to pay him to unlock those chests.

- 50) JASON OF THE NORTH VILLAGE** (lawful evil), 8th level rogue: HP 32, AC 13, Primary Attributes: dex, int, cha. He uses a +3 ring of protection and his weapon of choice is a hand crossbow (1d4) and a set of five throwing daggers (1d4).

Jason is a second story man and delights in climbing buildings to gain entrance through an unlocked window.

PRIESTS

- 51) LEMON SNIVELER** (neutral evil), 4th level cleric: HP 24, AC 19, Primary Attributes: str, wis, cha. He uses plate mail, a shield, and a war hammer (1d8). He uses the following clerical spells: 0th-4, 1st-3, 2nd-2.

Lemon isn't happy unless he is working some evil plot to kill and destroy some type of fighter.

- 52) DANIEL WARDEN** (chaotic evil), 5th level cleric: HP 20, AC 11, Primary Attributes: wis, int, cha. He uses an ironwood staff (1d6) and padded armor. He uses the following clerical spells: 0th-4, 1st-3, 2nd-2, 3rd-1.

Daniel is a coward and quick to run from a difficult battle.

- 53) TARLEN SET** (neutral evil), 6th level cleric: HP 29, AC 16, Primary Attributes: int, cha, wis. He uses a maul (1d10) and wears banded mail. He uses the following clerical spells: 0th-5, 1st-3, 2nd-3, 3rd-2.

Tarlen hates mages and attacks them first in any given battle.

- 54) ALEX DANEN** (neutral good), 7th level cleric: HP 31, AC 10, Primary Attributes: wis, int, cha, clerical clothing and Oak staff (1d6). Clerical spells: 0th-5, 1st-4, 2nd-3, 3rd-2, 4th-1.

Alex is quick to attack and strike out at wrong doers.

- 55) LAWRENCE WARD** (chaotic good), 2nd/7th level fighter/cleric: HP 35, AC 19, Primary Attributes: str, wis, cha. He wears full plate mail and a shield, using a morningstar (2d4). he can cast the following clerical spells: 0-5, 1st-4, 2nd-3, 3rd-2, 4th-1.

Famous in the community as a leader to be trusted, he's fond of joining crusades to save towns and people from evil.

- 56) TYANA RINER** (chaotic evil), 8th level cleric: HP 37, AC 15, Primary Attributes: int, wis, cha. She uses a Morningstar (2d4) and wears a steel breastplate. He uses the following clerical spells: 0-5, 1st-4, 2nd-3, 3rd-3, 4th-2.

Tyana likes to hang back and toss clerical spells at enemies instead of entering into a melee.

RANGER

- 57) SYLVA FOREST** (chaotic good), female, 7th level ranger: HP 49, AC 14, Primary Attributes: str, con, dex. She uses studded leather, shield, crossbow (1d10) and long sword (1d8).

Lady Sylva works as a guide for the darkest forests in the land.

- 58) PHILIP O' THE BOW** (neutral good), 5th level Ranger: HP 25, AC 18, Primary Attributes: str, int, wis. He uses bracers of defense AC 12, a +2 long bow (1d6 +2), +2 arrows x15, long sword (1d8), throwing daggers (1d4) and a cloak of the woodland.

Philip hates orcs and travels far and wide to hunt them down.



SPELL CASTERS

58) WILLIS O' THE TOWER (*lawful neutral*), 4th level wizard: HP 9, AC 10, Primary Attributes: int, wis, cha. He wears wizard robes and uses throwing daggers (1d4). He uses the following wizard spells: Oth-4, 1st-3, 2nd-2.

Willis works as a guard and his skill is seeing invisible beings.

60) FREDRICH O' MONMOUTH (*lawful good*), 6th level wizard: HP 13, AC 13, Primary Attributes: int, wis, cha. He uses a +3 ring of protection, baton of paralysis, and a +1 dagger (1d4 +1). He uses the following wizard spells: Oth-5, 1st-3, 2nd-3, 3rd-2.

Fredrich is searching for powerful magic items, and gladly joins any adventurer group looking for dungeons to explore.

61) ENDER BIRDCLAW (*chaotic evil*), 7th level wizard: HP 13, AC 16, Primary Attributes: int, wis, dex. He uses a +3 ring of protection, wand of polymorph, and a +3 dagger (1d4 +3). He casts the following spells: Oth-5, 1st-4, 2nd-3, 3rd-2, 4th-1.

Ender delights in attacking clerics of all types. Fighter types often hire him when they know there will be enemy clerics about.

62) EVILEN O' THE LAKES (*chaotic good*), 8th/6th level wizard/illusionist: HP 16, AC 20, Primary Attributes: dex, int, wis. She uses a +5 ring of protection, a +3 cloak of displacement, a fully charged wand of cold, and boots of levitation. Evilen can cast the following wizard spells: Oth-5, 1st-5, 2nd-4, 3rd-4, 4th-3, and the following illusionist spells: Oth-5, 1st-5, 2nd-4, 3rd-3.

Evilen explores dungeons in her free time and works for rich clerics as a bodyguard, normally. She's an expert at magical trap construction and is capable of placing many traps in a tower.

HIGH LEVEL HUMANS (9TH +)

ASSASSINS

63) LILY DIAMOND (*chaotic evil*), 9th level assassin: HP 36, AC 17, Primary Attributes: dex, int, cha. She uses a +1 ring of protection, +1 studded leather armor, an amulet that makes her appear as a neutral being, a magical mask of disguises, and two short swords (1d6).

Lily is still working on her craft and often hires herself out as a fighter to learn the way of clerics and wizards. She often works for lawful types, trying to understand them and their reactions.

64) RAN DONNER (*neutral evil*), 10th level assassin: HP 40, AC 18, Primary Attributes: dex, int, wis. He uses a +1 ring of protection, +2 leather armor, an amulet that makes him appear as a neutral being, five applications of vanishing powder, and a +2 long sword (1d8 +3).

Ran is a poor assassin and often gets kicked out of towns when he bumbles an assignment.

65) ELISSA DARKHEART (*neutral evil*), 14th level assassin: HP 56, AC 19, Primary Attributes: dex, int, cha. She uses a +5 ring of protection, +3 leather armor, an amulet that makes her appear as a neutral being, a ring of invisibility, a rope of obedience, two +3 short swords (1d6 +3).

Elissa is the leader of a large group of killers. She can be found if characters ask in the local taverns if there are any assassins in the city.

FIGHTERS

66) PETER DEAN ANDERSON (*neutral*), 10th level fighter: HP 63, AC 21, Primary Attributes: str, dex, con. He uses a brigandine, a shield, and +6 bracers of defense. He favors a light mace (1d6) in battle.

Peter hires himself out as the commander of guards in towers and castles. He has a group of experienced fighters who travel with him from place to place.

- 67) ALLAN O' THE DALE** (lawful neutral), 11th level fighter: HP 68, AC 21, Primary Attributes: str, dex, con. He uses +1 coat of plate, a +2 shield, a +3 long sword (1d8 +3), and gloves of dexterity +2.

Allan is a very mild-mannered man and one would never know to look at him, that he was a deadly fighter. Often challenged to duels, when his challenger saw Allan in his full battle gear, the challenger often surrendered without striking a blow.

- 68) GUILD MARSHAL ALLAN O' THE GREEN VILLAGE** (neutral), 12th level fighter: HP 70, AC 21, Primary Attributes: str, dex, wis. He uses a +4 mail hauberk, a +2 ring of protection, an enchanted +3 long bow (1d8 +3), and a maul (1d10).

The Guild Marshal is in charge of assigning tasks to the local fighters in the area. He is very capable of putting to work new fighters who have just come into the city and haven't even signed up for the guild as yet.

- 69) JAMES "KNUCKLES" ARK** (lawful neutral), 12th level fighter: HP 90, AC 30, Primary Attributes: str, con, dex. He uses a +3 ring of protection, +3 plate mail, +3 shield, a ring of spell turning, and a +4 broad sword (2d4 +4). At any given time, he has 10,000 gold in cut gems on his person.

James is an enforcer type for all the guilds in the city. He's paid to make influential characters pay their debts.

- 70) HANS "THE SPEAR" JOLOVSON** (neutral evil), 13th level fighter: HP 72, AC 21, Prime Attributes: str, dex, wis. He wears unusually light +3 plate mail designed by gnomes. He has a +4 spear of the giants doing extra damage when piercing giant flesh (1d8 +4/2d8 +8 vs. giants). For melee, he uses a +1 bastard sword (1d10 +1).

Hans is famous in the area for killing monsters and enjoys being hired to go adventuring into the wilds hunting such creatures.

- 71) JOHN SWORDSON** (lawful good), 14th level fighter: HP 76, AC 25, Primary Attributes: str, dex, int. He uses finely-crafted enchanted +3 plate mail, with a +3 shield and a +3 long sword (1d8).

John trains fighters and at any given time has a group of 2d4 middle-level fighters around him at all times. When he knows he's going to fight monsters he drops his shield and pulls out a +4 battle axe (1d12) he's unusually fond of. In his quarters, John has the mounted head of a red dragon he killed with his axe.

PRIESTS

- 72) JOHN TERIN** (neutral good), 10th level cleric: HP 48, AC 11, Primary Attributes: wis, int, cha. He uses an obsidian staff (1d6 +2) and wears padded armor. He uses

the following Clerical spells: 0th-5, 1st-4, 2nd-4, 3rd-3, 4th-3, 5th-2.

John is a calm man, able to deal with large crowds and angry creatures. He's a good leader and his men are likely to stay around him instead of fleeing a battle.

- 73) PETER LIGHT** (lawful good), 10th level cleric: HP 50, AC 22, Primary Attributes: str, wis, cha. He uses +2 plate armor, +2 shield, and a +4 heavy mace that strikes with a bright light every time it hits (1d8 +4).

Peter intends to bring light into all the areas of darkness in the land.

- 74) DONALD RINER** (chaotic evil), 11th level cleric: HP 49, AC 15, Primary Attributes: str, wis, cha. He uses a morningstar (2d4 +2) and wears a steel breastplate. He uses the following clerical spells: 0th-6, 1st-5, 2nd-4, 3rd-4, 4th-3, 5th-2, 6th-1.

Donald maintains a style of patience, but is quick to kill enemies in battle.

- 75) DORCUS SHREW** (chaotic neutral), 11th level cleric: HP 46, AC 13, Primary Attributes: wis, int, cha. She uses a cold iron staff (1d6 +2) and wears a +2 ring of protection and padded armor. She uses the following Clerical spells: 0th-6, 1st-5, 2nd-4, 3rd-4, 4th-3, 5th-2, 6th-1.

Dorcus delights in attracting the attention of lawful males and killing them when they are asleep.

- 76) MALEN DARKWATER** (lawful evil), 14th level cleric: HP 69, AC 18, Primary Attributes: wis, int, cha. He uses splint mail and a long spear (1d8 +3), and a ring of invisibility. He uses the following Clerical spells: 0th-6, 1st-5, 2nd-5, 3rd-4, 4th-4, 5th-3, 6th-3, 7th-2.

Malen is an able fighter, battling the most powerful of enemies in any given combat.

RANGERS

- 77) THE RED ARCHER** (neutral), 11th level ranger: HP 71, AC 14, Primary Attributes: str, con, dex. He uses studded leather, cloak of the chameleon, an enchanted +3 composite long bow (1d8 +3) and long sword (1d8).

The Red Archer's forest skills are such that his enemies rarely see him before they have two arrows in their chest.

ROGUES

- 78) MORT "DAGGER" SPEARSON** (neutral evil), 9th level rogue: HP 38, AC 12, Primary Attributes: dex, int, cha. He wears leather armor and uses a long sword (1d8) plus six throwing daggers (1d4).

Mort is a huge fan of backstabbing his prey. He often disguises himself as the third son of a foreign merchant and hires himself out in merchant-owned towers and merchant caravans.

- 79) PETER "THE CLIMBER" WALLERD** (neutral evil), 6th/9th level fighter/rogue: HP 58, AC 17, Primary Attributes: str, dex, int. He has ten applications of invisibility

dust, bracers of defense AC 17, a belt of strength +6, a +2 cudgel (1d6 +2), and five throwing daggers (1d4).

Peter works out of merchant towers as he constantly hires himself out as a fighter and determines what needs to be stolen in the towers where he works.

- 80) ROGUE GUARD DETAIL X6** (neutral), 10th level thieves: HP 36, 35, AC 12, Primary Attributes: str, con, dex. They use leather armor and short swords (1d6).

These are veterans highly skilled in spotting other thieves. They are hired by the rich to keep thieves out of their towers and mansions.

- 81) THOMAS "THE PLANNER" JONES** (lawful evil), 10th level rogue: HP 43, AC 13, Primary Attributes: dex, int, wis. He uses ring mail and a short sword (1d6) in close combat. For ranged attacks, he has a +3 sling (1d4 +3).

Thomas is an Upright Man who delights in ambushing his foes. He often disguises himself as a cook and hires out to towers of clerics and mages to learn their ways.

- 82) CUT PURSE** (lawful evil), 11th level rogue: HP 44, AC 13, Primary Attributes: dex, int, wis. He uses enchanted +2 leather armor, a +2 broad sword (2d4 +2), a +3 dagger (1d4 +3), and a ring of blinking.

Cut Purse is famous for the 'clutch and grab' that nets him all the coins in a victims pouch. His enchanted dagger gives him a huge advantage in thieving. Even the Royals of a city have hired him to take a thing or two from other Royals.

- 83) ED "UPRIGHT MAN" DAGGER** (lawful evil), 12th level rogue: HP 42, AC 12, Primary Attributes: dex, int, wis. He constantly wears leather armor and uses a Poniard (1d8).

Ed belongs to an experienced band of thieves calling themselves, "Upright Men." This group of commonly lawful evil thieves has sworn to take over all of the rogue organizations of all the cities on the continent. Those rogue bands they cannot control, they kill.

- 84) PERCY "THE CAT" DEANGELO** (neutral evil), 13th level rogue: HP 52, AC 15, Primary Attributes: dex, int, wis. He uses leather armor, armbands of the ape +3, ring of the chameleon, and ten throwing daggers (1d4).

Percy has become an expert at getting into towers without using the front door. He has been used several times by fighting groups interested in invading a tower.

- 85) DENILLA HOOKNIFE** (lawful evil), 14th level rogue: HP 59, AC 14, Primary Attributes: dex, int, cha. She uses a ring of protection +4, a cap of influencing, a cloak of nondescript appearance, a +3 long sword (1d8 +3), a +4 dagger (1d4 +4), and a ring of invisibility.

She always works to become the head of any rogue guild where she sets up shop. She delights in working in rich merchant towers where she checks out the riches of the tower for theft at her leisure.

- 86) DAREN O' THE DALE** (chaotic evil), 11th/14th level wizard/rogue: HP 47, AC 18, Primary Attributes: dex, int,



cha. He uses a +5 robe of protection, a lens of scrutiny, a wand of paralysis with 33 charges, and a poisoned dagger (1d4 that delivers an extra 4d6 points of damage if they don't make a poison save). He can cast the following wizard spells: 0th-6, 1st-6, 2nd-5, 3rd-4, 4th-3, 5th-2, 6th-1.)

Daren is hired by the rogue guild to help enter spell caster towers and castles.

- 87) DON O' THE STAFF** (neutral), 15th level rogue: HP 52, AC 15, Primary Attributes: dex, int, cha. He uses Laninan leather armor, a +2 ring of protection, and a +3 feather staff in battle.

Don delights in disguising himself as a beggar. When people treat him badly he follows them to their homes and takes their prized possessions in a night raid.

SPELL CASTERS

- 88) EAGLE** (lawful neutral), 9th level wizard: HP 29, AC 14, Primary Attributes: dex, int, wis. He uses a +1 ring of protection, a +1 cape of displacement, a flying carpet, a baton of power (1d10 with 15 charges), and a +2 dagger (1d4 +2). Eagle can cast the following wizard spells: 0th-5, 1st-5, 2nd-4, 3rd-3, 4th-2, 5th-1.

Eagle likes to fly, and in battle often goes above the combat to hurl down spells on his victims.

- 89) MIST** (neutral), 10th level illusionist: HP 27, AC 16, Primary Attributes: int, wis, cha. She uses a +4 magic robe, a wand of

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illusions, and a +3 dagger (1d4 +3). She casts the following illusionist spells: 0th-6, 1st-5, 2nd-4, 3rd-3, 4th-3, 5th-2.

Mist enjoys helping in the defense of a town or village and is very good at using spells to fool attackers. She has been successfully put to work for several decades and she owns towers in many towns and cities.

- 90) THE GRAY MAGE** (lawful neutral), 8th/16th level illusionist/wizard: HP 36, AC 23, Primary Attributes: int, wis, dex. He uses a +2 robe of protection, a +2 ring of protection, +8 bracers of defense, a cap of intuition, a ring of spell turning that adds a +4 to spell resistance and saving throws, a ring of the genie, and a staff of fire. He casts the following illusionist spells: 0th-5, 1st-5, 2nd-4, 3rd-3, 4th-2 and the following wizard spells: 0th-7, 1st-7, 2nd-6, 3rd-5, 4th-4, 5th-4, 6th-4, 7th-3, 8th-2.

The mage enjoys adventuring and sells his services to the highest-bidding questing party. Several times while he was out questing, his tower was broken into and each time the Gray Mage appeared and exacted a deadly price for the attempt at theft.

- 91) RODRIGO O' THE FIRE** (chaotic neutral), 10th level wizard: HP 28, AC 16, Primary Attributes: dex, int, cha. He uses a +3 ring of protection, +3 robe of protection, baton of surprising results, +3 darts of cavorting x12 (1d3), and a +3 dagger (1d4 +3). He casts the following wizard spells: 0th-6, 1st-5, 2nd-4, 3rd-3, 4th-3, 5th-2.

Rodrigo sells darts of cavorting and is an expert in their manufacture.

- 92) WREN O' THE ELEMENTS** (lawful good), 16th level wizard: HP 51, AC 18, Primary Attributes: int, wis, dex. He uses a +3 robe of protection, a +5 ring of protection, a staff +3 (1d6 +3), and a dagger +3 (1d4 +3). He uses the following wizard spells: 0th-6, 1st-6, 2nd-5, 3rd-5, 4th-4, 5th-4, 6th-3, 7th-3, 8th-2.

Wren delights in helping others by trading magic spells and abilities for gold. He's known far and wide as a useful character if you have enough gold.

- 93) THE BLACK MAGE** (neutral evil), 18th level wizard: HP 55, AC 23, Primary Attributes: int, wis, dex. He uses a +5 ring of protection, +8 bracers of defense, a staff of the wizard, and a +2 dagger (1d4 +2). He uses the following wizard spells: 0th-7, 1st-7, 2nd-7, 3rd-5, 4th-5, 5th-4, 6th-4, 7th-3, 8th-3, 9th-2.

The Black Mage is famous for performing services for magic items. He also pays top gold prices for magic of any type.

DEMI-HUMAN NON PLAYER CHARACTERS

DWARF

- 94) DIAMOND "THE HAMMER"** Sandstone (lawful neutral), 6th/7th level fighter/rogue: HP 37, AC 20, Primary Attributes: str, dex. He uses +3 splint mail, shield, a +1/+3 vs. orcs battle axe (1d8 +1/+3), four throwing axes (1d6).

Diamond is an amazing climber, and several times has climbed a cliff to attack a group from the rear.

- 95) DENLOR OF THE GRANITE CLAN** (neutral evil), 7th level fighter: HD 7d8, HP 42, AC 20, Primary Attributes: str, dex. He wears +2 dwarven plate mail, +2 dwarven shield, +3 javelin (1d4 +3), broad sword (2d4), and he wears a golden neck chain worth 1,000 gold.

Denlor is a deadly fighter and highly regarded as a bodyguard as long as the gold pieces keep flowing his way.

- 96) IRON OF THE HIGH MOUNTAIN CLAN** (lawful good), 8th level fighter: HP 60, AC 15, Primary Attributes: str, dex. He wears chain mail, uses a +3 two-handed battle axe (1d12 +3), a heavy crossbow (1d10 +3), he makes +3 crossbow bolts, and has a helm of invisibility.

Iron is a mercenary often hired by the towns when they know they are going to be attacked by bandits.

- 97) DWARF WARRIOR BAND X5** (lawful neutral), 3rd level fighters: HP 18 x5, AC 15, Primary Attributes: str, dex. They use a chain shirt, shield, a battle axe (1d8) and throwing axes (1d6).

These veteran fighters are always found with a dwarven leader of more than six levels.

- 98) DWARF MERCENARY CROSSBOWDWARVES X10** (neutral), 2nd level fighters: HP 12 x10, AC 20, Primary Attributes: str, dex. They use a breastplate and a pavis with heavy crossbows (1d10) and throwing axes (1d6) for close work.

These dwarves will work for anyone but evil employers.

- 99) DWARVEN PICK SQUAD X20** (lawful neutral), 4th level fighters: HP 26 x20, AC 12, Primary Attributes: str, dex. They use studded leather, a military pick (1d6) and light hammers (1d4) for close work.

These dwarves like working in cities and by fortified positions. Normally, they would leave a tower and fight in formation outside the walls.

HALFLING

- 100) ALE FLATBREAD** (chaotic neutral), 5th level fighter: HP 30, AC 15, Primary Attributes: str, dex. He uses leather armor, a shield, a +3 war hammer (1d8 +3), and a short bow (1d6).

Ale delights in guarding wagons filled with barrels of ale and beer. Rest assured those wagons will never be stolen, but they will be lighter arriving than when they left.

- 101) PETRA BEARBARREL** (neutral good), 4th/5th level fighter/rogue: HP 22, AC 14, Primary Attributes: str, dex. He uses specially-made hide armor, a +3 sling (1d4) and a +2 dagger (1d4 +2).

Petra is into stealing expensive wine and ale from the best collections in any given city.

- 102) BARLEYBURN OATS** (chaotic neutral), 3rd/5th level fighter/rogue: HP 16, AC 14, Primary Attributes: str, dex.

He uses leather armor, a +3 short sword (1d6 +3), and a short bow (1d6).

Barleyburr hires out as the commander of the security guards watching caravans pass through the mountains. He has a solid reputation for success and can get a hold of a good number of fighters to add to any band of warriors.

ELF

103) TOREL OF THE OAK CLAN (neutral good), 7th/7th level fighter/wizard: HP 35, AC 16, Primary Attributes: str, int. He uses scale mail, targ shield, long sword (1d8), long bow (1d6), and an elixir of healing (heals 4d4).

104) GOLD O' THE MOON (neutral good), 9th level druid: HP 45, AC 19, Primary Attributes: dex, wis. She uses a +3 leather armor, a +2 ring of protection, a +2 scimitar, and an enchanted dagger that glows when its within fifty yards of orcs or goblins (1d4). She uses the following druid spells: Oth-5, 1st-4, 2nd-4, 3rd-3, 4th-2, 5th-1.

Gold doesn't like humans much, but has often been forced to deal with them for quests of her own.

105) LION O' THE GREENWOOD (chaotic neutral), 9th level ranger: HP 50, AC 19, Primary Attributes: str, dex. He uses bracers of defense for an 18 armor class, a +1 ring of protection, a +1 long sword (1d8 +1), a long bow (1d6), and a set of ten +3 arrows. He can cast the following spells: Oth-2, 1st-1 and the following clerical spells: Oth-2, 1st-1.

Lion hunts the woods around human settlements and deliberately foils the attempts of human hunters looking for the larger game of the forest.

106) ELVIN ARCHER SQUAD X6 (chaotic neutral), 2nd level fighters: HP 12, AC 16, Primary Attributes: str, con. They use chain mail, a long bow (1d6), and a short sword (1d6). These archers are highly skilled and can be found in any group of 10 or more elves.

107) ELVIN SPEARMEN X6 (chaotic neutral), 2nd level fighters: HP 12, AC 13, Primary Attributes: str, con. They use chain mail, +1 long spear (1d8 +1), +1 long sword (1d8 +1) and +1 daggers (1d4 +1).

Skilled with spears, the forest doesn't slow them down a bit, as they move through the woods.

108) NINA VINE (neutral good), 7th/7th level fighter/wizard: HP 35, AC 16, Primary Attributes: str, int. She uses scale mail, a shield, a long sword (1d8), a long bow (1d6), and she has three elixirs of healing (4d4). She can cast the following wizard spells: Oth-5, 1st-4, 2nd-3, 3rd-2, 4th-1.

Nine is interested in human wizards and often hires herself out as a bodyguard to study them closer.

HALF-ELF

109) EMERALD GOLDENLEAF (neutral), 5th/6th level fighter/rogue: HP 30, AC 16, Primary Attributes: str, dex. She uses ring mail, a +3 ring of protection, and a long sword (1d8).

She favors her elf side the most and is able to deal with forests and nature at the same level as most elves. She rides

a griffon into battle and hires herself out as an expensive scout for warring armies.

110) ANN O' THE DELL (lawful neutral), 4th/6th/8th level fighter/wizard/rogue: HP 33, AC 14, Primary Attributes: str, int. She uses a +1 robe of protection, leather armor, and six +1 throwing daggers (1d4 +1). She uses the following wizard spells: Oth-5, 1st-4, 2nd-3, 3rd-2.

Ann quests for large animals of unusual size. She goes from forest to forest looking for such beasts. Often she builds wooden towers to scan the forests.

GNOME

111) EVOON UNDERHILL (lawful neutral), 4th/5th level fighter/rogue: HP 22, AC 14, Primary Attributes: str, dex. He uses leather armor, a cudgel (1d6), and a heavy crossbow (1d10).

Evoon really likes humans and finds them very funny. He often hires himself out as a bodyguard for humans who deal with nonhumans on a regular basis.

112) GINGER GRAVELHEAD (chaotic good), 6th/4th level illusionist/rogue: HP 37, AC 17, Primary Attributes: dex, int. He uses a +4 ring of protection, a hand crossbow (1d4), and a short sword (1d6). He uses the following illusionist spells: Oth-5, 1st-4, 2nd-3, 3rd-2.

Ginger likes a good battle and is often hired to counter spell casters in the enemy camp.

113) OLAF GRAVELPATCH (lawful neutral), 6th/7th level fighter/rogue: HP 36, AC 19, Primary Attributes: str, dex. He uses bracers of defense AC 16, a +3 short sword (1d6 +3), a throwing axe (1d6), and a +2 dagger (1d4 +2).

Olaf is a well-digger and never fails to strike water when he's paid to dig.

114) JUNA O' THE SPRING (lawful neutral), 5th/5th level cleric/fighter: HP 25, AC 19, Primary Attributes: str, wis. She uses banded mail, a +1 shield, a +2 mace (1d6 +2), and a holy symbol. She uses the following spells: Oth-4, 1st-3, 2nd-2, 3rd-1.

Juna is interested in learning about druids and often spends time with different druids in their groves.

115) GNOME WARRIOR SQUAD X6 (lawful neutral), 4th level fighters: HP 30, AC 14, Primary Attributes: str, wis. They wear breastplates, long spears (1d8) and short swords (1d6).

There is always one of these groups with any gnome cleric.

116) GNOME SLINGERS X10 (lawful neutral), 5th level fighters: HP 28, AC 14, Primary Attributes: str, dex. They wear chain mail, use slings (1d4) and short swords (1d6) in melee.

Most groups of gnomes have a band of slingers.

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- 117) GNOME MILITIA X20** (*lawful neutral*), HP 1, AC 11, they use a shield, and fight with several throwing hammers (1d4).

Gnomish militia members are tough when they are fighting around their homes and towers.

PART IV: MONSTERS

LOW-LEVEL MONSTERS (1ST – 3RD)

- 118) SATYR-FEY** (*neutral*), HD 3d8, HP 18, AC 15, Primary Attribute: physical. The satyr can physically attack with a head butt (2d4). This satyr has a +3 short bow and knows how to use it. He has a set of pipes for the sleep and fear effects. He uses his blend ability near the tower to inspect the party to see how he should react to them.

- 119) DRYAD-FEY** (*neutral*), HD 2d8, HP 15, AC 17, Primary Attribute: physical. This dryad has these special abilities: entangle, charm person, and sleep.

This dryad has the ability to move through her tower as if it was her oak tree.

- 120) PIXIE-FEY** (*neutral*), HD 1d4, HP 3, AC 16, Primary Attribute: physical. The Pixie uses spell-like abilities: polymorph self, permanent illusion, know alignment, confusion, dispel magic, dancing lights, detect thoughts, and sleep. Every pixie carries four of each type of special arrows: 1d4 +1 damage arrow, sleep arrow (save versus constitution to no effect), and memory loss arrow (save versus intelligence to no effect). These arrows are +4 to hit. The Pixie is invisible as long as it wants to be.

- 121) GRIG-FEY** (*neutral*), HD 1d4, HP 3, AC 18, Primary Attribute: physical. Missile attacks are with a dart (1d3) at a +3 to hit. Melee attacks are with a dagger (1d4) at a +3 to hit. Spell-like abilities include change self, entangle, invisibility, pyrotechnics, trip, and ventriloquism. Fiddle forces a charisma save or they dance and can do little else.

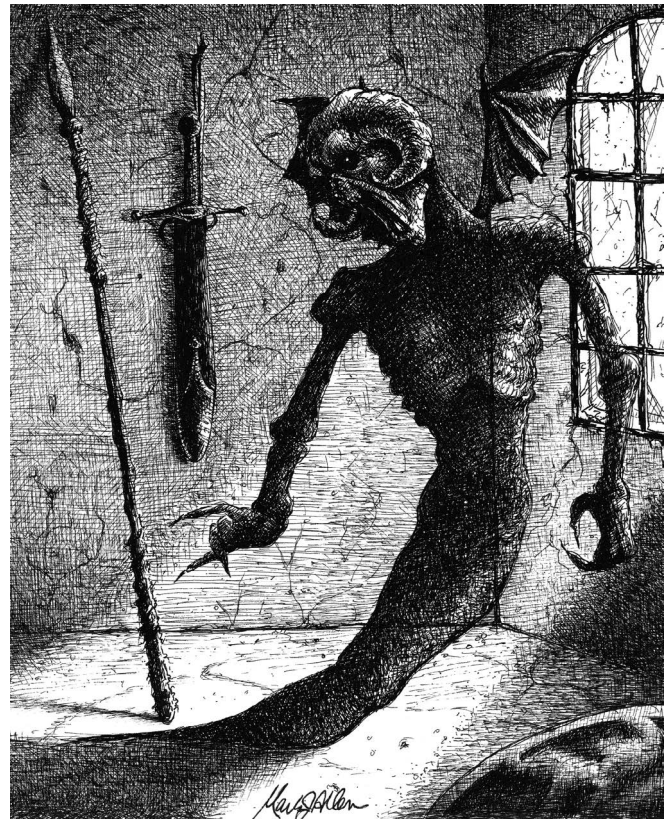
- 122) NIXIE-FEY** (*neutral*), HD 1d4, HP 3, AC 14, Primary Attribute: mental. This nixie uses a javelin (1d6) and then a dagger (1d4). The nixie starts by trying to charm a victim forcing them to make a charisma save.

This nixie wants to retreat into nearby water rather than do battle.

- 123) NYMPH-FEY** (*neutral good*), HD 3d6, HP 15, AC 17, Primary Attribute: mental. When a nymph concentrates, her beauty stuns a single male if they don't make their charisma save. Forced to do battle, a nymph will use druid spells: 0th-5, 1st-4, 2nd-3, 3rd-2, 4th-1.

- 124) ZOMBIE-UNDEAD** (*neutral evil*), HD 2d8, HP 14, AC 12, Primary Attribute: physical. The zombie attacks with a slam (1d8.) The zombie acts last in the round.

This zombie has acquired a taste for fighters and will attack them first.



- 125) SHADOW-UNDEAD** (*chaotic evil*), HD 3d12, HP 29, AC 13, Primary Attribute: physical. Special: only magical weapons strike their forms, a shadow touch drains 1 point of strength. Those lost points return in 1d4 turns if characters survive the attack. Blend allows the shadow to attack invisibly unless several bright lights are used to search for the creature.

- 126) SKELETON-UNDEAD** (*neutral*), HD 1d12, HP 10, AC 13, Primary Attribute: physical. This skeleton attacks with a two-handed sword (2d6). Slashing and piercing weapons only do half their normal damage.

This skeleton will follow the company until it is destroyed.

- 127) GHOUL-UNDEAD** (*chaotic evil*), HD 2d8, HP 15, AC 14, Primary Attribute: Physical. The ghoul attacks with 2 claws (1d3/1d3), and a bite (1d6). Special: when a ghoul hits the victim, they must make a strength save vs. paralysis. Failing the save paralyzes the victim for 1d4 +1 turns.

- 128) GOBLIN SERGEANTS X4** (*lawful evil*), HD 3d6, HP 10, AC 13, Primary Attribute: physical. They wear studded leather, shield, and use a morningstar (2d4).

There are always sergeants around the leaders of the goblins.

- 129) GOBLIN WARRIOR BAND X20** (*lawful evil*), HD 2d6, HP 11 x20, AC 14, Primary Attribute: physical. They are wearing studded leather, a shield, and short sword (1d6).

One band often follows a sergeant.

- 130) GOBLIN STRIKERS X10** (*lawful evil*), HD 2d6, HP 10, AC 15, Primary Attribute: physical. They wear breast-

plates and use war hammers (1d8) and hatchets (1d4).

These are the richest and usually the most experienced of goblin forces.

131) GOBLIN MILITIA X20 (lawful evil), HP 1, AC 15, Primary Attribute: physical. They wear bits and pieces of cast off armor and use spears (1d6) and daggers (1d4).

There will be many groups of militia in clans with a chief and a shaman.

132) ORC SPEAR SQUAD X10 (lawful evil), 1st level fighters: HP 4, AC 14, Primary Attributes: physical. They wear studded leather, shield, long spear (1d8) and a short sword (1d6).

These squads follow chiefs or shaman into battle.

133) ORC FLAIL SQUAD X5 (lawful evil), 2nd level fighters: HP 10, AC 14, Primary Attributes: physical. They wear studded leather, shield, use a heavy flail (1d10) and throwing daggers (1d4).

Squads like this are assigned to chiefs and shaman.

134) RAT SWARM X24 (neutral), HD 1d1, HP 1 x 24, AC 14. Primary Attributes: physical. Each rat attacks as a 2 HD monster. Their bite does 1 point of damage. Each bite forces a constitution save or the victim is diseased and suffers the loss of 1 HP per day until the disease is cured.

135) SPIDER SWARM X24 (neutral), HD 1d1, HP 2, AC 12. Primary Attributes: physical. Each spider flows down from the ceiling. Any spider bite shows no immediate damage, but in 60 seconds, a save vs. poison is rolled for. Those who fail take 1d6 poison damage. Those who make the save take 1d3 points of damage.

136) BUGBEARS X2 (chaotic evil), HD 1d10, HP 18, AC 16, Primary Attributes: physical. They wear chainmail and use bastard swords (1d10) and throwing hammers (1d4).

These creatures attack fighters first.

137) SPRIGGAN ATTACK GROUP X12 (chaotic evil), HD 1d8, HP 7, AC 17, Primary Attributes: physical. it uses two daggers (1d4/1d4), darts (1d4), Special: invisibility, confusion.

These creatures attack spell casters in an enemy group first.

138) SPRIGGAN WAR LEADER (chaotic evil), HD 2d8, HP 15, AC 17, Primary Attributes: physical. it uses two +1 tainted daggers (1d4 +1 and a save vs. poison or be slowed to half movement), darts (1d4 and a save vs. poison or be slowed to half movement), Special: invisibility, confusion.

The war leader delights in attacking with thrown darts and then working the edge of the enemy group trying to only use missile attacks for as long as possible.

139) MASSIVE GUARD DOG (neutral), HD 3d8, HP 24, AC 15, Primary Attributes: physical. It attacks with 1 bite (2d6 +3).

The dog follows its training and can sense invisible beings. It howls a warning before it attacks a foe. This dog has a heavy spiked collar making it impossible for other creatures to wound it in the neck.

140) GUARD DOG PACK X4 (neutral), HD 2d8, HP 15, 13, 12, 10, AC 13, Primary Attributes: physical. It attacks with 1 bite (2d4).

These dogs are trained to only take food from their master's hand. They will not be tricked into leaving their assigned guard area.

141) HOBGOBLIN SERGEANTS X5 (lawful evil), HD 3d8, HP 18, AC 15, Primary Attributes: physical. AT str 15, using a breast plate, a bastard sword (1d10, and a whip (1d2).

These troops surround their leader and constantly protect him during the heat of battle.

142) HOBGOBLIN ARCHERS X10 (lawful evil), HD 2d8, HP 10, AC 15, Primary Attributes: physical. AT str 15, wearing a breastplate, using a bow (1d6) and a short sword (1d6).

These are the first strikers in any hobgoblin battle.

143) HOBGOBLIN WARRIORS X20 (lawful evil), HD 2d8, HP 10, AC 15, Primary Attributes: physical. AT str 15, wearing a breastplate and using a voulge (2d4) and a short sword (1d6).

There are usually two of these groups when a chief and shaman are in the area.

144) KOBOLD GREAT WARRIOR GROUP X10 (lawful evil), HD 2d6, HP 8 x10, AC 13, Primary Attributes: physical. They wear ring mail, and use a spear (1d6).

These fighters do not flee a battle and take on the toughest fighters among their foes.

145) KOBOLD JAVELIN GROUP X10 (lawful evil), HD 1d6, HP 4, AC 13, Primary Attributes: physical, wearing ring mail and using javelins (1d6) for missile attacks and short swords (1d6) for melee.

Frequently, these are the first troops met by the enemy. They throw two sets of missiles and run to the back of the group.

146) KOBOLD SERGEANTS X5 (lawful evil), HD 2d6, HP 12, AC 13, Primary Attributes: physical, wearing ring mail and using spears (1d6) and short swords (1d6).

These leaders are the morale of the fighting group. When they are all killed the rest of the kobolds think seriously about retreating.

147) KOBOLD WARRIORS X10 (lawful evil), HD 1d6, HP 5, AC 13, Primary Attributes: physical, wearing ring mail and using a club (1d6 +1).

There are usually at least two of these groups when a chief and shaman are in the area.

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148) GNOLL AXEGNOLLS X15 (chaotic evil), HD 1d8, HP 7, AC 15, Primary Attributes: physical. They use ring mail and use two-handed axes (1d12 +2 because of their strength).

These gnolls are the elite fighters and never leave a battle until they have won or died.

149) GNOLL HALBERDIERS X10 (chaotic evil), HD 2d8, HP 10, AC 15, Primary Attributes: physical. These wear ring mail and use a halberd (1d10).

They are the most trained of all gnolls and are often hired out to other races to fight in their battle.

150) GNOLL SPEAR-GNOLLS X8 (chaotic evil), HD 2d8, HP 12, AC 15, Primary Attributes: physical. These wear ring mail, use a long bow (1d6), a long spear (1d8), and mauls (1d10) for close work.

Expertly trained, these gnolls gain a +1 to hit and do damage in melee.

151) GOBLIN WORG RIDERS X10 (lawful evil), 3rd level fighter, HP 10, AC 22, Primary Attributes: physical. These goblins are veterans who have been able to train worgs to ride. They all have great helms and use light lances (1d6).

152) WORG X10 (neutral evil), HD 5d10, HP 30, AC 14, Primary Attributes: physical. They bite for 1d4 +2 and have an overbearing attack at the same time.

153) WERERAT-LYCANTHROPE (lawful evil), HD 3d8, HP 22, AC 17, Primary Attributes: physical. The wererat attacks with a long sword (1d8) or a bite (1d4). This creature can control rats when it turns into a rat form.

This wererat has a swarm of rats around it at all times, Rat Swarm x24 (neutral), HD 1d1, HP 1, AC 14. Each rat attacks as a 2 HD monster. Their bite does 1 point of damage. Each bite forces a constitution save or the victim is diseased and suffers the loss of 1 HP per day until the disease is cured.

MIDDLE-LEVEL MONSTERS (4TH-8TH)

154) OGRE CHIEF (chaotic evil), HD 5d12, HP 53, AC 15, Primary Attributes: physical. It wears leather armor and uses a two-handed sword with its strength adding extra damage (2d6 +4).

The ogre chief often orders enemies to surrender so that he can hold them for ransom.

155) HILL TROLL (chaotic evil), HD 9d8, HP 70, AC 16, Primary Attributes: physical.

The troll strikes with 2 claws (1d4/1d4) and a bite (2d6). In rending, if both claws hit, the rend does an additional 1d4 +1.

In regeneration after three rounds, the troll gains back 2 hit points per round.

This troll has learned to live with other races and help in their combats.

156) HILL TROLL SHAMAN (chaotic evil), HD 12d8, HP 90, AC 20, Primary Attributes: mental.

The troll strikes with 2 claws (1d4/1d4) and a bite (2d6). In rending, if both claws hit, the rend does an additional 1d4 +1. This shaman is intelligent enough to use spells as a 9th level cleric: 0th-5, 1st-4, 2nd-4, 3rd-3, 4th-2, 5th-1.

After three rounds, the troll regenerates 2 hit points per round.

157) WEREWOLF-LYCANTHROPE (chaotic evil), HD 4d8, HP 31, AC 16, Primary Attributes: physical. The werewolf attacks with a two-handed sword (2d6) or a bite (2d4). This creature can control when it turns into a were form.

This werewolf constantly keeps 6 wolves close to help. Wolf x6 (neutral), HD 2d8, HP 10 x6, AC 13, Primary Attribute: physical, bite (1d8).

158) WERETIGER-LYCANTHROPE (neutral), HD 6d8, HP 43, AC 16, Primary Attributes: physical. The weretiger attacks with 2 claws (1d4/1d4) and a bite (1d6). This creature can control when it turns into were form.

This weretiger constantly keeps three tigers close to help. Tiger x3 (neutral), HD 5d8 +5, HP 41 x3, AC 14, Primary Attribute: physical. The tigers attack with 2 claws (1d4/1d4) and a bite (1d10). As long as their weretiger master is alive, these tigers won't run from a combat.

159) WEREBEAR-LYCANTHROPE (neutral), HD 7d8, HP 52, AC 17, Primary Attributes: physical.

The werebear attacks in bear form with 2 claws (1d3/1d3) and a bite (2d4). If both claws hit, the prey makes a

strength save or is hugged. Hugged prey are automatically bitten every round until they escape.

This creature can control when it turns into bear form.

- 160) WEREBOAR-LYCANTHROPE** (neutral), HD 5d8, HP 35, AC 18, Primary Attributes: physical. The wereboar attacks in boar form with a gore (2d6).

This creature can control when it turns into boar form.

- 161) WIGHT-UNDEAD** (lawful evil), HD 4d12, HP 40, AC 15, Primary Attributes: physical. The Wight attacks with a slam (1d6 and a level loss, which heals the Wight five hit points.)

This Wight especially hates spell casters and attacks them first in any given battle.

- 162) WRAITH-UNDEAD** (lawful evil), HD 5d12, HP 55, AC 15, Primary Attributes: physical. The wraith passes through a victim doing 1d6 in damage and draining an energy level. Only magical weapons can strike this undead. Animals panic when they come within thirty feet of this undead.

- 163) SPECTRE-UNDEAD** (lawful evil), HD 7d12, HP 80, AC 15, Primary Attributes: physical. The spectre attacks with an incorporeal touch (1d8 plus two levels of drained experience) and can't be hit by nonmagical weapons. Animals panic when getting within 30 feet of the undead. Natural sunlight forces the spectre to retreat.

- 164) VAMPIRE-UNDEAD** (chaotic evil), HD 8d12, HP 86, AC 20, Primary Attributes: mental. The vampire doesn't want to enter into a melee. First, the vampire tries to charm a victim; when they look into the monster's eyes they are forced to make a save vs. charisma at a -2. Failing that save forces the victim to come under the control of the vampire. Second, a vampire will summon 3d6 wolves: HD 2d8, HP 10, AC 13, Primary Attribute: physical, bite (1d8.) Forced to fight, a vampire uses its blood draining power. With a successful strike of its fist, the prey must make a strength save or be held. A held prey is bitten and takes 1d4 points of damage and the vampire heals those points in its body.

This vampire begins an encounter appearing as a large colie dog.

- 165) GOBLIN CHIEF** (lawful evil), 6d6 level fighter: HP 31, AC 18, Primary Attributes: physical. He uses a short sword (1d6), splint mail, shield, and has a +3 to hit and to do damage because of his great strength. The chief fights from behind and often sends several trained wolverines into the battle before him.

- 166) WOLVERINE:** HD 4d6, HP 20, AC 15, 2 claws (1d4 +1 each), bite (2d4).

- 167) GOBLIN SHAMAN** (lawful evil), 5d6 cleric: HP 25, AC 17, Primary Attributes: mental. She uses a breastplate, a skull staff (1d6 +3), and clerical spells: 0th-4, 1st-2, 2nd-1 and wizard spells: 0th-3, 1st-2, 2nd-1.

If the battle looks grim for the goblins, the shaman takes out a rope of entanglement to use in the combat.

- 168) GOBLIN VETERAN DART CASTERS X10** (lawful evil), 4th level fighter, HP 19, AC 22, Primary Attributes: physical. These goblins are veterans who have had a great deal of battle experience. They all have great helms. They all use two darts per attack (1d3/1d3). In close, they use short swords covered in poison (1d6 plus save vs. poison for 3d6 points).

These troops are only found in the larger goblin groups or in recently built forts.

- 169) GNOLL CHIEF** (chaotic evil), HD 5d8, HP 37, AC 16, Primary Attributes: physical. It wears a chain shirt, uses a two-handed sword (2d6), and unusually large throwing axes (1d6 +2).

This gnoll is expected to lead his band of gnolls in a battle.

- 170) GNOLL SUB-CHIEFS X3** (chaotic evil), HD 3d8, HP 20, AC 13, Primary Attributes: physical. These use ring mail, a heavy flail (1d10) and poison throwing daggers (1d4 save vs. poison or take 1d6 in poison damage).

These gnolls fight at the front of their groups and usually a sub-chief directs all the actions of a single type of gnoll.

- 171) ORC WAR LEADER** (lawful evil), 6th level fighter: HD 6d8, HP 40, AC 16, Primary Attributes: str, dex. He uses chain mail, shield, a +3 scimitar, and a +2 amulet of protection.

Orc leaders are expected to be at the front of the battle or they aren't leaders long.

- 172) ORC BATTLE SHAMAN** (lawful evil), 5th/6th fighter/cleric: HP 48, AC 20, Primary Attributes: wis, dex. He uses +4 enchanted splint mail, a snake staff, and a ring of genie summoning. He has the following clerical spells: 0th-5, 1st-3, 2nd-3, 2nd-2.

All orcs fight better (+1 to hit, +2 on damage) when they fight in sight of an orc altar.

- 173) ORC GREAT WARRIORS X4** (lawful evil), 4th level fighters: HP 25, AC 15, Primary Attributes: str, con. They use banded mail, shield, and their strength is such that they can use mauls (1d10).

Every orc leader has at least one group of great warriors.

- 174) CARNIVOROUS GORILLA** (chaotic evil), HD 6d10, HP 40, AC 15, Primary Attributes: physical. It attacks with two arm smashes that deliver 1d6 damage each and it tries to overbear the prey. If both attacks are successful the overbear is successful doing 2d6 in damage.

This gorilla delights in nesting in old ruined towers.

- 175) BLACK DRAGON** (chaotic evil), HD 4d8, HP 32, AC 15, Primary Attributes: physical. It attacks with 2 claws (1d4), a tail (1d8), and a bite (2d12). It has a breath weapon of acid doing 4d6 in damage.

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The dragon is very intelligent and attacks spell casters first in any given group, but also likes to strike as many characters with its breath weapon as possible. There is no chance that a tower dragon is sleeping. Spell-like abilities the dragon has are darkness, corrupt water, plant growth, insect plague, animal growth, and charm reptiles.

- 176) BLUE DRAGON** (lawful evil), HD 8d8, HP 56, AC 18, Primary Attribute: physical. It attacks with 2 claws (1d6), tail (1d8), and bite (4d6). It has a breath weapon of electricity 8d8 in damage.

This dragon favors attacking fighters in a character group. There is no chance that a tower dragon is sleeping.

- 177) HOBGOBLIN CHIEF** (lawful evil), HD 5d8, HP 35, AC 17, Primary Attributes: physical, wearing a breastplate, +1 shield, and using a +2 morningstar (2d4 +2).

The chief leads in battle and never retreats. At least one shaman and several sergeants constantly surround him.

- 178) HOBGOBLIN SHAMAN** (lawful evil), HD 4d8, HP 20, AC 16, Primary Attributes: mental, wearing studded leather, and using two daggers (1d4/1d4). He uses the following wizard spells: 0th-2, 1st-2, 2nd-1 and the following clerical spells: 1st-4, 2nd-3, 3rd-2.

These shaman commonly attack the spell casters of an enemy group first.

- 179) KOBOLD CHIEF** (lawful evil), HD 4d6, HP 18, AC 16, Primary Attributes: physical, AT str 15, dex 16. It wears chain mail, a +1 ring of protection, and uses +1 short sword (1d6) and a javelin (1d6).

The chief directs all attacks from the back of the pack and never attacks first.

- 180) KOBOLD SHAMAN** (lawful evil), HD 4d6, HP 14, Primary Attributes: mental, AT dex 18. It wears hide armor and uses throwing daggers (1d4). The shaman can use the following wizard spells: 0th-3, 1st-3 and the following clerical spells: 1st-4, 2nd-3, 3rd-2.

The Shaman prefers using spells rather than entering physical combat with a foe. Often times, the other kobolds around the shaman will fight harder (+1 on attack and damage) to protect their spiritual leader.

- 181) MUMMY SHAMAN** (chaotic evil), HD 6d12, HP 60, AC 26, Primary Attributes: physical, wears bronze plate mail, bronze armet helm, an amulet of fire protection, and a large +3 mace (1d10 +3), Mummies inspire fear causing a save vs. fear or fight the mummy at a -2 to hit. The mummy can cast the following spells: bane x1, paralysis x2, change self x1, jump x2, spider climb x2, and needle barrage x3. Needle barrage sends out a cloud of projectiles in a 10x10 area for 30 feet doing 6d3 with a save at -10 to half damage.

These mummies always guard important treasures.

- 182) GREEN HAG** (chaotic evil), HD 6d8, HP 37, AC 17, Primary Attributes: physical. This hag attempts to choke

prey delivering 2d4 of subdual damage a round until the prey reaches -10 hit points. Her claws do 1d4/1d4. Other spell-like abilities include: polymorph self, breathe underwater, and charm as an 8th level wizard.

Hags never appear in towns and prefer the quiet of swamps for their towers.

- 183) BANSHEE-UNDEAD** (chaotic evil), HD 7d8, HP 51, AC 20, Primary Attributes: physical. The Banshee attacks with a chilling touch (1d8). Specials: only magical weapons can influence the monster, her keening wail forces a save vs. charisma or die instantly.

This banshee won't touch fighters out of respect for her lost love. That respect doesn't stop fighters from being forced to save or die.

- 184) GHAST-UNDEAD** (chaotic evil), HD 4d8, HP 30, AC 17, Primary Attributes: physical. The creature attacks with 2 claws (1d4/1d4) and a bite (1d8). Special powers include: stench, paralysis, ghoul fever, darkvision, and vulnerability to cold iron.

HIGH-LEVEL MONSTERS (9TH +)

- 185) WILL-O-WISP-FEY** (chaotic evil), HD 9d8, HP 51, AC 29, Primary Attribute: physical. The wisp can attack with a shock touch (2d8). Wisps are immune to all spells, save magic missile, protection from evil, and maze. The wisp can remain invisible as long as it wishes.

This wisp has learned to work with other fey and not eat them.

- 186) GHOST-UNDEAD** (lawful evil), HD 10d8, HP 72, AC 20, Primary Attributes: physical. A ghost's touch of death drains life energy from the victim. The touch takes 1d4 decades from the victim, elves excluded. Only magical weapons strike the ghost. Its frightful moan forces a save vs. wisdom and failing that save is like a fear spell. Ghosts can use telekinesis to excite and instill fear in victims.

- 187) BRONZE DOOR GOLEM** (neutral), HD 10d12, HP 100, AC 25, AT 2 fists (2d12 each), MR 15. Special: This golem senses invisible and ethereal beings and can attack such with its enchanted fists. When the golem falls below half its hit points it releases a paralyzing gas that stays in the air for one minute. The gas forces characters to save vs. paralysis each round of exposure or be immobilized for an hour.

- 188) DEWDROP THE NAIAD** (neutral), 10th/10th level cleric/fighter, HP 60, AC 20, Primary Attributes: mental, spell resistance 6 She uses a +5 long sword (1d8 +5), and clerical spells: 0th-5, 1st-4, 2nd-4, 3rd-3, 4th-3, 5th-2.

Dewdrop is fascinated by human clerics. She happily confronts adventuring groups and asks to walk with them awhile while she talks to the clerics.

- 189) CRYSTAL THE NAIAD** (neutral), 12th/12th level cleric/fighter, HP 70, AC 22, Primary Attributes: mental, spell resistance 7, she uses a +3 trident (1d8 +3). Clerical spells: 0th-6, 1st-5, 2nd-4, 3rd-4, 4th-3, 5th-3, 6th-2.

Crystal enjoys the company of human females and has no problem helping adventuring groups with females in them.

- 190) HILL GIANTS X2** (chaotic evil), HD 9d8, HP 50 x2, AC 17, Primary Attributes: physical. The giants use thrown rocks first (2d8) and then close in with a giant club (2d8).

These giants don't run from a battle and attack fighter types first.

- 191) FROST GIANTS X3** (chaotic evil), HD 11d8, HP 80 x3, AC 20, Primary Attributes: physical. The giants use thrown rocks first (2d10) and then giant swords (4d6).

These giants in towers will have many types of pets and lesser races working for them.

- 192) STONE GIANTS X4** (neutral), HD 10d8, HP 69 x4, AC 24, Primary Attributes: physical. The giants use thrown rocks first (3d10) and then stone clubs (2d6 +6).

These giants enjoy the company of gnomes or dwarves.

- 193) STORM GIANTS X4** (chaotic good), HD 17d8, HP 120 x4, AC 27, Primary Attributes: mental. The giants cast spells or use rocks first: rocks (4d6) or levitate, water breathing, lightning bolt (8d8 save to half), predict weather, call lightning, control winds, and weather summoning. These giants use wizard spells: 0th-5, 1st-4, 2nd-3, 3rd-3, 4th-3, 5th-2.

For close combat, the giants use long spears (5d6) or giant swords (7d6). These giants favor the sky and have many types of flying pets from small dragons to griffons and giant eagles.

- 194) GREEN DRAGON** (lawful evil), HD 10, HP 80, AC 24, Primary Attributes: physical. The dragon attacks with 2 claws (1d4), tail (1d6), and a bite (2d6). Its breath weapon is a caustic gas doing 10d6 in damage. This dragon can use wizard spells: 0th-3, 1st-3. Inherent spell abilities include: suggestion and emotion.

Dragons are never asleep in towers.

- 195) RED DRAGON** (chaotic evil), HD 18, HP 144, AC 30, Primary Attributes: physical. The dragon attacks with 2 claws (1d8), tail (1d10), and a bite (4d10). Its breath-



weapon is fire doing 18d10 in damage. Inherent spell abilities include: locate object, suggestion, and hypnotism.

Dragons are never asleep in towers. The only reason this dragon is in a tower is because of the amazing treasure it guards.

- 196) LICH-UNDEAD** (neutral evil), HD 18d8, HP 136, AC 20, Primary Attributes: mental. When a lich touches a victim's flesh, they must make a strength save or be paralyzed. The touch does 1d10. The paralysis is permanent unless magically countered. This lich has the spells of an 18th level wizard: 0th-7, 1st-6, 2nd-6, 3rd-5, 4th-5, 5th-4, 6th-4, 7th-3, 8th-3, 9th-2. Fear Aura: any creature with five or fewer hit dice to cower in fear with no saving throw while they are within 10 feet of the lich.

- 197) CYCLOPS-GIANT** (chaotic evil), HD 12d10, HP 101, AC 18, Primary Attributes: physical. This Cyclops uses a giant club (3d6 +12). It likes to hurl rocks before closing for melee, rocks (2d4 +2).

The Cyclops is a sucker for spirits of any type and can be talked into doing foolish things for a skin of wine.

BOOK 3: TREASURES & TRAPS

PART I: TREASURES IN GENERAL

Players live for fun treasures. The prices of gems differ according to location and what is available in different parts of the country. The state of Arizona has a lot of turquoise and so the price of turquoise is less than it would be in the state of New York where there isn't any. I'm listing a set of values for different types of gems, but you should feel free to change the prices any way you wish.

In my time as a CK, I have given out a lot of treasure and I've greatly enjoyed the look on player's faces as they find things. I'm also the original Monty Haul and I am known for giving out a lot of materials. The companies I've worked with in the past have gone in the exact opposite direction when it comes to giving out treasures. Many companies think conservative treasure hoards keep those players coming back. I say that isn't so.

The treasures listed here are a combination of the conservative methods listed in C&C and my own desire to give out fun treasure piles. You can always scale things back if you feel the treasures given are too much.

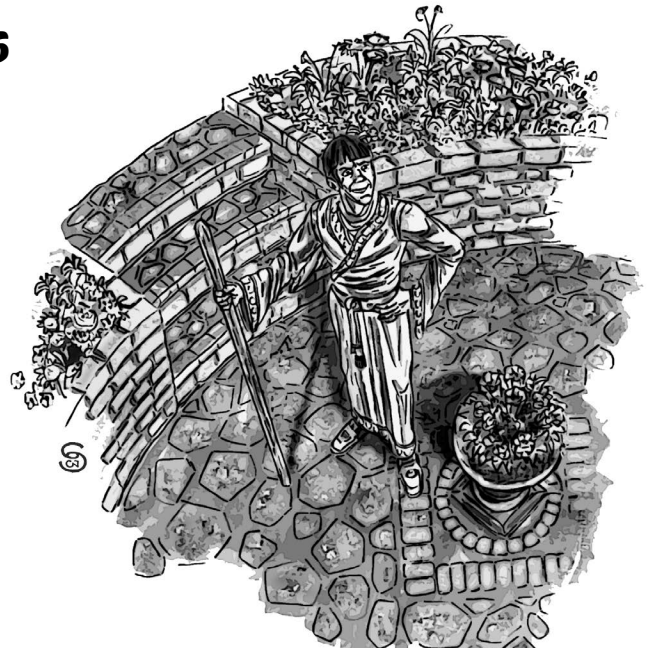
The theming of treasures is the logical attempt to present treasures that would be found in the towers you are creating. If you make a fighter tower, you wouldn't fill that tower with wizard's treasures. Although it is possible for a fighter to have acquired wands and staves, they naturally trade or sell those items as quickly as possible.

I can remember one time I placed 3,000 silver pieces with a guard in a corridor. The guard was high level so I didn't have trouble with the amount of treasure. I should have had trouble with the mass of that silver coinage. It was pointed out to me in a critique of the product that the powerful guard couldn't have possibly carried that much treasure. I had to agree, but I grumbled a lot about it for months.

GEM TABLE

It's fun to hear simple descriptions of gems. As you list your treasures, take a bit of time to list the gems instead of just saying, "You have found three gems at fifty-gold each." When the gems are listed in the treasures, their individual gold prices are also listed.

50 gold pieces or less	Green Tasvorite, Crimson Rubellite, Grey-Green Obsidian, Pink Kunzite, Yellow Citrine, Green Garnet, Mandarin Garnet, Moonstone Topaz, Gray Alexandrite, Brown Agate, White Quartz, Black Peridot, Blue Turquoise, Small wWhite Pearl
100 gold pieces	White Zircon, Blue Tanzanite, Purple Sapphire, Pink Tourmaline, Flame Spinel, Blue-white Opal, Green-white Peridot, Pink Tourmaline, Blue Spinel, Chrome Tourmaline, Yellow-green Chrysoberyl, Purple Amethyst, Yellow Apatite, Purple Ametrine, Red-green Carnelian, Cat's Eye Tourmaline, Green Jade, Red Jade, Yellow-white Moonstone, Green Turquoise, Small Black Pearl
500 gold pieces	Yellow Beryl, Yellow-orange Sunstone, White Amethyst, Scarlet Ruby, Orange-Red Sapphire, Green-white Emerald, Blue Sapphire, Blue Topaz, Blue-green Tourmaline, Red-black Almandine, Large Perfect Pearl
1,000 gold pieces	White Topaz, Pink Sapphire, Large Perfect Black Pearl
5,000 gold pieces	Yellow diamond, Yellow Sapphire, Blue Diamond
10,000 gold pieces	Blue-white diamond, Star Ruby, Black Star Sapphire, Gold Star Sapphire, Purple Star Sapphire



FIGHTER THEMED TREASURE

Fighters tend toward extraordinary weapons and armor as treasure they appreciate. They also tend to use their treasure rather than leave it in piles somewhere to gather dust.

Castle Keeper Tip: There are other ways to theme a treasure. A campaign could have famous, named treasures that, when combined together on one wearer, the items gain even more power. The fun of the campaign would be players working to gather and use up all of a character's items. Such a concept would be something like this:

+1 dagger of Chin combines with any other Chin armor to become a +4 dagger.

+1 scimitar of Chin combines with the shield of Chin to become +1/+4 vs. giants.

+2 shield of Chin combines with the Great Helm of Chin to become a +4 shield.

+3 great helm of Chin combines with the scimitar to become a helm of brilliance.

198) GENEROUS FIGHTER TREASURE: There are five used saddlebags in a pile. One of them will jingle with coins if it is picked up. Inside there are 40 gold coins and 3 rough-cut gems at 50 gold each: yellow citrine, black Peridot, and a small pearl. Stuck in the bag is a finely made, +1 dagger with gold and green turquoise worked into the pommel.

199) SIZEABLE FIGHTER TREASURE: There are four large vases filled with olive oil. Inside the back one is another type of treasure under the olive oil. The vase holds: 210 loose gold pieces, 4 gems: moonstone topaz 50gp, green jade 100gp, red jade 100gp, and a white topaz 1,000gp. Also, there is a matched set of three +1 throwing axes made of hardened silver, and an amulet of +2 armor.

200) SUBSTANTIAL FIGHTER TREASURE: There are a hundred different sized boxes stacked here. Each box is made of fine hardwoods and the panels of the boxes have been oiled making each shiny. Each box has a beeswax seal all the way around the lids of the box.

There are five boxes that are a one by one foot cubes. These cubes contain 500 gold pieces wrapped so the coins don't rattle.

There are five boxes that are 7 inches by 6 inches by 3 inches. These rectangular cubes each contain one gem: Purple Ametrine 100gp, Red-black Almandite 500gp, Scarlet Ruby 500gp, Large Black Pearl 1,000gp, and a White Topaz 1,000gp.

One four-foot cube has a suit of +2 fire resistance armor all done in a crimson varnish to the metal.

The rest of the boxes have random things in them. Use this chart to determine what those items are:

ITEM	BOX SIZE
1: Corn	3 feet x 4 feet x 5 feet
2: Sand	4 feet x 5 feet x 7 feet
3: Caltrops	5 feet x 2 feet x 2 feet
4: Pepper	9 inches x 12 inches x 5 inches
6: Salt	10 inches x 14 inches x 12 inches

201) HUGE FIGHTER TREASURE: The treasure is contained in a huge stone coffin. The coffin lid requires a total strength of 35 to lift. Inside is the following: a sack of 14 gems: 5 Mandarin Garnets 50gp, 3 Yellow Beryls 500gp, 2 matched Pink Sapphires 1,000gp, 4 Blue Diamonds 5,000gp, nine silver bars at 1,000gp each, 12 finely crafted wolf spears (nonmagical but with a +2 to hit and a +2 on damage), a type I bag of holding, boots of elvenkind, and a cloak of elvenkind.

RANGER THEMED TREASURE

Rangers highly value nature and the out of doors. Their treasures reflect this love of nature.

202) GENEROUS RANGER TREASURE: There are a dozen flagons on shelves around the chamber. One of them has a false bottom and is much heavier than the others because it contains

the following: six matched large perfect pearls 500 gp set in a brass arm bracelet. Also, there is a ring of invisibility.

203) SIZEABLE RANGER TREASURE: The chamber has a rack of bows and archer equipment. The rack has ten quivers of well-made arrows. At the bottom of one of the quivers is 100 gold. There are ten belt pouches and nine of them are filled with bowstrings and wrist bands. The tenth one has three Yellow Beryls 500gp. The rack has ten extremely well made long bows. One of them is a +2 long bow. This is the only one with a Green-white Emerald 500gp at the heart of the bow.

204) SUBSTANTIAL RANGER TREASURE: This chamber has a thick iron strongbox bolted to the floor. The locking mechanism is extremely difficult to pick. The box contains the following: 14 two foot long bars of gold at 1,000gp each, 3 purple ametrine gems 100gp, 3 yellow amber gems 500 gp, 3 scarlet rubies 500gp, three blue topaz 500gp, and 1 pink sapphire gem 1,000gp, 3 well made +1 shields, 3 well made +1 suits of studied leather armor, 3 elf made leather +3 coifs, 3 elf made suits of +3 scale mail, 10 pairs of amazingly well made gloves. While all of the gloves look alike on the outside one pair is lined with the finest silk and is actually a pair of gloves of dexterity.

205) HUGE RANGER TREASURE: There are fifteen large backpacks in this chamber. Most of the packs are filled with quality equipment for camping and living in the wilds: flint & steel, dried trail food, cooking pots, ground cover, rain cloaks, hand axe, canteen, and the like. There are three packs filled with treasure:

Pack one has 1,000 in gold coins and a small sack with 7 perfectly matched Scarlet Rubies 500 gp.

Pack two has 1,000 in gold, a small pouch with two-matched blue diamonds 5,000gp, and a helm of brilliance.

Pack three has 10 White Topaz 1,000gp, Gauntlets of ogre power, an Iridescent Spindle ioun stone, and a pearly white spindle ioun stone.

Underneath all of the packs is a large locked chest with 11,000gp.

ROGUE THEMED TREASURE

Rogue treasure is going to be more valuable and less useful than treasures of other types of characters. Their treasures tend to be much more portable than the treasures of fighters or clerics.

206) GENEROUS ROGUE TREASURE: A cupboard opens to reveal a collection of ten bird statues. Each of the birds is wonderfully painted to make the statue seem very life-like. As a piece of art, each one could easily be worth 200 gold. If the paint were taken off, one would find a statue made out of solid gold and worth 1,500 gp each.

207) SIZEABLE ROGUE TREASURE: There are several metal nets and tongs by the tank. A large fish tank with a magical light inside reveals swimming eels. At the bottom of the seven-foot-deep tank is a set of items that are covered in water

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plants. Naturally, when a person seeks to poke into the water the electric eels fasten on the object and send up a charge for 2d6 of damage to whoever is holding the metal tongs. The tank holds the following treasures: 5 blue spinels 100gp, helm of underwater action, 4 potions of under water breathing, four non-magical helmets that allow for ten minutes of breathing under water, and gloves of swimming and climbing.

208) SUBSTANTIAL ROGUE TREASURE: This chamber has a large climbing wall with many projections stuck into the face of the wall. Some of those projections are actually drawers with hidden equipment and treasure in them. To the side of the wall is a bin of special equipment to help in the climbing: 10 pairs of gloves with metal hooks that increase the chance of climbing by +3, 10 fifty-foot lengths of rope, 10 climbing pikes, and 10 specially made poles that start at four feet and extend to twelve feet.

Drawer One: 700 gold pieces.

Drawer Two: 2 yellow citrines 50gp, 2 purple amethyst 100gp, 2 cat's eye tourmalines 100 gp, 3 yellow-orange sunstones 500gp, 1 white topaz 1,000gp, and 1 purple star sapphire 10,000gp.

Drawer Three: 2 pairs of enchanted lock picks that add +3 to the chance of picking a lock

Drawer Four: daisy rose prism ioun stone and 2 deep red sphere ion stones

209) HUGE ROGUE TREASURE: High up on the walls of this chamber are five banners for the local lords. Hidden behind these banners are alcoves holding vast treasure. Each one of the alcoves has a deadly trap to stop other rogues from taking those treasures.

Alcove One: 6,000 gold pieces, 11,000 silver pieces, and 9,000 copper coins

Alcove Two: a locked coffer is bolted to the wall at the back of the alcove. It holds: 5 white quartz gems 50gp, 5 blue-white opals 100gp, 5 blue-green tourmalines 500gp, 1 pink sapphire 1,000gp, 1 blue diamond 5,000gp, 1 star ruby 10,000gp, and 1 gold star sapphire 10,000gp

Alcove Three: This alcove holds a set of equipment so finely crafted that each item has a +1 without the items being magical. These items include: +1 *leather coif*, +1 *wooden shield*, +1 *laminar leather*, +1 *hand crossbow*, 10 +1 *crossbow bolts*, two +1 *short swords*, and five +1 *throwing daggers*.

Alcove Four: portable hole, robe of useful items, 3 potions of gaseous form, and a ring of climbing.

Castle Keeper Tip: When you are describing the chamber with this treasure, don't go turning pages to see what the number is. Make a note on the graphic of the tower level that there are banners high up on the walls. In this way, you won't tip your players off to the fact that they have found a treasure room.

ASSASSIN THEMED TREASURE

Assassins are tough characters to deal with and their treasures should be equally deadly to encounter. What would be disgust-

ing to most characters could easily be interesting and highly useful to a trained assassin.

210) GENEROUS ASSASSIN TREASURE: There are five wicker cases in the back of this chamber. Four of those cases have angry cobras inside that will spring out and attack anyone who opens the cases. The last case has a large leather pouch with the following items: a small silk bag with three matched Red-green Carnelians. The stones have a contact poison on them that leeches into the skin forcing a save vs. constitution or take ten points of poison damage. A pouch with five poisoned tipped darts forcing a save vs. constitution or fall into a deep slumber. A small well-made wooded box holds three black crystal potion bottles. The bottles are filled with poison save vs. constitution or die.

211) SIZEABLE ASSASSIN TREASURE: This chamber has a large, locked trunk. Inside the trunk are many different types of wigs, clothes, and make-up for looking like merchants, dockworkers, and servants in expensive mansions. The trunk also has a false lid and inside that lid are ten sets of finely crafted pairs of leather gloves. One of the pairs is gloves of dexterity. Two of the pairs each have a large black pearl 1,000 gp in one of the fingers. All the rest have a poison dart in one of the fingers so that if the dart would wound a character who tried to put them on, they must save vs. constitution or die.

212) SUBSTANTIAL ASSASSIN TREASURE: Somewhere in this chamber is a stack of fist-sized clay balls. There are several slings on top of the stack so it would appear the balls were for the slings, but the clay spheres are a bit too big for easy slinging. Among the twenty spheres there are 12 with fine gems (500gp each) in the middle of the clay: red-black almandite, yellow amber, white amethyst, yellow beryl, green-white emerald, large perfect pearl, scarlet ruby, blue sapphire, orange-red sapphire, yellow-orange sunstone, blue topaz, and a blue-green Tourmaline.

Castle Keeper Note: The real life pirates of the Caribbean would often coat their gems and jewels turning them into balls of sun hardened clay balls.

213) HUGE ASSASSIN TREASURE: The chamber has a six-armed statue and that statue is covered in jewels. The statue is magically enchanted, attacking when touched in any way.

ANIMATED STATUE (NEUTRAL): HD 10d8, HP 80, AC 25, 6 attacks with extraordinary long swords (1d8), Primary Attribute: physical. The statue has six pieces of yellow amber jewelry each worth 5,000 gp. There is a leather cylinder on the back of the statue, containing a map to another tower deep in the woods (castle keeper's choice on what type of tower).

The statue fights as long as the characters are in its chamber. When they leave, the statue resets itself and ignores the characters if they come in the chamber and don't touch the statue.

BARBARIAN THEMED TREASURE

Barbarians are wild fighter types interested in nature and not liking magic at all. That doesn't stop them from appreciating finely made equipment.



214) GENEROUS BARBARIAN TREASURE: The chamber has a rack of extraordinary swords: bastard sword, broad sword, falchion sword, long sword, rapier, scimitar, short sword, and a two-handed sword. Each of them appears barely used with no nicks on the blades. Their pommels are gleaming and unstained and each of these has a perfect Blue-white Opal worked into the bottom of the handle.

215) SIZEABLE BARBARIAN TREASURE: There are twenty heavy cloth sacks filled with corn. Naturally, the sack in the middle also has treasure among the corn: small extraordinary shield, extraordinary throwing dagger, and extraordinary throwing axe, pouch of four matched blue sapphires, a bar of gold worth 1,000gp, and a leather cylinder with a map to an undead tower in a ruined city.

216) SUBSTANTIAL BARBARIAN TREASURE: There is a pile of 100 raw furs in one corner of this chamber. As the furs are disturbed, a mass of flies rise up to bother the characters. Hidden in pouches, hand sewed into the furs, is the Barbarian treasure: 8 small bars of gold each worth 1,000gp, four matched Blue-green Tourmaline, a wrapped set of five extraordinary throwing daggers with each of these having a purple amethyst in their pommels, a +4 maul hanging on the wall, an extraordinary staff leaning in a corner of the chamber, and in a set of five great helms there is a +4 great helm.

217) HUGE BARBARIAN TREASURE: Imagine a very large stone chest in this chamber. To lift the lid of the chest would require 41 points of strength from several characters. The chest contains: 20 large bars of gold, each worth 1,000 gp, a small coffer with 17 gems: 10 scarlet rubies 500gp, 5 pink sapphires 1,000gp, and 2 black star sapphires 10,000gp and an extraordinary two-handed battleaxe.

MONK THEMED TREASURE

Monks are the most philosophical of fighters and tend to have treasures of a more artistic nature than other character classes.

218) GENEROUS MONK TREASURE: There is a canopy bed in this chamber and thick curtains hide what is in the bed. If the characters don't carefully study the canopy, they will miss

the disc of gold with a large yellow-orange sunstone at its center at the top of the canopy. The gold of this art object totals 1,000gp and the sunstone is worth 500gp.

219) SIZEABLE MONK TREASURE: An extraordinary quarterstaff is hidden from view behind a bunch of fifteen large pieces of cut bamboo. The staff has many special qualities. One staff cap is made of silver and the runes on the staff cause it to strike for an extra 1d8 of damage on lycanthropes and undead. The other end is a cold iron cap and its runes cause it to do 1d8 points of damage on spell casters. While a monk character is using the staff, they have a +2 in their dexterity.

220) SUBSTANTIAL MONK TREASURE: List two #139 massive guard dogs in this area. They are trained to attack strangers. In this chamber is a mannequin. The mannequin has a set of banded mail with a shield and great helm. Inside a hidden compartment of the chest of the mannequin is the following: 1,000gp, four perfectly matched black pearls in a gold arm band 5,000gp, hat of disguise, and a ring of +5 protection.

221) HUGE MONK TREASURE: The chamber is filled with hundreds of well-crafted figurines. Twenty of those are purposefully made of iron pyrite and appear to be made of gold. One is a bronze griffon painted in red paint to hide its wondrous nature. One is a marble elephant painted purple to hide its wondrous nature. There are normal goats, bears, lions, and most other normal animals. One is an onyx dog painted white to hide its wondrous nature. Three of them are pigs with hollow bellies and those each have one black star sapphire 10,000gp. The chamber also has a number of comfortable pillows and thick rugs. One of the rugs is a large carpet of flying.

WIZARD THEMED TREASURE

The best wizards crave magic in all of its forms and all the best treasures are filled with magic.

222) GENEROUS WIZARD TREASURE: There are several statues in this chamber and each of them has a bit of adventuring equipment hanging from an arm or head. One statue of a fighter has a finely made wizard hat. One statue of a woman playing a harp has several well-made wizard robes draped over the harp. A statue of a dog has several quarterstaves leaning on it. One statue of an orc has a handy haversack holding the following goodies: 2,000gp, 10 blue turquoise gems set in a silver bracelet 3000gp, and five solid silver throwing daggers.

223) SIZEABLE WIZARD TREASURE: There is a large water fountain in this chamber. Water constantly runs from the many stone flowers of the fountain into a deep pond at the front of the fountain. The water is clear and pure, tasting very fresh. Each of the flowers of the fountain has some type of treasure hidden in the petals of the stone flowers:

Five chrome tourmalines 100gp, five yellow-orange sunstones 500gp, 5 extraordinary throwing darts, 5 extraordinary throwing daggers, 5 tubes of gold each worth 1,000gp, and 5 potions of healing.

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224) SUBSTANTIAL WIZARD TREASURE: In this chamber is a very large writing desk. Above this desk are many bins filled with scroll tubes. Each of the tubes is well worn and the leather of the tube is cracking from dryness and neglect. All of the tubes have little rune signs on them and the ones with a large X have treasures in the tubes instead of parchment.

Tube One: This one has a solid cylinder of gold worth 2,000 gp.

Tube Two: This one has 8 large green-white emeralds 500 gp.

Tube Three: This has a magical scroll of wizard spells: level 3 summon lesser monster, level 5 teleport, level 7 phase door, level 3 nondetection, and level 8 maze.

Tube Four: This has a fully-charged wand of lightning bolts.

Tube Five: This one has two pink rhomboid ioun stones, two scarlet and blue sphere ioun stones, and two clear spindle ioun stones.

225) HUGE WIZARD TREASURE: This wizard planned so that his treasures didn't leave the building.

Treasure One: This is a 2,000-pound, four-foot cube of solid gold (worth 20,000 gp) that sits on a pedestal.

Treasure Two: This is a five foot in diameter column of unbreakable glass and at the center of the column at the height of the wizard's eyes is a crystal ball with telepathy. Anyone can use the item but it isn't leaving the chamber easily.

Treasure Three: On the wall, in another unbreakable glass case, is a mirror of life trapping. This mirror as five extremely evil giants trapped inside.

Treasure Four: This is a 4,000-pound eight-foot cube of solid silver (worth 30,000 gp) that rests on the floor.

Treasure Five: This is a stuffed twelve-foot-tall raptor dinosaur. Its jaws are wide open and inside the mouth and fully exposed is a mass of 15 large black pearls 1,000gp. Anything physically placed in the jaws is snapped off as the raptor bites down for fifteen points of damage.

ILLUSIONIST THEMED TREASURE

Things are never what they appear to be when dealing with hiding or holding an illusionist's treasure.

226) GENEROUS ILLUSIONIST TREASURE: In this chamber are six crates of fresh vegetables. In the crate with tomatoes, there is a hidden compartment in the lid. This compartment has 240 gold coins and an extraordinary cudgel.

227) SIZEABLE ILLUSIONIST TREASURE: There are several highly realistic statues in this chamber. The one of the illusionist has a hollow underneath the pedestal. One shifts the heavy statue and reveals the treasure: green-white emerald 500gp, blue sapphire 500gp, blue topaz 500gp, white amethyst necklace 3,000gp, +2 amulet of health, and a tome of clear thought.

228) SUBSTANTIAL ILLUSIONIST TREASURE: This chamber has ten foot-tall heavy clay jars. Each of the jars has a heavy and wide brass plug for a top. Each jar contains different colored

sand. The treasure is found in the hollow portions of some of the brass lids: ring of blinking, ring of protection +3, wand of suggestion, yellow amber gem 500gp, white topaz gem 1,000gp, red-green carnelian gem 100gp. Three of the brass lids are actually gold lids colored with brass paint. Each of those lids is worth 1,000gp.

229) HUGE ILLUSIONIST TREASURE: Part of this chamber is marked by a permanent illusion of a wall. When the illusion is touched, it is dispelled and you can see a vault with an iron door and a special lock. The vault is extremely tough and resistant to hammers, picks, and pry bars. Inside the vault is the following: 4,000 gold pieces, 2,000 silver pieces, 1,200 copper pieces, 10 matched rubies 500gp, wand of illusion, ring of fire resistance, ring of one wish, and slippers of spider climbing.

CLERIC THEMED TREASURE

Clerical treasures often times have a holy nature and deal with the god or goddess the cleric worships.

230) GENEROUS CLERIC TREASURE: Inside this chamber is a seven-foot tall statue of the goddess of peace and luck. The statue is carefully painted to look like a living being. At the center of the statue's forehead is a stone of good luck.

231) SIZEABLE CLERIC TREASURE: There are many chalices about the chamber. Most of them are made out of iron pyrite and look to be gold but are not. Some of the chalices have jewels in them, but all of these are cheap stones worth one or two gold each. The largest chalice has a necklace of adaptation inside the cup. Four of the best-looking chalices are on a table and the table is covered in a silky cloth. The cloth is a robe of blending. At the center of the chamber is a large urn and in the urn are ten gallons of pure holy water.

232) SUBSTANTIAL CLERIC TREASURE: This chamber is filled with magical lights that hover in the air above each of the items on display. There is real treasure in the room, but it is used to display the cursed treasures.

Pedestal one has a special rack made of silver. When one approaches the rack, the pair of shiny boots begins moving back and forth. The boots are cursed boots of dancing. The silver rack for the boots is worth 1,000gp.

Pedestal two has a triangle holder made of solid gold worth 750gp. The holder has a cursed stone of weight at its top.

Pedestal three has a book at the top of its surface. The book is bound in gold wire with jewels in the wire and holding things together. The jewels are: purple ametrine gem 100gp, red-black almandite gem 500gp, large black pearl, 1,000gp, and blue diamond gem 5,000gp. The tome is a cursed vacuous grimoire.

Pedestal four has a small indentation on top of the flat surface. In this spot is a large orange-red spherical sunstone, valued at 500gp and around that sunstone is a ring of clumsiness.

233) HUGE CLERIC TREASURE: The chamber has a large statue of a war god. Draped all over the statue is an amazing hoard of treasure. These things have been given to the god in

tithe and the god will take a dim view of anyone taking the items. The god will curse the person with a -1 on their saving throws for every item taken and used by a character. Taking away a portion of the gold counts as -1 for each character. However, for every gem taken they get a -1.

Weapons: The group of weapons is all extraordinary and lean against the statue. Each of these weapons is shiny new and ornately designed with gold inlay. They include: maul, long sword, two-handed sword, Morningstar, light pick, ranseur, long spear, and a long bow.

Armor: The group of different armor is also of extraordinary manufacture and looks new. They include: great helm, pavis, medium steel shield, full plate, steel breastplate, and ring mail.

The war god is sitting cross-legged and in between his legs are two large caskets. Casket one has 3,000 gold pieces, 2,800 silver pieces, and 9,000 copper pieces. Casket two has gems: 50gp group-3 brown agate, 4 green garnet, 2 black Peridot, 5 crimson rubellite; 100 gp group-2 green jade, 4 small black pearls, 8 green tourmaline, 2 pink tourmaline; 500gp group-2 white amethyst, 4 scarlet rubies, 2 blue topaz, 1 blue-green tourmaline; 5,000gp group-1 blue diamond, and 1 yellow diamond. Remember that the player is cursed with a -1 for every single gem they steal from the statue.

Castle Keeper's Tip: In cursing your characters give them plenty of warning. Tell them they sense an evil presence looking at them. Have them get sick to their stomach as they take things from the statue. Blur their vision as minus after minus piles up against the character.

DRUID THEMED TREASURE

Their love of nature demands natural items to be among their treasures.

234) GENEROUS DRUID TREASURE: The chamber is filled with shields and weapons hanging on the wall. Of the two dozen well made shields, there is one +3 wooden shield among the group. Of the twenty well-made weapons from swords to daggers to bows, there is one +3 long spear hung on the wall.

235) SIZEABLE DRUID TREASURE: Two pet cave bears are sleeping on a rug and ignoring any people and things that belong there. Intruders will disturb the bears and cause them to attack: (*neutral*), HD 8d12, HP 74 x2, AC 15, 2 claws (1d12/1d12), bite (3d8), hug happens if the two claws hit and them in future combat rounds the bite is automatic.

Underneath the bears is a large bear rug and under there is a depression with a mass of treasure: efficient quiver, 1,000 gold pieces, 1900 silver pieces, and boots of striking and springing.

236) SUBSTANTIAL DRUID TREASURE: There is a floor to ceiling mass of stacked fire wood five feet wide, six feet long, and to the ceiling. In the middle of the mass of wood is a volume of space. The space is filled with treasure: large flying carpet, robe of scintillating colors, and a magical stone horse, 3,600 in a

solid gold sphere, 5,000 in a solid silver sphere, 7,000 in a solid copper sphere. There are 22 extraordinary brown robes allowing wielders to gain a +1 on remaining undetected in a forest. There are 10 extraordinary quarterstaves giving a +1 on hitting and doing damage.

237) HUGE DRUID TREASURE: The walls here are paneled in wood. Every panel is covered in runes that present druid spells. Any druid can cast one of these spells by touching the log like it was a scroll and using the magic. The spells include: 2 animal friendship, 2 animal growth, antilife shell, 2 antipathy, 4 antiplant shell, 3 awaken, 4 barkskin, 2 call lightning, 2 calm animals, 3 charm person or animal, 2 command plants, and 3 control plants. There is a compartment in the logs holding a set of gems at the 500 gp level: 3 red-black almandite, 3 yellow amber, 4 white amethyst, 2 yellow beryl, 8 large perfect pearls, 3 scarlet rubies, and 4 yellow-orange sunstones. There are seven stacked, large cauldrons. In the bottom most cauldron is a long sword that is also a magical luck blade.

KNIGHT THEMED TREASURE

Knights tend to have higher value items and objects of art than other fighters. These characters are capable of spending their gold on richly made equipment and objects of art.

238) GENEROUS KNIGHT TREASURE: The chamber is filled with swords of many different types hanging on the walls. All of them are very well made. One of the swords has a cloth wrapped handle and hidden in the bag of the cloth is a pommel covered in gems: yellow amber 500 gp, white topaz 1,000gp, and a yellow diamond 5,000gp. The long sword is a +1/+4 giant slayer.

239) SIZEABLE KNIGHT TREASURE: There is a chicken coop in this chamber with thirty chickens held there. When the coop door opens, all of the chickens try to escape. There are three rows of nests and all of them have an egg or two inside. The bottom row is made of fake eggs and in those nests are gems and rings: ring of invisibility, ring of water walking, blue topaz 500gp, large black pearl 1,000gp, yellow diamond 5,000gp.

240) SUBSTANTIAL KNIGHT TREASURE: There is a pit in this chamber and at the bottom are several large birds. They appear to be chickens, but are actually cockatrice with pinned wings: (*neutral*), HD 5d10, HP 43 x3, AC 14, Primary Attribute: *physical*, the bite of the cockatrice cause its victim to turn to stone. Those bitten must succeed at a strength save to avoid being turn to stone.

Inside the coops of each cockatrice is the treasure of the area: 100 gp, pink tourmaline 100 gp, blue turquoise 50 gp, blue-green tourmaline 500 gp, white topaz 1,000 gp, blue diamond 5,000 gp, and a ring of three wishes.

In the dung of the floor are inside three scroll tubes, each with the stone to flesh wizard spells. The pit also has a pile of corncobs.

241) HUGE KNIGHT TREASURE: This is a true treasure room and it requires at least four deadly traps to guard all of the treasure.

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Coffers 1-10: Each of these locked and sturdy iron coffers has 2,000 gold pieces.

Coffers 1-5: Each of these locked and sturdy iron coffers has 2,000 silver pieces.

Large Chest: The chest holds extraordinary weapons: long sword, maul, 5 matched throwing daggers, 5 silver plated throwing axes, 50 blessed silver crossbow bolts, 25 blessed silver longbow arrows, and 40 silver and blessed sling bullets.

Large Chest: This iron bound chest is filled with extraordinary armor: 2 medium steel shields, 2 great helms, two sets of full plate, 2 steel breastplates, 2 suits of scale mail, and two suits of +3 studded leather.

Hidden in the lid of the chest with armor is a small coffer of gems. 100 gp types-3 yellow apatite, 4 blue-white opals, 4 cat's eye tourmalines; 500gp types-2 yellow beryl, 4 green-white emeralds, a blue sapphire, and a blue topaz; 5,000gp types-blue diamond, yellow diamond, and a white diamond.

Coffer Chest: There are five leather scroll types in this chest. Each has a map to another type of tower far away from where this treasure room is located. Hidden in the top of one of the scroll tubes is a ring of fire elemental control. Hidden in the top of another scroll tube is a luck stone.

PALADIN THEMED TREASURE

Paladins require holy things in their treasures as well as useful items allowing them to better fight for their honor.

245) GENEROUS PALADIN TREASURE: There is a two-handed sword with its blade stuck in a stone. If the stone is in an evil area, the guards couldn't get the sword out of wherever the stone was and brought it here. If it is in a paladin's tower, the sword can be used by the paladin, and stores well in the stone. It's takes a lawful good character to even have a chance and then they only have a 50% chance of pulling the sword once from the stone. If a character fails, they can never succeed again. The sword is a +5 holy avenger sword.

246) SIZEABLE PALADIN TREASURE: There is a large locked chest in this chamber. The chest is of metal and bolted to the floor. There are two traps laid on the chest to make it difficult to open. A great deal of gold was spent on the lock to make that difficult to lock pick. Once the chest is open it reveals the following: 1,500gp, 500 sp, 6 matched pink sapphires 1,000gp, a potion of healing, and a potion of remove curse.

247) SUBSTANTIAL PALADIN TREASURE: There are lots of baskets of food here and at the bottom of each of the baskets is a different type of treasure. These treasures are bundled in dark burlap cloth so they don't show up or jingle: 7 baskets of apples with 2,000gp hidden in the bottoms, 5 baskets of potatoes with 1,000sp hidden in the bottoms, 3 baskets of corn with six 50gp gems in each: 2 gray alexandrite, 2 mandarin garnets, and 2 green tavorite; five platinum disks with the image of the paladin's god on them at 5,000 gp each; in an oat basket is a +3

short sword of sylvan weaponry; and in the dandelion greens basket is a pair of blessed books.

248) HUGE PALADIN TREASURE: In this chamber is a rack of four glowing weapons. Just looking at them, no one would doubt that the weapons must be magical. When each of these is picked up, they start shouting; "I've been stolen from the Paladin Palin!" As long as the weapons are unsheathed and used by others, they continue shouting. A dispel magic from a high level wizard can get rid of the magical enchantment causing the shouting.

The first weapon is a +2/+5 long spear of undead wounding that does an extra 1d6 of damage vs. undead. There is a blue sapphire 500gp; in the center of the shaft of the weapon, and it glows brightly when undead are within 100 yards of the weapon.

The second weapon is a +1/+4 maul of evil wounding that does an extra 1d6 of damage vs. any evil character. There is a yellow diamond 5,000gp, in the handle of the weapon which glows brightly if within 50 yards of an evil character.

The third weapon is a +1/+3 two-handed battle axe of giant wounding that does an extra 1d6 of damage vs. any giant including giant creatures. There is a scarlet ruby 500gp, in the crosspiece of the axe which glows brightly when the weapon is within 30 yards of a giant type.

The fourth weapon is a +2/+4 long bow of orc and goblin wounding that does an extra 1d6 of damage vs. those creatures. There is a green-white emerald in the center of the bow which glows if within 100 yards of goblins or orcs.

BARD THEMED TREASURE

Music is in the life's blood of a bard and that demands some type of musical theme to their treasures.

249) GENEROUS BARD TREASURE: In the chamber are three finely made drums. Each is four feet tall and has gold engraving on the sides. At the bottom of each is a secret compartment filled with 60gp.

250) SIZEABLE BARD TREASURE: This chamber has a set of ten geese in wooden cages. There is a cauldron filled with goose eggs in the corner of the chamber. The twenty eggs are actually painted white because they are gold and each is worth 200gp. There are also four finely made harps in the chamber. The Blackwood harp is capable of casting a suggestion spell once a day if the wielder knows how to play the harp.

251) SUBSTANTIAL BARD TREASURE: In this chamber, a table is covered in parts of musical instruments. The table holds glue pots, varnish pots, lots of quality pieces of wood in the shape of musical instruments, wire strings, calfskin for drumheads, and pots of a rainbow of paint. There are parts of flutes, harps, drums, and cymbals. In the rubble of the table one can find under various things the following: 2,000gp, pipes of the sewers, drums of panic, a white topaz 1,000gp, pink sapphire 1,000gp, and a gold star sapphire 10,000gp. Under the table are extraordinary musical instruments: 3 drums, 3 gongs, 6 harps, and 4 trumpets.



252) HUGE BARD TREASURE: This is a bard's treasure room and it's going to be guarded by lots of different things from traps to living guards.

7 coffers of gold with 2,000gp in each; 5 large chests of silver with 3,000 sp in each; an iron chest is bolted to the floor and the chest contains a large handy haversack that has a magical harp inside (don't tell the players the haversack is magical unless they detect for it); the harp can cast a *charm person* spell each day if the wielder knows how to play it. In a hidden compartment in the lid of the iron chest is a thin coffer of gems: 1 pink kunzite 50gp, 1 yellow-green chrysoberyl 100gp, 1 white amethyst 500gp, 1 pink sapphire 1,000gp, 1 blue diamond 5,000gp, 1 star ruby 10,000 gp. In a rack are samples of extraordinary equipment: 2 long swords, 2 long spears, 2 mauls, 2 two-handed swords, 2 great helms, 2 suits of studded leather, and 2 steel breastplates.

ORC THEMED TREASURE

Orcs are odious creatures hating mankind and working hard toward the destruction and enslavement of all men. Their treasures often hold superior weapons to use to wage war against all life around them.

253) GENEROUS ORC TREASURE: This chamber has a pile of 20 heavy buffalo skins. Under those skins is the following: 1,000 sp, 2 purple ametrine gems 100gp, 4 extraordinary mauls, 6 great helms, and an ivory war horn.

254) SIZEABLE ORC TREASURE: In this chamber is a very large warning gong on a large pedestal. The pedestal is actually a hidden chest with the following: 3 +1 two-handed swords, 200gp, 5 suits of extraordinary plate mail, and a scarlet and rose sphere ioun stone.

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255) SUBSTANTIAL ORC TREASURE: In this chamber is a huge ten-foot long and tall barrel of cheap wine. The back half of the barrel is a hidden chest with the following: boots of elvenkind, +3 sylvan longbow, cloak of elvenkind, 2,000gp, 10,000 sp, six quivers filled with elf longbow arrows, and a small pouch with two matched blue diamonds 5,000gp.

256) HUGE ORC TREASURE: This chamber holds the elf princess Elana 'o The Woods. She is in chains and down to her last two hit points. Normally she is a ninth level ranger, but here she has been stripped and tortured for many days. Elana is supposed to be a quest all by herself. She wants to get back to her kingdom, but she doesn't have the slightest idea where her lands are. She has been passed along from orc tribe to orc tribe for over a year now. Unknown to her, she has been cursed by her gods because of her disdain for humans. Until she saves the lives of four different humans, she will never get back home. Elana will be a boon companion to the player party as long as they travel and look for her home or try to find news of her home. When they tire of doing that, she reluctantly leaves the party. Until then she will fight at their side. If she removes her curse, she can go directly home and the grateful elves of her land will shower the player party with elf treasures.

GOBLIN THEMED TREASURE

Goblins are little creatures with big dreams. They view the world as a treasure pile for them to plunder, but often they don't understand the valuables they take.

257) GENEROUS GOBLIN TREASURE: In a backpack on the back of the largest goblin in this chamber is 50gp.

258) SIZEABLE GOBLIN TREASURE: The guards of this chamber are all using extraordinary heavy crossbows and each of them has ten +2 crossbow bolts. There is a fire-pit in the room and under the ashes of the pit is a coffer with 8 large black pearls 1,000gp.

259) SUBSTANTIAL GOBLIN TREASURE: In this chamber is a stack of catapult spheres, all a little larger than a human head and perfectly round. There are twenty of them all covered in black paint. Each is a solid gold sphere worth 500gp. There is a large iron chest bolted to the floor of the chamber. There are several locks with chains on the chest. The chest is filled with rusty swords of many different types. All of these weapons are of human manufacture. There are 100 large bars of copper and 200 bars of tin in a corner and the copper is worth 5,000 gold if it were sold.

260) HUGE GOBLIN TREASURE: The chamber has a 4 year old white dragon chained to the wall but still able to move around half of the chamber: *HD 3d8, HP 20, AC 30, Primary Attribute: physical. It attacks with 2 claws (1d4/1d4), a bite (2d8), breath weapon (3d4 frost damage), and fog cloud once a day. The dragon is intelligent and it talks to the group about freeing it from its chains. If they let it go, it leaves and they don't have to fight it.*

The treasure in the chamber is in three trapped iron chests that are bolted to the wall and floor.

Chest One: 15 massively heavy two-foot-by-two-foot cubes worth 5,000 silver each.

Chest Two: a silver horn of Valhalla, a horn of blasting, 1 pink rhomboid ioun stone, 1 dark blue rhomboid ioun stone, and a manual of gainful exercise.

Chest Three: 4 extraordinary medium shields, 4 extraordinary great helms, 4 extraordinary short swords, and four elf made +2 long bows.

KOBOLD THEMED TREASURE

Kobolds tend toward small valuables they take from human society. They are just as likely to grab jewelry, as they are to take gold.

261) GENEROUS KOBOLD TREASURE: In this chamber there is a mass of human-sized armor, including: 3 well made large shields, 2 extraordinary steel breastplates, 3 suits of studded leather, and a suit of +1 plate mail. Inside one of the shields is an attached pouch of 3 red-green carnelians 100gp.

262) SIZEABLE KOBOLD TREASURE: On the largest guard of the chamber is a pouch with the following: amber bracelet worth 750gp, opal ring worth 500gp, and an emerald necklace worth 1,000gp.

263) SUBSTANTIAL KOBOLD TREASURE: The chamber has a set of 7 racked extraordinary heavy crossbows with bolts ready to fire. In another rack are 8 extraordinary bows, each with a quiver of arrows. Each of the quivers has a secret compartment with two pink sapphires 1,000gp. There are four wine skins hanging on the wall and these each contain a potion of healing.

264) HUGE KOBOLD TREASURE: This is some type of kobold burial vault with lots of different styles of dead kobolds interned here. There are five stone kobold coffins. Each of these has the well-equipped body of a kobold. Each has a weapon of extraordinary quality: short sword, long sword, maul, battleaxe, and mace. There are five alcoves in the walls and these have the dead bodies of kobolds. Each of these alcoves has 3,000 gp in the back of the alcove hidden in pillows for the heads of the creatures. The chamber also has a ten feet tall kobold sitting in the center of the chamber. The arms move on the statue to open a secret alcove. In the alcove is a coffer of gems: 50 gp type—2 brown agates, 2 pink kunzite, 3 blue turquoise; 100gp type—3 purple ametrine, 3 green jade, 3 green-white Peridot, 2 green tourmaline; 500gp type—2 blue-green tourmaline, 3 blue topaz, and 3 scarlet rubies.

DWARF THEMED TREASURE

Dwarves hold many things of value, but gold and weapons are the dearest in their hearts.

265) GENEROUS DWARF TREASURE: One of the guards is using a +3 dwarven throwing hammer. That same dwarf has a pouch with two-matched white amethysts 500gp.

266) SIZEABLE DWARF TREASURE: There is a cube, about 5 inches per edge, of solid gold that weighs 120 pounds and is worth 1,200gp. All of the guards in this chamber are us-

ing extraordinary battleaxes in battle. Each of these guards also has a pouch on their belts with a pink sapphire 1,000gp.

267) SUBSTANTIAL DWARF TREASURE: There is a ten feet tall statue of the dwarf war god sitting on a throne with a huge stone battleaxe across his legs. The side of the throne has a secret compartment filled with treasure. 13,000gp, 9,000 sp, a coffer of jewels: emerald necklace worth 4,000gp, 4 bracelets of gold worth 750 each, a white topaz tiara worth 9,000, and ten opal rings worth 300gp each. There is also a +3 heavy crossbow with 20 +3 blessed and silver crossbow bolts.

268) HUGE DWARF TREASURE: three different types of mechanical traps protect this dwarven treasure vault. The treasure is behind a massive iron gate with a complex lock on the bars.

Dwarven iron chest is trapped with a mechanical trap: contains 9,600gp.

Dwarven steel chest bolted to the floor: contains 14,000sp. In the lid of the chest is a secret compartment holding a coffer of gems: 50 gp type-2 black peridot, 2 green tasvorite; 100gp type-red-green carnelian, 4 yellow-white moonstone, 2 chrome tourmaline; 500gp type-3 white amethyst, 3 scarlet rubies, and 4 yellow-orange sunstones.

Dwarven wooden cedar chest: robe of useful items, rope of entanglement, a tome of leadership and influence, four potion bottles that have dwarven runes on them saying they are healing potions when actually they are poison potions forcing a constitution save or die.

In a rack against the wall are the following extraordinary weapons: two-handed battleaxe, two-handed sword, two-handed heavy mace, and maul with a silver engraved head, great scimitar, and a heavy crossbow.

ELF THEMED TREASURE

Elves like natural treasures and often they hide things in plain sight in the out of doors. Because of their love of nature, sometimes their treasures could be living beings faithful to elvishkind.

269) GENEROUS ELF TREASURE: The chamber has a large griffon nest and a female griffon sitting on three eggs.

GRIFFON (*neutral*), HD 7d10, HP 65, AC 17, Primary Attribute: *physical*. She damages with 2 claws (1d4/1d4) and bites for (2d8).

There are the remains of a dead cow by the nest, looking much griffon chewed. Under the body of the cow is a pouch with 40 gp.

270) SIZEABLE ELF TREASURE: An unusually high-level elf is in this chamber and he's wearing all of the treasure to be found here:

ELF, (*neutral*), 8th level fighter: HP 50, AC 22, Primary Attribute: *strength, dexterity*. He's wearing +4 elfin scale mail, a bacinet helm, a +3 long sword (1d8 +3), boots of elvenkind, cloak of elvenkind, and a pink ellipsoid ioun stone floats around his head.

271) SUBSTANTIAL ELF TREASURE: This chamber has an elf stone coffin with the body of an elf king inside. The elf runes on the coffin glow when the coffin is touched. Reading reveals the fact that the king curses anyone who would open and disturb his body. Opening up the coffin reveals a richly dressed elf lord who has the following: a pouch of 9 rubies 500gp; a cursed -2 elf long sword, a ring of +4 protection, a ring of clumsiness, a suit of +3 elf chain mail, and a coffer of 9,000gp.

272) HUGE ELF TREASURE: This chamber has a single statue of an elf female. The statue is painted to appear life-like. She is dressed in a lovely gown and appears youthful. The statue is actually made of solid green jade and worth 90,000gp. It is also magically enhanced, so that any elf or human within sight of the statue will be *blessed* like the spell.

GNOME THEMED TREASURE

Gnomes love devices of all types and other races wouldn't desire some of their greatest treasures.

273) GENEROUS GNOME TREASURE: The chamber has three samples of all the types of battle helms hanging on the walls. Among the helms is a steam powered great helm that requires a gallon of water every five hours to operate successfully. When water fills the boiler of the helm it is a +5 great helm.

274) SIZEABLE GNOME TREASURE: There are numerous wheeled devices in this chamber, from carts and chariots to a strange wheelbarrow device that is steam powered. Water boils in the boiler and needs to be filled every three hours with a gallon of water. The wheelbarrow is amazingly light and able to be used easily by gnomes and humans alike. It has an AC of 20 and takes 40 hit points before it needs fixing. The +1 two-handed long sword that is attached to the front of the wheelbarrow fights like a tenth level fighter while water runs through its systems.

275) SUBSTANTIAL GNOME TREASURE: The chamber has a very odd mechanical gnome device. It appears as a brass table with large baskets on each leg and a large basket on top of the device. The unit needs gems to power it. The wielder places a gem in a small hopper and the unit operates for three hours for every 75gp of gem value. Whoever starts the device is able to order the unit to follow and move around. Once it has walked to a place it can be ordered to go to that place again without supervision. It is the perfect carrying device with an AC of 25 and 200 hit points. The top basket can carry a ton while the side baskets can carry up to 200 pounds of items. The unit makes a soft mechanical sound while it operates. Although it can be used to block a way, it cannot be used to take part in combat.

276) HUGE GNOME TREASURE: This chamber has a large iron chest bolted to the floor and securely locked. Inside are several unusual devices with instructions on their use.

WAND OF COW FUR: *If a wielder rubs the crystal wand on a cow for two hundred times the devices will fire a 3d8 bolt of lightning as the spell. The wand can store up to ten bolts.*

LAVA LONG SWORD: *If a wielder keeps this sword in the active forge of a smith for 23 hours it can do an extra 2d6 of heat damage for the first three successful strikes of the weapon.*

LOOKING GOGGLES: *If a wielder can get fifty humanoids to wear the goggles for 15 minutes each, it powers the device so that all illusions reveal themselves for the experience of noting 10 different illusions. It is necessary to get another fifty new humanoids to power the goggles up again.*

UNUSUALLY LARGE GEM OF SEEING: *This is a crystal two-foot long by two-foot long by 4-inches thick. When the wielder drops the crystal over fifty feet, the crystal powers up for one look. It can store five looks and it never breaks no matter what the owner does to the crystal.*

HALFLING THEMED TREASURE

Small things are a delight to Halflings when often larger beings would find those items worthless.

277) GENEROUS HALFLING TREASURE: This chamber has a small alcove that only a Halfling or smaller creature could squeeze into if they tried. In the alcove around the corner so the items can't be fished out is the following: a saddlebag with 90gp; a small coffer with four purple amethyst 100gp; and three extraordinary short swords.

278) SIZEABLE HALFLING TREASURE: This chamber has three tables and two benches around the tables. The first bench has 900 gold in a hidden compartment under the bench. The second bench has 5 extraordinary hand crossbows and 30 bolts for the weapons in a hidden compartment. The third bench has one hollow leg and a scroll tube with a wizard scroll with 9 fourth level spells.

279) SUBSTANTIAL HALFLING TREASURE: There is a pit in this chamber that is made by a portable hole. At the bottom of the pit are a number of small wooden models of forest animals. The models show a bit of magic if detection is used. When any of these models is thrown any distance, they turn into a real version of the model and that version does what it is ordered for 24 hours and then turns to dust. The animals include the following: wolf, bear, horse, eagle, raptor, wild boar, boa, cobra, python, alligator, camel, gorilla, baboon, panther, tiger, cheetah, lion, jackal, war dog, longhorn bull, giant ant, and elephant. Each of the figures is fist sized.

280) HUGE HALFLING TREASURE: The chamber has five alcoves and when someone tampers with the items in those alcoves, a crushing rock falls in an attempt to do damage—save vs. dexterity or take 18 points of damage.

Alcove 1: A 9-foot long bar of gold weighing 200 pounds and worth 20,000gp.

Alcove 2: a gold star sapphire 10,000gp is embedded in the wall at the back of the alcove.

Alcove 3: a deck of many things rests on a marble pedestal in the alcove.

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Alcove 4: a staff of power with ten remaining charges leans on the back wall.

DRAGON THEMED TREASURE

Dragon treasure is the best of treasures because dragons are so talented at collecting precious things. There is a rumor that dragons absorb gold and silver and use it to heal and prevent the aging process.

281) GENEROUS DRAGON TREASURE: The chamber has a pile of treasure placed there by a young dragon. That treasure includes the following: a sphere of gold worth 150 gp and weighing 15 pounds; a two-foot-by-two-foot sheet of metal worth 3,000 silver and weighing a little over 30 pounds; three extraordinary two-handed swords with a yellow beryl 500gp, in the pommel of each.

282) SIZEABLE DRAGON TREASURE: This treasure was placed there by a green dragon and every bit of the treasure is covered in a slimy poison, save vs. poison or be slowed for ten rounds. The treasure is piled up in the corner: 1,200gp, 4,390sp, and a coffer of 9 blue sapphires 500gp, 3 sets of extraordinary plate mail, three great helms, three large steel shields, and a rod of lordly might.

283) SUBSTANTIAL DRAGON TREASURE: This treasure was placed by a red dragon that has created several pools of lava in the area making the chamber extremely hot. The treasure includes:

Stone basin 1: a melted pool of 25,000gp.

Stone basin 2: a melted pool of 40,000sp.

Stone basin 3: in this pool of lava floats a +4 great helm with the fire resistance attribute.

Stone basin 4: in this pool of lava floats a two-handed sword of fire resistance and flaming

Stone basin 5: in this pool of lava floats a sphere of annihilation

284) HUGE DRAGON TREASURE: This dragon's treasure is the creatures it controls. All of these characters are available to fight on the side of the dragon at need.

WIZARD ARNDT (*chaotic evil*), 9th level wizard: HP 29, AC 14, Primary Attributes: dexterity, intelligence, wisdom. He uses a +1 ring of protection, a +1 cape of displacement, a flying carpet, a baton of power (1d10 with 15 charges), and a +2 dagger (1d4 +2). Arndt can cast the following wizard spells: 0-5, 1st-5, 2nd-4, 3rd-3, 4th-2, 5th-1.



Arndt likes to fly and in battle often goes above the combat to hurl down spells on his victims.

BRONZE GOLEM (*neutral*), HD 10d12, HP 100, AC 25, attack: 2 fists (2d12 each), spell resistance 15. Special: This golem senses invisible and ethereal beings and can attack such with its enchanted fists. When the golem falls below half its hit points it releases a paralyzing gas that stays in the air for one minute. The gas forces characters to save vs. paralysis each round of exposure or be immobilized for an hour. In the making of this golem, five star rubies were embedded in the golem's chest.

VAMPIRE-UNDEAD (*chaotic evil*), HD 8d12, HP 86, AC 25, Primary Attributes: mental. The vampire doesn't want to enter into a melee. First, the vampire tries to charm a victim; when they look into the monster's eyes they are forced to make a save vs. charisma at a -2. Failing that save forces the victim to become under the control of the vampire. Second, a vampire will summon 3d6 wolves: HD 2d8, HP 10, AC 13, Primary Attribute: physical, bite (1d8.) Forced to fight, a vampire uses its blood draining power. With a successful strike of its fist, the prey must make a strength save or be held. A held prey is bitten and takes 1d4 points of damage and the vampire heals those points in its body. The vampire wears a +5 ring of protection.

This vampire begins an encounter appearing as a large wolf.

PART II: TRAPS IN GENERAL

When the castle keeper works with any of these traps, he needs to set his own challenge level according to the level of player characters he is running through the tower. Although the traps are meant to be deadly, it's not a lot of fun when five different traps kill off your five player characters in one night's adventure.

When one is necessary, normally, in mechanical traps the characters save versus their dexterity. Magical traps most often make a save versus the character's wisdom. Poison on traps or traps that are entirely poison force a constitution save. The sound traps are all saves versus intelligence.

Traps are a double-edged sword for players. If too many of them are used at once, the player begins to think the game he is playing isn't fair. If many traps are placed in an area be sure to give subtle warnings to the players so that they can begin looking for such dangers. Also searching for traps in every square inch of the tower isn't a lot of fun so find some way to alert your players when there is a clear area they shouldn't need to search.

Traps can be discovered without tripping them. It's also possible to know there is a trap in the area and have no idea what the trap does or how it works.

Castle Keeper Tip: Say you have gone to a lot of effort to theme a tower and stock it with lots of interesting things. It might be a good idea to spring the first trap early so that it does no damage, but you take some time to describe it so the trap sounds especially deadly. In this way, you have given your players fair warning that there are traps in the area and those traps can cause deadly damage.

MECHANICAL TRAPS

These types of traps use gears, levers, and all sorts of physical means to spring the hidden trap on the character.

285) LIQUID GLUE RELEASE: Clear glue splashes down from a large bladder hidden in the ceiling. The glue becomes sticky right away and slows any movement through it down to half. By the third round, it has become so sticky as to stop movement. Wet arms and legs are sticking to each other and any equipment they might have held. After an hour, the glue crystallizes and turns to dust, losing its sticking power.

286) DARTS: Each character in the area is attacked three times by a dart attack as if a 4th level fighter was throwing the darts. They take 1d3 points of damage and must make a save vs. poison. Failure to make this save causes the victim to go into a deep sleep for four hours per dart.

287) PIVOTING FLOOR: The floor opens up causing the lead person and maybe the second character in line (save vs. dexterity) to fall ten feet. There may or may not be spikes at the bottom of the pit. With the weight removed the pivot springs back up and the floor looks normal again until some more weight is placed on it. The pivoting effect cannot be activated from below.

288) TRAPPING METAL GRATE: With the stepping on a pressure plate, a metal grate falls from the ceiling. Characters are allowed a save vs. dexterity to jump away from the spears of the grate. Those failing to make their save take 1d20 in damage and are held fast to the grate until the metal grate is levered up. (It takes 45 points of strength or the use of several levers to lift up the bars.

289) ALARMED SECRET DOOR: The door attaches to an alarm in another section of the area. When the secret door is found and opened, the alarm sounds and the guards know exactly where to go to find the intruders.

290) TRAPPED SECRET DOOR: First, the door must be found. Then when it is known, it opens only to spring a trap of launched arrows out of the door. Three arrows strike every character in the doorway. Ask the players where they stand before the door is opened.

291) DEADLY STAIRCASE: Stepping on a special step activates a timer and five seconds later a set of six spears thrust up from the stairs doing 1d6 points of damage to anyone on the next six steps above the pressure step. The spears go back in their holes and the trap is reset.

292) PIT: The tried and true pit sits in the middle of the corridor waiting for some character to quickly run down the tunnel and fall in. Pits come in many different sizes from ten feet to 100 feet. Naturally, the damage such pits do increases with the depth of the pit.

Some castle keepers add insult to injury by adding spikes at the bottom of their pits or even worse some type of living slime that feeds off the dead and helps kill the living. A busy pit can be quite profitable in treasure for the surviving character. Some Castle Keepers place their best treasures behind secret doors at the bottom of pits.

293) STEAM BLAST: There is a heat source somewhere in the area and this should be making the chamber or the corridor unusually warm. It should then come as no surprise when the character steps on a pressure stone and a blast of terrible heat bursts out and burns the character for 25 hit points of damage. Naturally, no one in full armor is bothered at all by this terrible trap. Often the nozzle is positioned to blast down a thirty feet wide column to get several characters at one time.

294) SPRING ARROWS: In this chamber, life-size clay warriors line a wall and face toward the chests and bags of treasure. Someone walks in front of them and nothing happens. When someone touches one of the treasures a blast of arrows, shoot out of the chests of the statues with three arrows hitting each character. Nothing stops the characters from destroying the statues, but they have to know to do that.

295) CRUSHING STONE: A delightful chest of treasure is open before thieves. When the chest is moved at all or the lid is slammed back on the chest a huge stone falls from the ceiling and smashes those in and around the chest for 20 points of damage.

Castle Keeper Tip: When the trap is about to be sprung find out where all of the characters are standing and what they are doing.

296) TRAPPED!: The entire party enters the treasure room and moves some of the treasure. Suddenly the three exits from the chamber are all covered in slabs of lead and an alarm is warning someone that there is an intruder in the treasure chamber.

297) CHOKING GAS: Something is moved in this chamber and huge clouds of stun gas pour from holes in the ceiling. The characters must make a save vs. their constitution or be stunned for ten rounds.

298) COOKING THE INTRUDERS: The intruders are in an area, and have defeated the living guards. Unknown to them, the heat as been turned up and the room quickly becomes very hot. If they don't leave then, the room does five points of heat damage to each character and ten points to those in metal armor. Each round they will take the same heat damage until they leave. When they return to this chamber, the heat increases and damages them again.

299) ROLLING WITH THE PUNCHES: The characters have defeated the living guards and they hear an odd rumbling noise. Suddenly a head-sized ball of stone flies out of the wall and shoots across the chamber to a hole on the wall. Then there are several of these stones shooting from other holes and traveling through the chamber. Roll a d6 and give a number to each character and they must make a save vs. their dexterity or be struck by a 3d6 sphere of stone. The stones continuing shooting until six characters are struck in the chamber.

300) ACID POOLS: This looks like a shallow pool of liquid that completely fills up the corridor for fifteen feet. It does 3d8 of damage to feet and armor that try to wade through it. As it is only a foot deep things can be found to use as stepping-stones. The acid regenerates itself and never grows less dangerous.

301) ACID DRIPPING: It can't be avoided as it drips from the ceiling with each drop doing 2d6 of acid burn damage on anything it hits. The drops come down fairly fast so that in any given round at least four have the chance to strike a character. They can make a dexterity save to be missed.

CREATURE TRAPS

Creatures have long been used as guardians for important places. When you add in the factor of enchanted creatures and their magic the guardians become even more dangerous.

302) MEDUSA HEAD: Hidden at the top of a treasure chest or hanging as if a picture at the front of a chamber is the head of a medusa. Looking at the head of the medusa activates its magic and the character must make a save vs. constitution or be turned to stone.

The only reason the head still maintains its magical power is the dry and cool conditions of the chamber. When the head is taken out of the area, it quickly rots away.

Castle Keeper Tip: Before the medusa head is used, make sure you know exactly where all the player characters are located in the chamber.

303) DEADLY SPIDER: There is a large chamber door and a very odd padlock prevents the door from opening. On the floor in front of the door are an unusual number of dead insects from beetles to flies. They are all dried out husks. Trying to pick the lock causes the lightning fast spider to come around from behind the lock and bite the picker. The spider forces a save versus constitution or die.

304) COCKATRICE FEATHERS: There are two different ways to present this trap.

Method One: The feathers of the cockatrice are formed into an amazing robe that hangs on a peg on the wall. When one touches the robe, they are forced to make a save versus constitution or be turned to stone.

Method Two: A thick mat of cockatrice feathers covers the top of the treasure in the treasure chest. Touching the feathers forces the save or be turned into stone.

305) FUNNEL ATOP A CHEST: The chamber has a large chest and stuck in a hole in the chest is a funnel. There are signs of stale milk and bugs on the funnel. When the chest is opened, it reveals a bowl on top of the treasure and **four black mam-ba snakes** (*neutral*), HD 3d8, HP 18, AC 19, Primary Attribute: *physical*. The snakes bites for 1 hp of damage and forces a save versus constitution or lose one-half of the character's original hit points.

The snakes leap out of the chest and aggressively attack the characters.

306) CUBE PROBLEMS: When the chest is opened, it reveals of foot of jelly at the top of the treasure. The jelly is a young gelatinous cube. Touching the cube causes it to rise up onto whatever touched it. The acid of the cube does 1d4 points of damage a round. The poison of the cube forces a save vs. strength or be paralyzed and then eaten.

307) MIMIC IS THE DOOR: The mimic is the door and when characters come to open it, they become enfolded in the flesh of the mimic. **Mimic** (*neutral*) HD 7d8, HP 50, AC 15, Primary Attribute: *physical*, *slam attack* (3d4), a mimic exudes a thick slime that acts as a powerful adhesive. The crush of the mimic does 1d8 +2 points of damage each round.

308) CHAINED LIONS: Lions growl at the player characters, as they enter the area. The characters can see the chains on the feline's necks. There is no way to know how long the chain truly is. The Lions will turn on anyone.

LION (*neutral*), HD 5d8, HP 40 x2, AC 15, Prime Attribute: *physical*. The lion attacks with 2 claws (1d4/1d4), and a bite (1d10).

309) DRIPPING GREEN SLIME: Slime (*neutral*), HD 4d8, HP 20, AC 10, the slime does 2d6 of constitution damage if the slime isn't scraped off. The slime bubbles on the ceiling above the treasure and in a thick layer on the treasure. It does no damage to the treasure, but it makes it extremely difficult to move that treasure anywhere.

310) GELATINOUS CUBE: The cube fills the treasure chamber as an almost invisible presence. Touching the cube does

1d4 of acid damage. Damage from a cube forces a paralysis save vs. strength or be paralyzed and then engulfed by the cube. Before the character touches the cube they are allowed a wisdom save to spot the creature. If they fail the save, they walk right into the cube.

311) WATCHING SPIRIT: A glowing spirit is closely tied to parts of the treasure. As the characters steal the treasure, the spirit begins walking with them. The problem is that it glows in the dark and its presence points out there are intruders in the area. The spirit doesn't leave as long as the characters have certain parts of the treasure.

312) ANTS!: The little red bugs are all over the treasure. Unknown to the characters there are some queen ants in the coffers and bags of treasure. As they take this material, black swarms of ants are constantly attacking them. The swarms do a point of damage a round and cause all sorts of problems as they crawl over the mouths and eyes of the characters.

313) A SWARM OF CATS: Cat Swarm *x12 (neutral)*, HD 1d4, HP , AC 14. Each cat attacks as a 2 HD monster. Their claws do 1d2 and their bite does 1d4 points of damage. The cats are fearless and don't stop attacking until they are all dead. They are expert at going for the necks and faces of their prey.

314) FISH?: When entering this chamber the characters notice the very dried fish and powdery seaweed all over the treasure of the chamber. Moving a single bag or chest causes the exits to slam shut and lock. If the characters have blocked open the doors, nothing more happens as the door is still open. If they haven't the chamber floods with river water taking about an hour to fill up and giving the chance to the players to figure a way out.

Castle Keeper Tip: They could smash their way through a wall if they think of that idea.

315) LARGE SPIDER: The first clue to the spider's presence, are the huge rope-thick webs that fill the area. The second clue is the massive spider that leaps out of the darkness to attack!

LARGE SPIDER (*neutral*), HD 5d8, HP 33, AC 16, *Primary Attribute: physical. The spider attacks with a bite (1d8 plus a save vs. poison or die.)*

316) HELLHOUND: The chamber has a huge fire going and from that fire leaps a hellhound. **Hellhound** (*lawful evil*), HD 4d8, HP 32, AC 16, *Primary Attribute: physical. The hound bites for 1d6 plus 1d6 more in fire damage. The house breathes a pellet of fire that hits for 4 points of fire damage.*

MAGICAL TRAPS

These traps are some of the most powerful and deadly because they release magic energy. Feel free to give subtle clues that the traps are there. If a fireball is set on a chest the chest could be unusually warm. If lightning is set on a coffer let a hurtful shock hit the toucher of the coffer. After you have given a fair warning, the gloves are off and if they die by their own hands, so be it.

317) LIGHT: As the characters come into the area, a blinding magical light erupts between them. They are blind for two rounds and subject to other types of attack with a -3 to their

AC. Blinded characters are reduced to one-fourth their movement while affected by the light.

318) EXPLODING FIREBALL: On a chest or better on a door, the fireball explodes if the proper password or knocking isn't used on the trap.

319) LIGHTNING AROUND THE ROOM: When this trap is tripped, it doesn't just shoot a bolt of lightning straight out of the trap. It also causes that lightning bolt to be specially aimed to bounce on the walls of the chamber causes all within the chamber to be hit several times.

Castle Keeper Tip: Make sure you know where all of the characters are standing as the lightning bounces from wall to wall.

320) FLOATING SHILLELAGH: The big club floats above the treasure chest. When a character comes within five feet of it the weapon attacks as a 10th level fighter doing 1d8 +2. Although the weapon could be grabbed, it can't be stopped from fighting in its area. It won't leave its circle of supervision.

321) SLEEP SPELL: When this activation characters and creatures of 5 or less hit dice fall into a deep sleep. Characters of 6-8 hit dice save versus their constitution at a -4 or go to sleep. Characters of 9-11 hit dice save versus their constitution or sleep. The sleep lasts differently for each character lasting 1d6 +3 hours.

322) CURSE OF TRANSFORMATION: This spell goes off and in a 10-foot area, all characters are forced to save vs. intelligence or be turned into an ant until the magic is dispelled.

323) CURSE OF SHRINKING: This spell goes off and in a 10-foot area, all characters are forced to save vs. intelligence or be shrunk to a foot tall until the magic is dispelled. Their equipment and weapons remain at the normal size and thus unusable by the shrunk characters.

324) TELEPORTATION: There are some types of unknown glowing runes on the floor of the treasure chamber. When the characters get into the middle of the magical circle they are all teleported to a very tall mountain very far away from the treasure chamber.

325) MAGIC HAPPENS: The magic fills the chamber and every time the characters try to walk into a chamber, they find themselves walking out of the chamber. There is no way for them to enter this area using the portal they are using as the magic keeps sending them back. There is nothing stopping them from pounding through the walls.

326) MAGICAL CURSED SCROLL: The first spell on the scroll is a fireball. The second spell is a phase door. The third spell is a curse turning the reader into a normal spider. Their equipment doesn't change with them in this transformation.

327) MAGICAL CURSED WAND: It appears to be a wand of paralysis until the wielder tries to use it on a foe and then the holder of the wand must make a save or be magically paralyzed.

328) TWO BETTER THAN ONE?: The party crosses a magical line and suddenly there are mirrors all over the chamber.

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Characters just like themselves, but totally healed and ready for battle walk out of the mirrors and attack the party.

329) UNUSUALLY GOOD GUARDS: You have killed all the guards in the chamber. While looking around all those dead guards rise up as zombies and attack again. They have half their hit points and they always attack last in the round. They are incapable of moving out of the chamber they started from.

330) ITS RAINING TREASURE: As the characters begin searching through the treasure, the gold coins start floating to the ceiling until all of them are up there. Then they start falling on the character's heads doing 2 hit points of damage a round as long as they are in the chamber and under the coin fall.

POISONED TRAPS

Poison should be used sparingly because it is so deadly. In the beginning, for low-level player characters, the poison should only make a character sick or lose a few hit points. As the intensity of the game grows stronger, the poisons should kill if the saving throw isn't made.

Castle Keeper Tip: Give the characters a fair warning of the chance of poison. Point out dead rats or other creatures in the chamber, which would give the character a warning something dangerous is in the area.

331) WHITE CONTACT POISON: The white dust is on something that gets handled like a door latch or the pommel of an extraordinary weapon. Placing the white poison on gems in a coffer, is always fun. This type of poison acts instantly when it comes in contact with flesh so make sure you know what is on the hands of your player characters before they experience this trap.

332) NEEDLE OF THE LOCK: The lock on a door or chest has several holes, but one obvious hole for a key. When a character tries to pick the lock it activates the trap and a long needle covered in green goo snaps out in an attempt to puncture the character and poison them. In this case, have them make a save to check for traps. If they fail the save, the needle will hit them as they work the lock.

333) BURSTING BLADDER: Anything that can be opened can have this type of trap. As the thing is opened, a bladder is burst wide open and a poison dust fills the area, much faster than a character could run out of the sphere of dust. The dust is deadly to breathe, but there is more. Eventually the dust settles in the area and then it coats the boots of the characters as they pass through the area. Saves against a milder effect of the poison will have to be made every day until they figure out what is wrong with their boots as they take them off at night.

334) SNAKE AT THE READY: Poisonous snakes are time-honored guards of important treasures down through history. They work cheap as they eat the bugs, mice, and other vermin of the area. They most often hide among the treasures only coming out to strike with their deadly bite on the unsuspecting characters. There is rarely only one of them as it is just as easy to place four snakes in an area, as it is one. Cobras, rattlesnake, and black mamba are all aggressive and have deadly bites forcing a save or die.

335) COATED SPIKE TIPS: Adding insult to further injury is the poisoned spike at the bottom of a pit. The character not only takes damage from falling, he takes damage from the spike. Then he is forced to make a poison save as he takes damage from the poison on the spike. Such deadly areas should only be put in middle and high-level dungeon areas.

Such deadly things are used in a lot of areas. Imagine a group trying to get through a treasure chamber door. As they step on a pressure plate in front of the door, a grate full of poisoned spikes slams down on them from above.

336) DEADLY WEAPONS: Evil characters delight in using poisoned weapons to give them a big edge. As the Castle Keeper, it is your duty to warn the player characters that they are dealing with more than the usual deadly weapons. Tell them the blades they face are covered in a green slime or as their enemies draw their weapons, the chamber fills with the smell of bitter almonds (a sure sign of strychnine.)

337) POISON THORNS: Vines are growing on the walls in the corridor and these plants grow thicker and thicker until the walls are entirely hidden by the action of the thorns. If the player characters mess with the plants tentacles of thorny vines smash out and whip the characters for 1d4 points of damage plus a save vs. constitution or be slept.

338) POISON GAS CORRIDOR: The corridor is filled with a misty fog. Going boldly through the fifty-foot corridor forces a poison save or dies. All fighting in that darkened area is at a -2 to hit.

339) FOUNTAIN OF DEATH: In the middle of the dungeon is a wondrous fountain. What appears to be fresh, sparkling water flows out of the fountainheads and into a cool and inviting pool. Naturally, the liquid is a deadly poison that forces a save vs. constitution or death.

340) INCENSE OF DEATH: A flame of some type is near the treasures of a chamber. When the treasure is touched in any way sticks of incense fall into the flame and begin belching dark smoke that is poison to breathe. A save vs. constitution is force and failure causes half a character's hit points to be lost per round.

341) POISON BITE: Rat Swarm $x24$ (neutral), HD 1d1, HP 1 $x 24$, AC 14. Each rat attacks as a 2 HD monster. Their bite does 1 point of damage. Each bite forces a constitution save or the victim is diseased and suffers the loss of 1 HP per day until the disease is cured.

342) POISONED BACKPACKING FOOD: Raisin cakes with oats and corn look and smell great. The only problem is the trail food is laced with a deadly poison. One bite forces a character to save vs. their constitution or die.

343) POISON DOOR: Start by finding out what the characters are wearing on their hands. Those with metal gauntlets are not going to be harmed as they push open the door. Those with gloves or bare flesh are going to have tiny poisoned needles driven into their hands as they open the door. The needles force a save vs. their constitution or they take 15 hit points of damage. If they work with the door again and take more damage in 24 hours the save becomes a save or die.

344) GAS AT THE DOOR: The characters begin fooling with the door and all of them hear a hissing noise. A gas is starting to cover the door. If they are there for a round or more they must make a save vs. their constitution or fall asleep. The gas grows thicker and thicker and soon it's in a twenty-foot area around the door.

345) FLOATING POISON IOUN STONE: A dusty rose prism ioun stone floats in a tight circle in the air of the chamber. When one tries to grab it the grabber is shocked with 4 points of damage. Only living flesh can grasp the ioun stone. The shocking mechanism works every time the stone is removed from around a person's head.

346) HORN OF POISON GAS: A magnificent battle horn lies on top of a treasure chest. The ivory horn is inlaid in gold and has 20,000 in red rubies embedded in both ends of the horn. When the heavy horn is blown, it covers the wielder in a poison dust that does 20 hit points of damage if they don't make a constitution save vs. poison.

DANGEROUSLY LOUD NOISES

347) LARGE MUSHROOMS: Sleeping dragons especially like placing these huge mushrooms in the opening tunnels of their lairs. All a character has to do is pass by such a shroom and the fungus begins screaming a warning for all creatures in the cavern complex. If their shout wasn't bad enough they begin their warbling if a bright light comes into their area or bodies come within ten feet.

348) WIZARD WARDING: Wizards don't like losing their things. Often they put shouting spells on their important items. When those items start leaving a chamber or tower, the items itself emits a loud scream. The type of scream tells the wizard just what is being stolen and where it is in his complex.

349) ECHO CHAMBER: An echo seems like a harmless enough occurrence. Imagine a chamber designed to magnify an echo and send it out into a cave complex so that other sections of the cave know exactly what is happen in the echo chamber. Four characters walk into the echo chamber and in other areas; the listening guards can hear four distinctly different pairs of feet moving in the echo chamber. As a wizard casts his fireball and a cleric uses a bless in other areas of the complex they know an enemy wizard and cleric are walking in the echo chamber.

350) BARKING GUARD DOG: A long tunnel corridor is designed so that the passage of air only goes one way and that's deeper into the complex. Three hundred yards away, down many twists and turns, a large guard dog smells the presence of strangers. It begins barking its loudest. The dog is ready for battle and so are the once sleeping guards in the chambers behind the dog.

351) HELP! I'VE BEEN STOLEN ALARM: The player characters have come into a treasure vaults and find all sorts of valuables from extraordinary weapons to coffers of gems. They inspect these things and are well pleased. Putting the items in backpacks and portable holes, they leave the tower complex and go to sell the items. As soon as they take them out of their containers the items begin screaming, "Help! I've been stolen

from the wizard Ajax!" The items don't stop screaming until they are dispelled or return to where they belong.

352) FLOOR AS A GONG: The characters discover a metal floor and every step on it forces a loud noise that echoes down the corridors. Naturally, all guards in a hundred yard area around the metal floor are alerted.

353) LARGE BOOM: When the characters open this door, a huge boom sounds through the chamber and corridor outside the chamber. The noise is so intense that it does five hit points of damage to every being in the area.

354) THERE'S A DRAGON THERE: As characters try to open a door, a dragon roars out a challenge from behind the very door they are working on. There is no dragon, but there is a magical recording of a dragon roaring a challenge.

355) GONG OF DOOM: High on a ledge in a chamber is a huge gong and some type of orc creature that begins ringing the gong. The noise of the gong is so loud that characters can't talk among themselves or even cast spells with verbal components.

356) SLEEP SIREN: A harp begins to play when the characters come in the chamber. They must all make a save vs. intelligence or fall asleep as long as the harp players.

357) A SUGGESTION OF DANGER: All characters must make a magic save or they are forced to turn right in the corridor. Even if some make their saves, all of those who didn't are forced to believe its highly dangerous going left down that particular corridor.

358) BOTTLE BREAKING: As the characters travel in the tunnels and chambers of this area, they begin to hear a lot humming noise. In a few rounds, the humming becomes unpleasantly loud. If they don't leave the area, all of their glass or clay containers crack and spill their fluids.

359) LOUDER AND LOUDER: The characters hear a low growling noise that is harsh to the ears. As several rounds pass any plate armor and all metal weapons begin to vibrate in time to the growling. In the tunnels and chambers of this growling area all strikes by metal weapons or strikes on metal armor shatter that metal, making it useless.

360) LOTS 'O ORCS: As the characters near this door, they can hear the sound of orcs enjoying themselves behind the door. From the sounds, it could be thirty or more orcs partying and having fun behind the door. If orcs are nothing to the characters, make the party that of ogres or even more powerful creatures. When the door is opened, the chamber on the other side has nothing of interest.

361) HELP ME, BEGGING FAKE PRINCESS: As the characters come to this door, they hear the sobs of a crying woman behind the door. She will answer their questions and beg to have the door opened so that she can be free. When they open the door, they find a powerful guard force ready and waiting for them on the other side.

54 CASTLES & CRUSADES

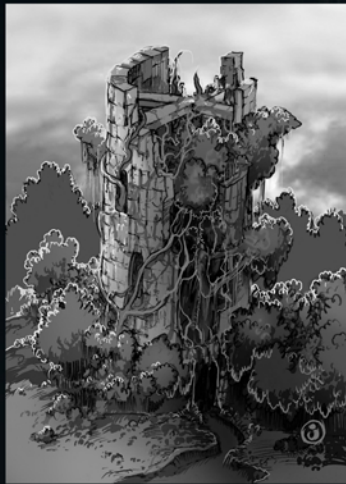
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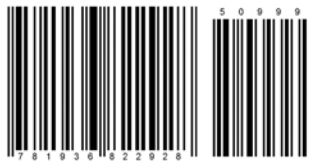
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