



Red

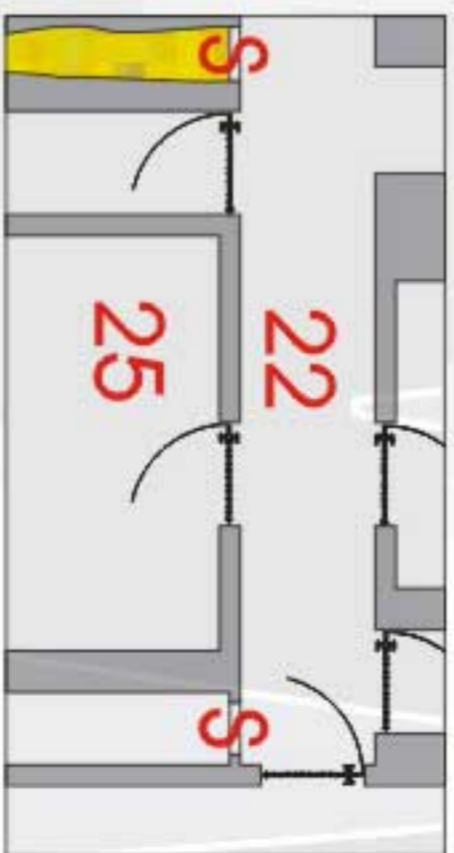
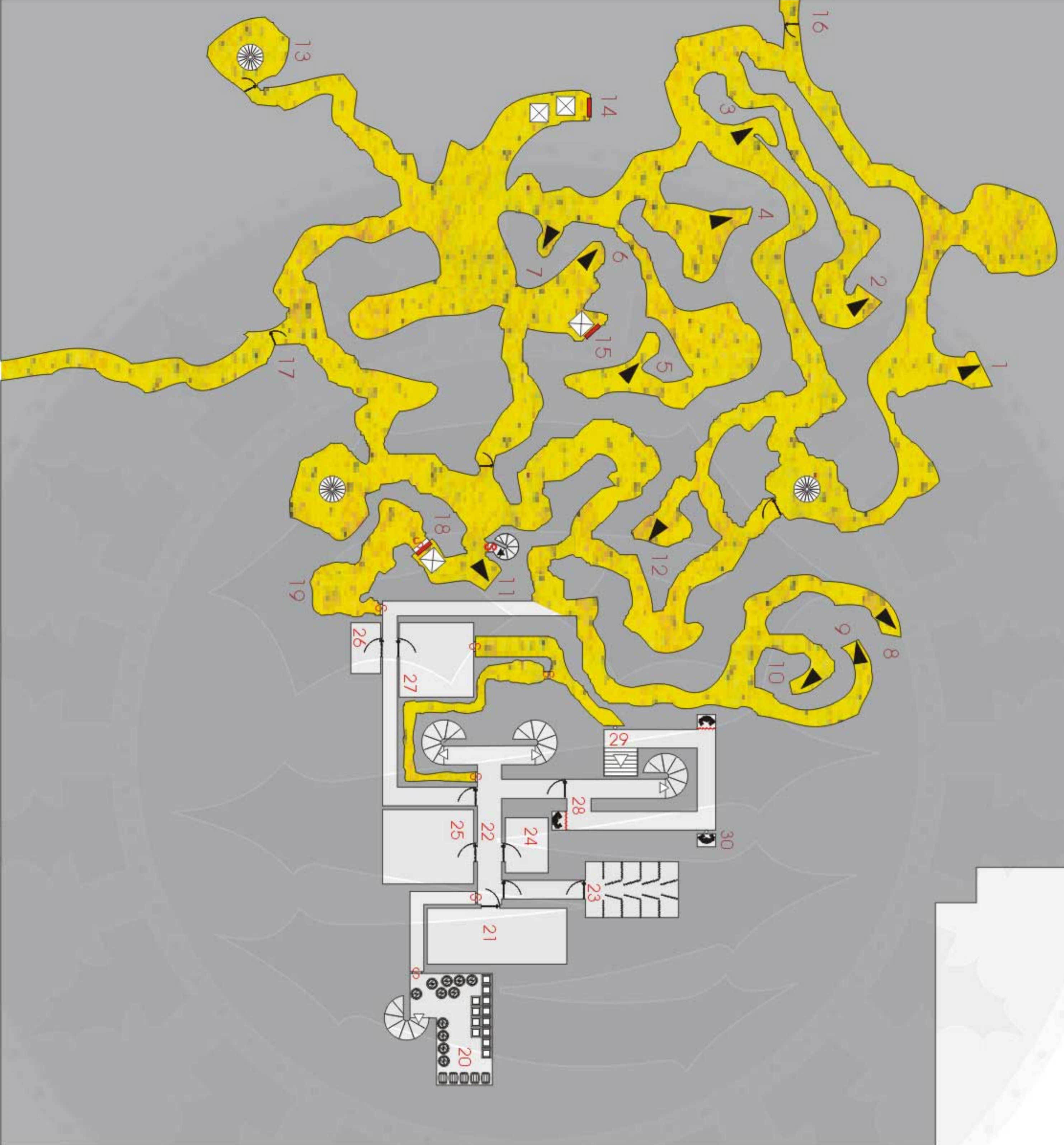
Brotherhood

Citadel

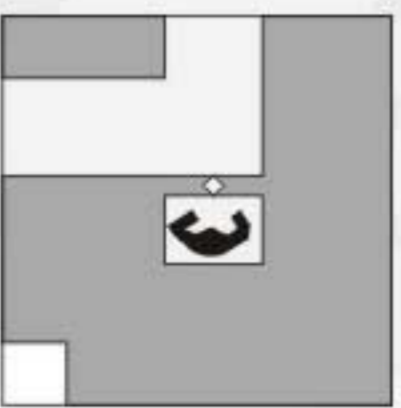
Level: 0

CASTLEWALLS

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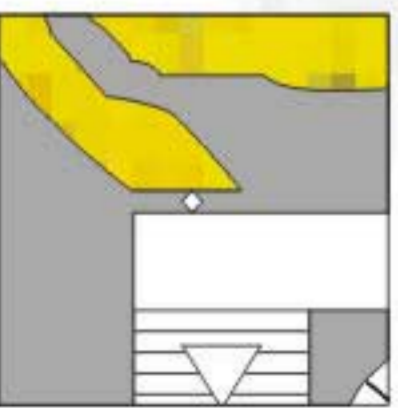
Secret Door
Detail



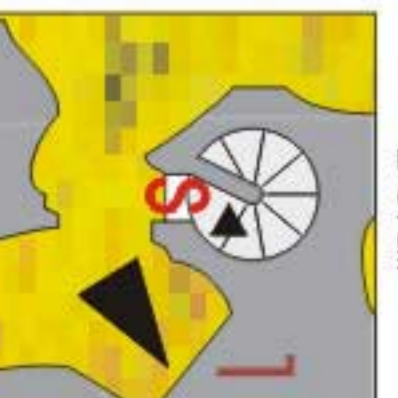
Guardian Alcove
Detail



Secret Door
Detail



Secret Door Detail

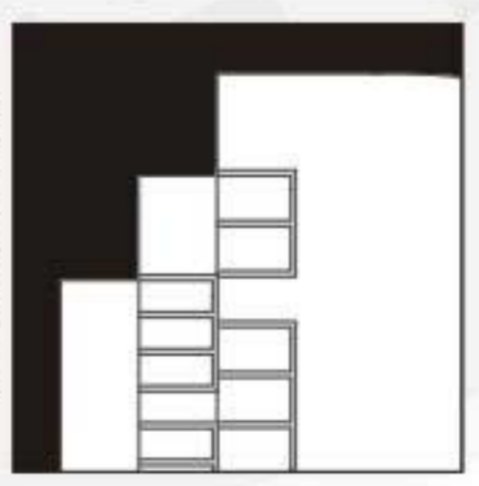


Secret Staircase
Detail

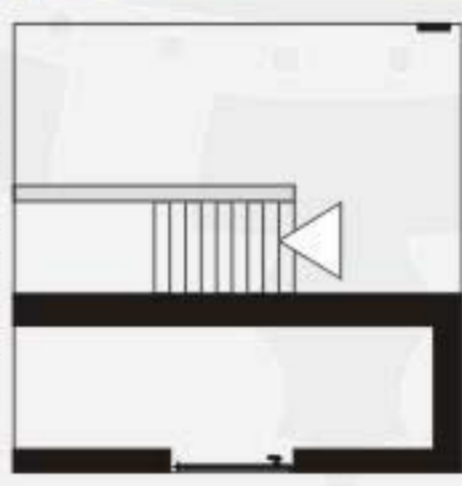
□ = 5' - 0"



Red
 Brotherhood
 Citadel
 Level: 1
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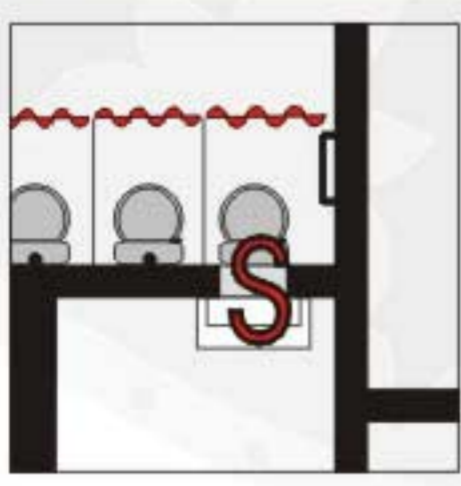
Temple Rail
 Side View



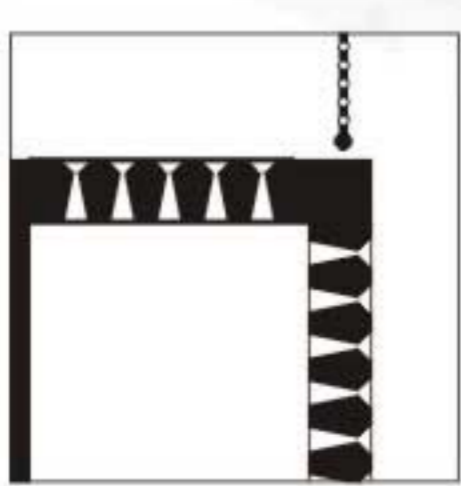
Guest Room
 Stair Detail



Secret Door
 Detail



Secret Door
 Detail



Guard Area
 Detail



Temple Rail
 Detail



Smithy Trap
 Door Detail

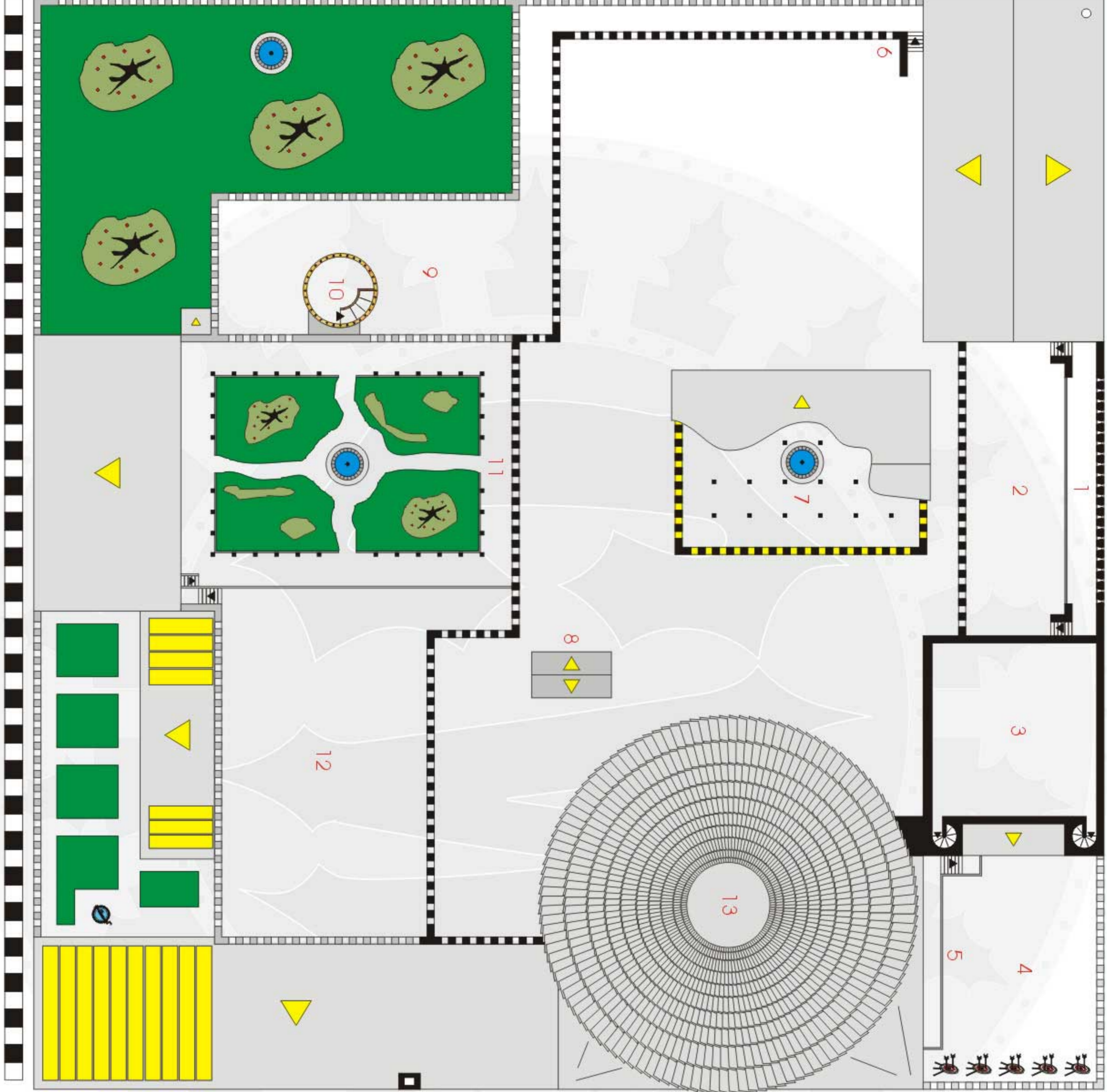
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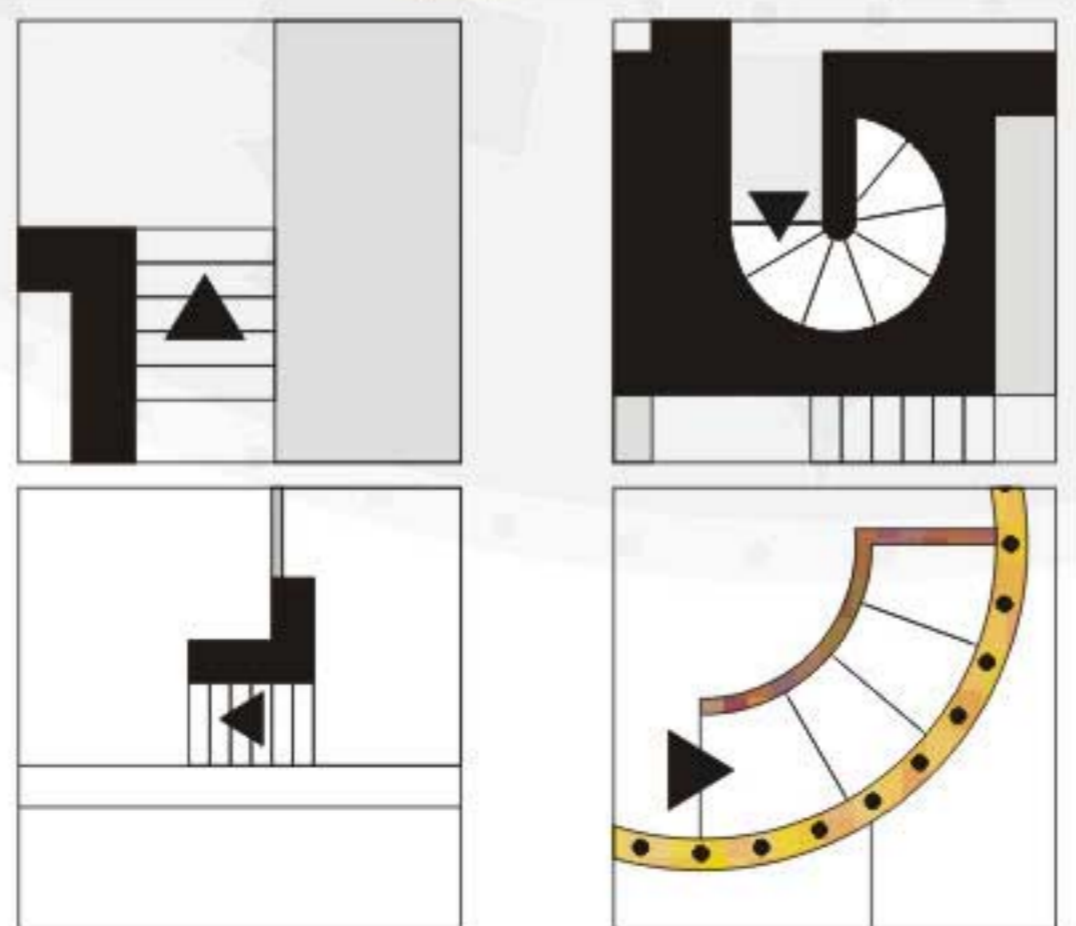
Red
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 Citadel
 Level: 2
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□ = 5' - 0"



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 Citadel
 Level: 3
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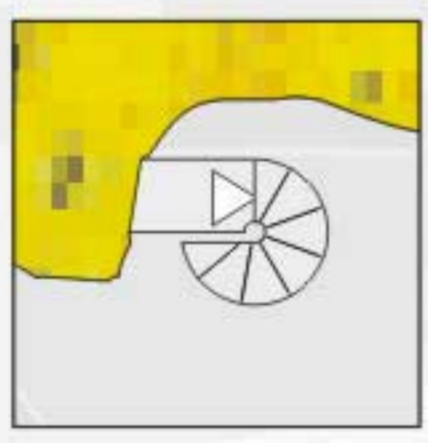
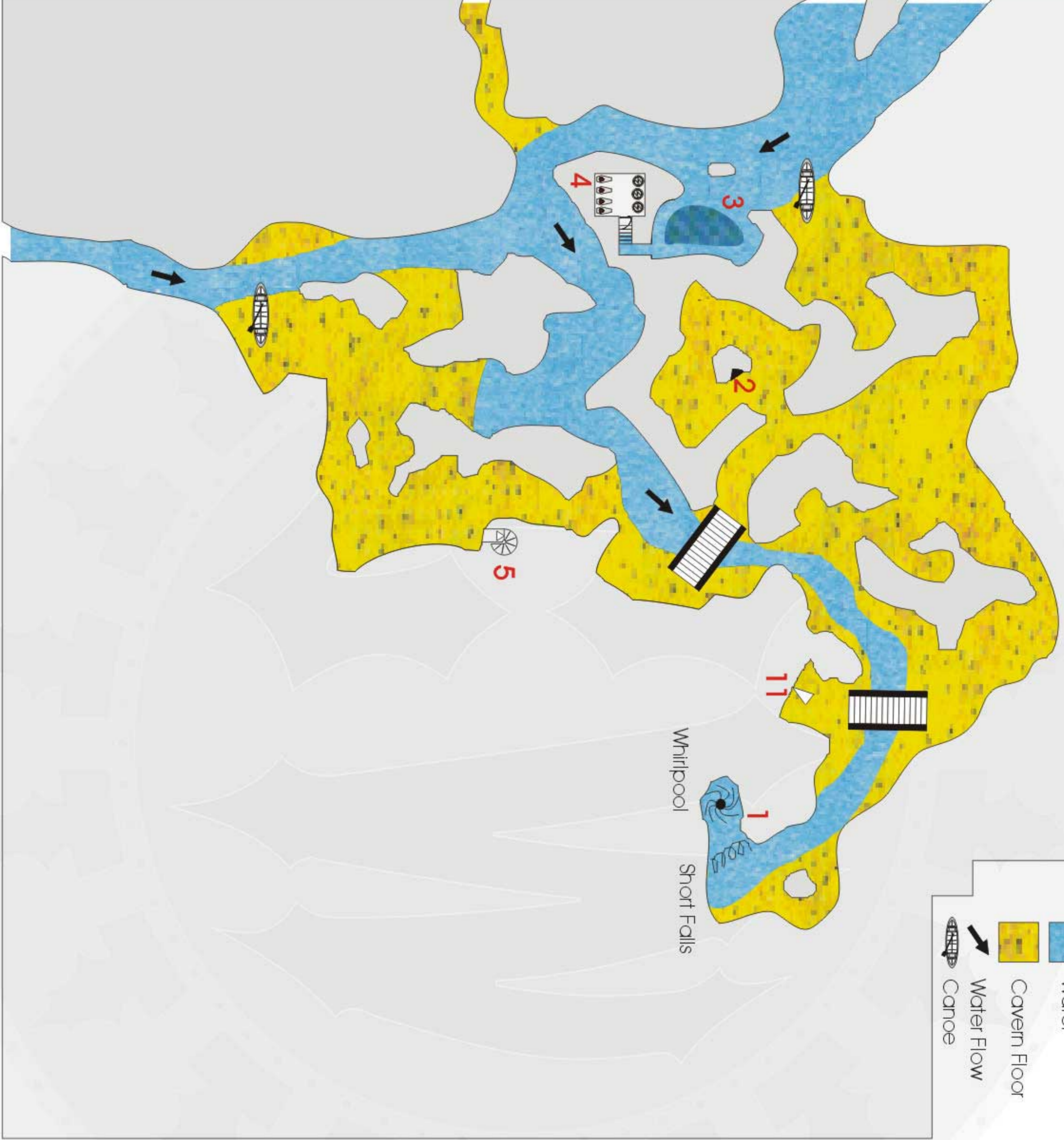
#10 Observation Tower
 Not to scale



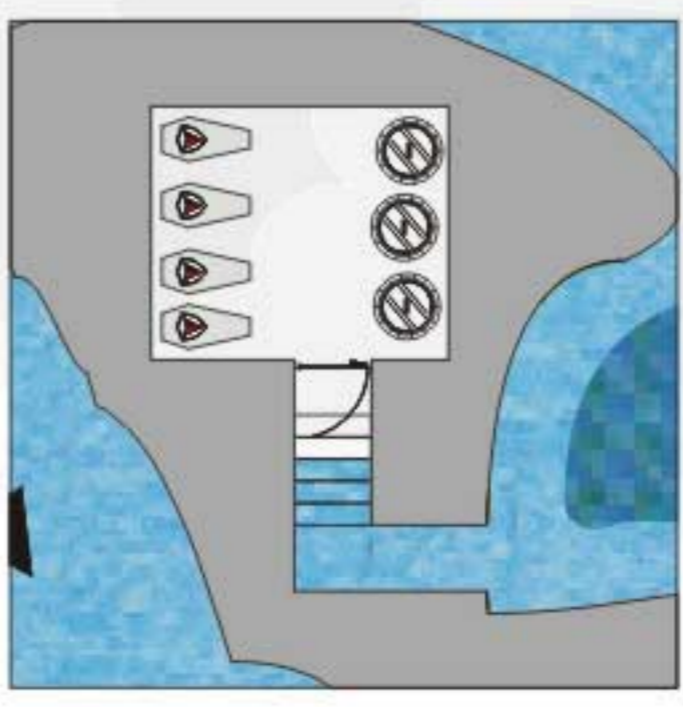
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Citadel
Level: -4
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Legend:

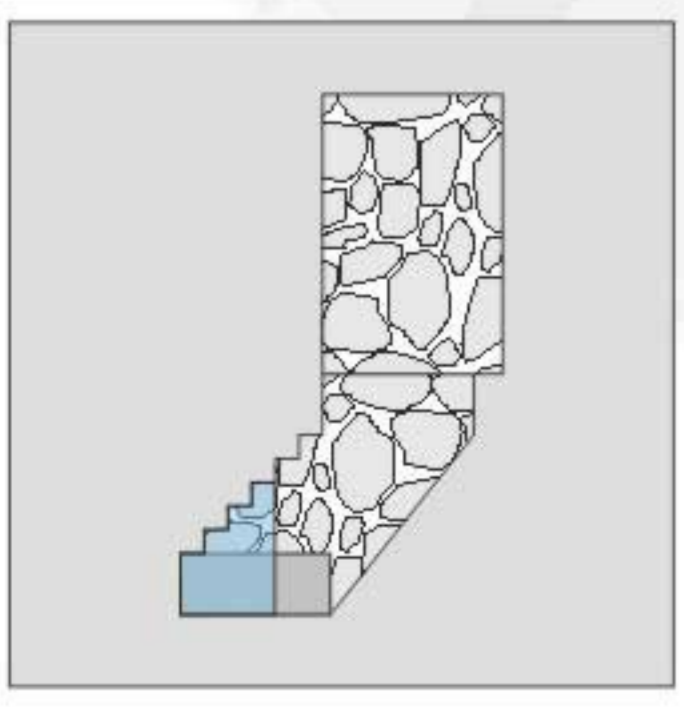
- Bridge
- Water
- Cavern Floor
- Water Flow
- Canoe



Staircase Detail



Crypt Detail



Crypt Side View
Not to scale

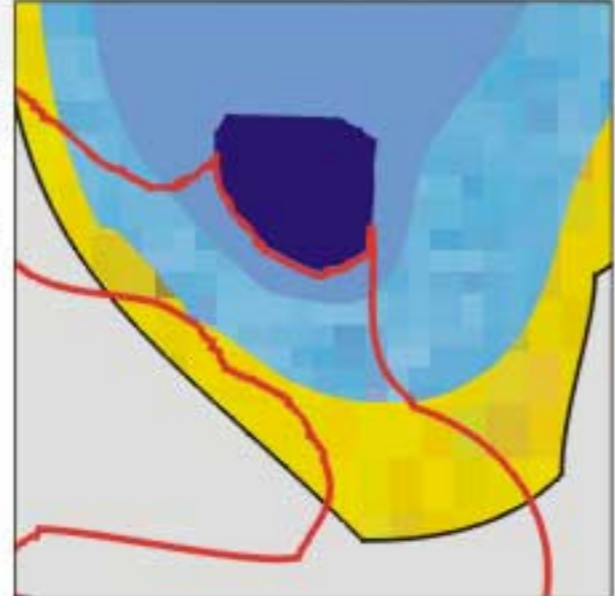


Red Brotherhood Citadel
Cave Overview
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Deep Falls Detail
 Side View

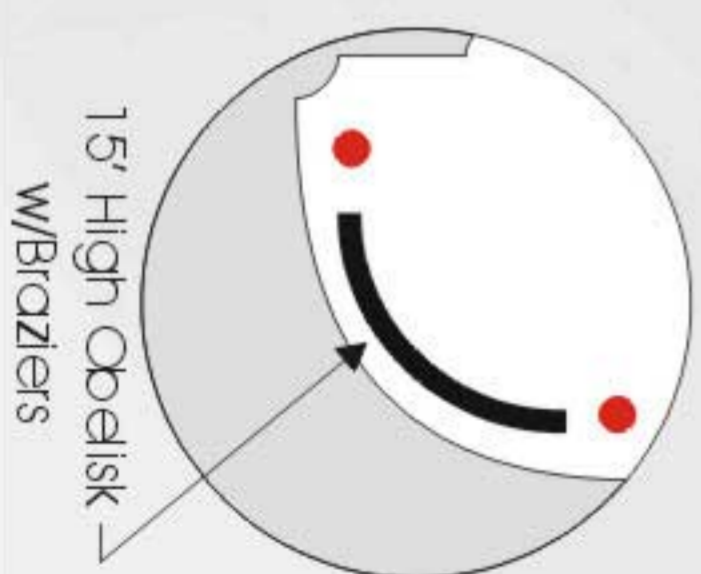
-  Citadel Location
-  Cavern Floor
-  Water



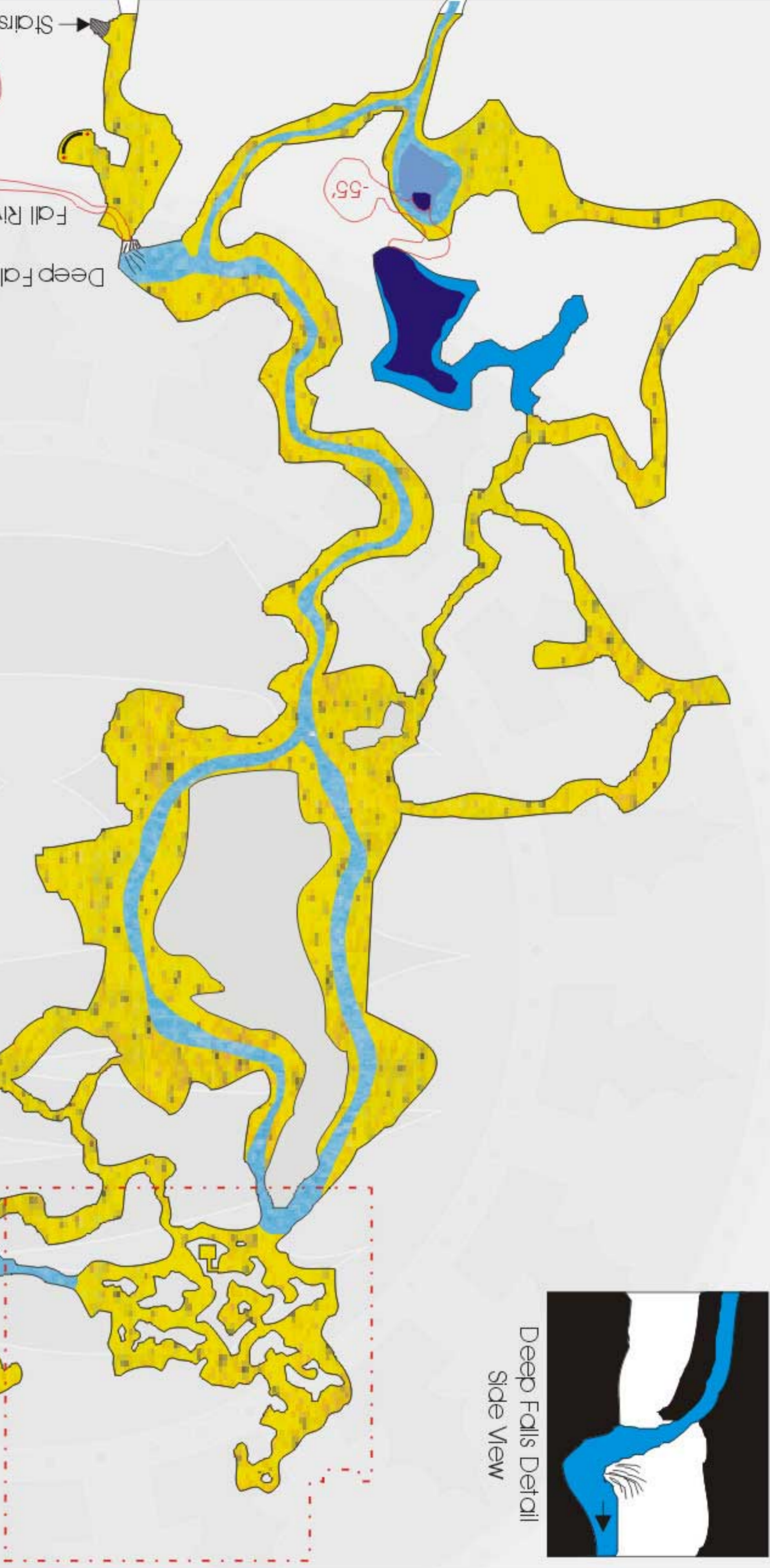
Water Passageway

-  10'
 -  30'
 -  60'
- Underground River Depths (Avg.)

Underground River Passage. Height Or Depth Noted.



15' High Obelisk w/Braziers



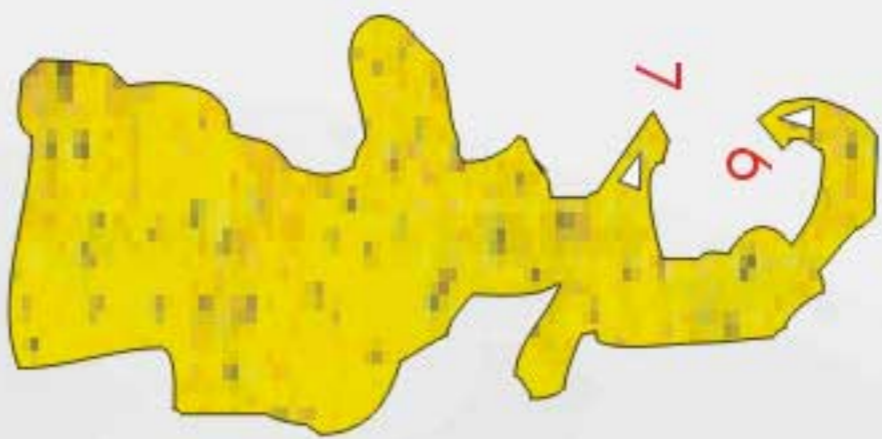
Stairs down to unknown
 Fall River Path +20'
 -55'

Deep Falls

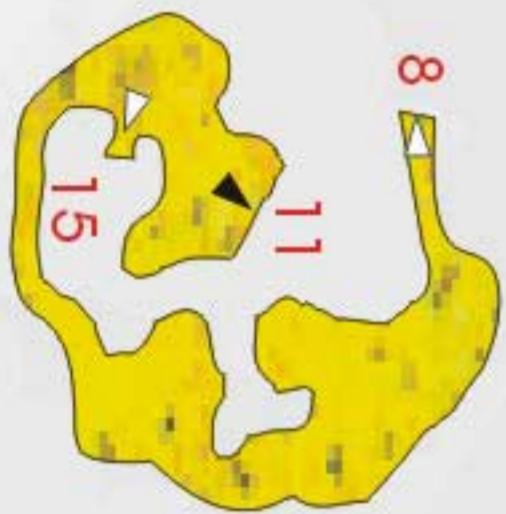


Red
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Citadel
Inner Caves
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Level: -1



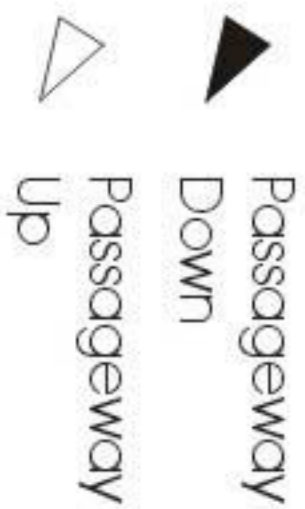
Level: -2



Level: -3



□ = 5' - 0"



Passageway
Down
Passageway
Up
Cavern Floor



The RBC clerics used to live in a very strange hexagonal shaped tower (the ORBC) that was sunk into the ground on a small island in Tontury lake on the Isle of Harn from Columbia Games. There they sought to summon their evil demon god Begathsnu by sacrificing a small baby to the demon so it would then inhabit the body. Growing up to take over the world as normal everyday evil creatures without any real job skills try to do.

Unfortunately for them, a small band of adventurers, whose base of operations housed the parents of the baby at the time, were not happy with the RBC clerics and hunted them down. In a long fought battle, the hardy adventurers saved the baby and destroyed the tower thereby saving the world from evil... or so they thought.

The surviving RBC clerics regrouped and decided on another strategy. Instead of living far away from civilization and acting in secret. They decided to move into town and set up a "church" in which to convert fodder,.. uh, I mean people to their beliefs and THEN act in secret. Thereby becoming "legal" in the eyes of the general populace. Of course their true objectives are kept hidden until their strength can be revealed. No one actually "see's" who's in charge or gets beyond the inner hall until they prove worthy to become members of the "church" and then they are still heavily watched and regulated. Only a very few know the whole Citadel and it's true purpose, and they're not telling.

There are however, rich and high ranking "officials" and other sundry types that do gain admittance to the inner sanctums. Acolytes on the front steps give out coppers to the poor daily and offer "prayers" for their well being. Healing herbs are produced and sold to the populace. Even their blacksmith is hired from the townspeople though he doesn't see more than anyone else, only being allowed into the smithy area. The outside rear and side walls that abut the streets have become a bastion of small huts and hovels of the poor and somewhat "reputable" hawkers of dubious goods. Basically alleyways of poor trash...

Occasionally some poor soul disappears from an alley at night,... but that's usual for any town.

The RBC was designed as part of my ongoing campaign with about 8-10 years difference between my characters first encounter with them. Here are the final plans and a rough idea of what the various rooms are for. You need to stock them as you see fit or change them totally as needed.



LEVEL 1

- AREA 1: Main entrance/courtyard. Portcullis gate with smaller "swivel" gate for individual entry after normal business hours.
- AREA 2: Foyer.
- AREA 3: Front hall. Fountain. Fountain has illusional water cast upon it to hide secret staircase to caverns (Level 0) below. Hall is open to above floor. Roof supported by large carved pillars.
- AREA 4 & 5: Guard posts.
- AREA 6: Hall of pillars/guest waiting area.
- AREA 7: Stables.
- AREA 8: Smithy. Ladder to trap door in ceiling to hayloft above. Barred double doors to outside for delivery.
- AREA 9: Guest rooms.
- AREA 10: Hall of Tapestries.
- AREA 11: Library.
- AREA 12: Librarians quarters & bedroom.
- AREA 13: Chamberlain's quarters.
- AREA 14: Guest lounge.
- AREA 15: Hallway to staircase leading up to observation tower.
- AREA 16 & 17 & 19: "Esteemed guests" quarters.
- AREA 18: Inner courtyard. Fountain (see: AREA 3 for details). Secret doorways behind statues.
- AREA 18a: Outside courtyard. Fountain (see: AREA 3 for details).
- AREA 20: Barracks. Mid level priest/monks are bunked here as guardians until advancements open.
- AREA 21: Weapons practice area. Balcony for trainer observation & weapons practice storage room.
- AREA 22: Training armor storage for adjacent training room.
- AREA 23: Weapons Master/Trainer quarters.
- AREA 24: Weapons Master storage room.
- AREA 25: Weapons/exercise training room.
- AREA 26: Weapons storage room.
- AREA 27: Trap. A series of thin wood walls are staggered maze like along this 50' heavily carpeted corridor. When the 30th foot area marked on the map is reached, it sets off the arbalest trap in AREA 42. The bolt then shoots through the thin walls and anyone in it's way (at least with enough force to penetrate two armored characters). The walls are replaced with fresh carpet and wood. Anyone reaching the end will find a blank wall with a bullseye painted on it.
- AREA 28: Middens. Last toilet has out of order sign on it. Secret door on wall to AREA 29 above toilet. Flush to open.
- AREA 29: Secret passage/stairway (to Level 0, AREA 22).
- AREA 33: Exchequer's office.
- AREA 34 & 35: Records storage. Usually a front to maintain reasonable doubt to the "outside" world. Position held by a "High Brother" of the church.



- AREA 36: Linen storage.
- AREA 37: Cook's living room.
- AREA 38: Cook's bedroom.
- AREA 39: Secret storage area, unknown by cook.
- AREA 31: Sacred Temple of the church (see Details sheet for side view). This is where sacrifices to Begathsnu are held. Initiations into the church (acolytes are teleported in). And other evil doings. Access gained from Level O, AREA 29. Polished round wooden dias er of central sunken floor. A large yellowish rough cut diamond hangs suspended from the domed ceiling 30+ feet in the air. Slowly turning, it emits a sickly light throughout the room that drains all good and neutral character's abilities by 1 point per minute. Lost ability points return within the same time period when said characters have left the Citadel. Otherwise they remain at the lost level while within the Citadel. The rays effect evil characters by increasing their morale by 10% as long as they are within the room. Spells cast by good and neutral "characters" have a 50% chance of misfiring. Evil "characters" spell effects are increased by 25%. Item effects are not affected unless good/evil specific then the above applies. This "diamond" is the means by which the clerics commune with their "god". It is not pure as was their "first diamond" (hence the yellowish color) that was destroyed (see intro) so they cannot yet bring their "god" into this world (but they are working on it). The floor of this room is tiered to allow all the clerics to view the main speaker who would stand on the dias.
- AREA 40: Kitchen with stairway to cellar (Level O, AREA 20)
- AREA 41: Mess hall.
- AREA 42: Secret door from AREA 18 opens to this secret room containing the arbalest trap that fires upon AREA 27.
- AREA 43: Secret room with stairwell leading down & out to exterior GM determined escape route.
- AREA 44: Interrogation chamber. Heavily soundproofed. Secret door on northwest wall leads to AREA 43 & spiral staircase leading down to Leve: O, AREA 22
- AREA 45: Secret chamber.
- AREA 46: High priest's bedchambers.
- AREA 47: Observation chamber. Central comfy chair swivels to face magical wide screen wall that enables (and is enabled by) the sitter to view and listen upon any room within the Citadel (except AREA 33, Level 2). Two braziers provide light and come on when chamber is entered.
- AREA 48 & 51: Greenhouses. Floor to ceiling frosted windows. Seedlings of various unsavory plants. With side storage room.
- AREA 49 & 50: Gardening tool storage.
- AREA 52: Outside vegetable gardens. Water well.
- AREA 53: Large greenhouse with large carnivorous plants that are usually fed with people that wouldn't be missed, enemies, etc. Excretions from the plants are used in various potions and herbs. Large floor to ceiling frosted windows.



LEVEL 2

- AREA 1: Guard walkway. Stairs lead down to courtyard.
- AREA 2: Main entrance courtyard.
- AREA 3: Hayloft with trap door to smithy below. Courtyard loft door has wench for lifting hay bails.
- AREA 4: Acolytes quarters. Large room, roof supported by pillars. They are not allowed to speak unless spoken to. General duties are to clean the Citadel and wander the streets looking for more converts. Extra acolytes are sent on errands that may take weeks. But all are very much brainwashed to the cause. Those who are found with talents and "personality" attuned to the church will be "invited" to attend additional "advanced priestly training". Those then found "wanting" are never seen or heard from again. Those who show promise are trained as priest/monks and sent to the tower (Level 1 Area 5) to await advancement opportunities by the "Higher Brothers". Hoping someday to start a church somewhere.
- AREA 5: Guard post. Patrols move along the side and up the stairs behind the smithy to the Roof.
- AREA 6: Roof courtyard. "Esteemed guests" may lounge or practice their "arts" here while overlooking the outer courtyard.
- AREA 7: Observation tower. This tower goes up one level above the main "temple" roof allowing for a great view.
- AREA 8: Guard post. Guards can observe Level 1, AREA 1.
- AREA 9: Middens with basins.
- AREA 10: Armor & equipment storage.
- AREA 11: Covered balcony overlooking training area. Secret, magically locked doors lead to observation balcony and AREA 31.
- AREA 12: Training area (Level 1, AREA 21).
- AREA 13: Observation balcony from Level 1, AREA 21.
- AREA 14: Open area of Level 1, AREA 3.
- AREA 15: Corridor around the Inner courtyard. Windows open to allow weapons fire into courtyard below.
- AREA 16: Foyer with access to middens.
- AREA 17: Guard post.
- AREA 18
& 19: Lower priest's quarters. generally the one's who appear to the masses during ceremonies or complaints. Lowest of the "hidden" interior echelon. Mid priest and monk fighting abilities. May have a few minor magic items.
- AREA 20: Priest's hallway.
- AREA 21: Linen storage for Level 2.
- AREA 22 &
23: Middle and upper middle (respectively) priest's quarters. The ones who go about the churches "duties" at night. Fully trained as fighting monks and higher spell abilities with some magic items of semi-powerful abilities.
- AREA 24: Water storage for midden/sinks below. Still under testing before full plumbing is undertaken.
- AREA 25: Staircase leading down to Level 1.



AREA 26 &
28-30:

High Brother priests. Answerable only to the "Highest" (Level 1, AREA 46). In training by the Highest. All church functions are "done" by these four priests except the summoning of their "god". Extreme spell ability. Powerful magic items. Fantastic monk abilities. Not to be trifled with.

AREA 27: Hallway leading out to AREA 37 roof courtyard.

AREA 31: Mages corridor. Any one not allowed by the mage who finds themselves within this corridor will come under a spell of extreme confusion (no save allowed due to spell level and proximity to Level 1, AREA 31 nearby) and will wander back and forth along the corridor, eventually collapsing from exhaustion until found and captured by the mage and then given over to the clerics. Due to the proximity of Level 1, AREA 31, good and neutral characters that remain in the corridor will lose 1 point from every ability every 30 minutes (see: Level 1, AREA 31). There is a magically hidden/locked door to "attic" (GM expansion) on the south wall.

AREA 32: Upper domed area of Level 1, AREA 31. Here is where the large diamond hangs.

AREA 33: Mages sanctum. Summoning pentagram. Bed & worktable. Small podium with tome of spells. Other side of dividing wall has spell components lining shelves. The rear west wall has a combo of spell components and research/spell books and scrolls. This room is heavily guarded by spells and should be very hard to detect (see: Area I).

AREA 34: Weaponsmith/Armorer quarters.

AREA 35: Weapon/Armor smithy. General repairs of weapons and armor. It never really gets too hot or smoky in here for some reason.

AREA 36: Additional "Esteemed guests" quarters overlooking the inner courtyard. Accessed by the inner courtyard stairway & upper balcony.

AREA 37: Roof courtyard. "Esteemed guests" may lounge or practice their "arts" here while overlooking the inner courtyard or the garden.

LEVEL 3

Note: The greenhouse roofs have frosted windows in ceilings.:

AREA 1: See: Level 2, AREA 1.

AREA 2: See: Level 1, AREA 1.

AREA 3: Weapons storage, winter practice area.

AREA 4: See: Level 1, AREA 21.

AREA 5: See: Level 2, AREA 13.

AREA 6: Stairway to upper roof.

AREA 7: Roof coverage of Level 1, AREA 3.

AREA 8: Midden water storage tank roof. The roof sections can be moved back to allow for rain fill.

AREA 9
& 12:

Lower roof courtyards.

AREA 10: Observation tower (shown at lower level for clarity, actually 5-6 levels above ground).

AREA 11: See: Level 1, AREA 18.



AREA 13: Temple roof.

LEVEL 0

AREA 1: Passageway to Level -3 Area 1.
 AREA 2: Passageway to Level -3 Area 2.
 AREA 3: Passageway to Level -3 Area 3.
 AREA 4: Passageway to Level -3 Area 4.
 AREA 5: Passageway to Level -3 Area 5.
 AREA 6: Passageway to Level -1 Area 6.
 AREA 7: Passageway to Level -1 Area 7.
 AREA 8: Passageway to Level -2 Area 8.
 AREA 9: Passageway to Level -3 Area 9.
 AREA 10: Passageway to Level -1 Area 10.
 AREA 11: Passageway to Level -3 Area 11.
 AREA 12: Passageway to Level -3 Area 12.
 AREA 13: Typical fountain stairwell cave.

NOTE on Fountain Stairwells...

Any characters going up the stairwells towards the fountains on Level 1, shall see the shimmering effect of the illusion. It works one way only, you can see through the illusion from the bottom, but the top appears as a normal water filled pool with a splashing fountain above. Complete with touch, taste and sound. There are even goldfish swimming. Pass through at your own risk!

AREA 14

& 15: False door, pit trap.

AREA 16

& 17: Passageways to the unknown. HEAVILY locked & re-inforced doors!!!

AREA 18: Secret door on AREA 19 side of cavern opens to pit trap area. The other side of the secret door looks like a normal door which activates the pit trap when pulled upon. Only high level priests know the way to open the "normal" side of the door without setting off the pit trap.

AREA 19: Secondary corridor to cavern complex.

AREA 20: Kitchen "cold food" storage. Stairway leads up to Level 1 Room 32a. Secret door to passageway & AREA 22.

AREA 21: Meeting room.

AREA 22: Main corridor.

AREA 23: Holding cells.

AREA 24: Temple vestment ready room.

AREA 25

& 27: Private high level training areas for priests.

AREA 26: Lower interrogation room. Storage.

AREA 28: Corridor with an alcoved "guardian/trap" that activates when curtain is moved.

AREA 29: Stairway up to Level 1, AREA 32 Temple.

AREA 30: Secret alcove containing a guardian (GM description) which will activate when the other "guardian/trap" alcove's curtain is moved.



LEVEL -1

General caverns. See Level 0 for cavern connections.

LEVEL -2

General caverns. See Level 0 for cavern connections.

AREA 11: Passageway to Level -4 Area 11.

LEVEL -3

General caverns. See Level 0 for cavern connections.

LEVEL -4

AREA 1: Water from the underground river ends up here after falling 10' into the very turbulent whirlpool leading to who knows where?

AREA 2: Hole in a small rock formation. Entrance to Goblinoidal hive of some kind. They guard this level and work with the RBC.

AREA 3: Very deep pool. Possible guardian creature for Area 4.

AREA 4: (see: Detail) The magical & mundane treasure hold. Access is through a submerged passageway. You'll need to swim through AREA 3 first.

AREA 5: Spiral staircase that leads up to Level 0, next to AREA 11.

AREA 11: Passageway to Level -2 Area 11.

CAVERNS LAYOUT

Overview of the lowest caverns below the RBC. RBC outlined in red (Level -4 area) for placement reference. Typical rocky/sandy floor in natural areas. Many other smaller caves and caverns exist but are not shown for clarity. Many bad things live here. Feel free to expand...

AREA 1: Citadel reference.

AREA 2: Ancient obelisk, origin unknown.

AREA 3: Deep pools. Underground river from the west feeds this pool. A deeper submerged natural tunnel links this to a larger cave to the east. The underground natural tunnel also has an off-shoot tunnel leading to a completely submerged cave 55' below this level.

AREA 4: Rough hewn stairs leading down to the unknown.

AREA 5: Deep falls. Another underground stream opens out from the ceiling (see side view detail) to feed the main stream.