

# THE STRONGHOLD

Issue N° 3



# THE STRONGHOLD

Issue N<sup>o</sup>. 3

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## FOREWORD

🎲 You hold in your hand Issue #3 of The Stronghold. This issue has been a true labor of love for me. It's also about a year late getting into your hands. That's squarely on my shoulders, honestly. A lot has happened in the interim: my mother passed away; I closed my law firm; left another firm for failed promises; been published a second time; and the thread of depression tying everything together.

🎲 Let me step away from the gaming table for a minute and be serious. If you know anyone suffering from depression, believe them. Stand by them. Help them. Most of all, have patience with them. I was raised in a family that had a multi-generational belief that "depressed people" just need to pull up their bootstraps, suck it up, and get on with life. A "smile always makes it better"-kind of mentality.

🎲 It may be some sick kind of karma that I've gone through this past few years. Let's just say that everything people say about depression is true: it affects you on a physical, emotional, mental, and spiritual level. Getting up in the morning, going to bed at night. Thinking. Working. Sitting in church. Yeah...all of it. That "lazy," "always sick," or "confused" friend or family member? They may be going through something dark. Just do me a favor and have patience with all of us, OK?

🎲 Now, to the issue: I'm proud of this issue. I've tried to give a good mix of crunch and fluff, while trying to stay a bit more system-neutral. I know that some DMs want a bit of substance where others only want some simple inspiration, prompts, and hooks. I've tried to provide some of both. In short, I've tried to provide a little something for everyone.

🎲 I am honored and touched by the faith you, my readers, have shown in me by picking up a copy of this 'zine. On behalf of myself and all those who contributed to this issue, I offer my heartfelt thanks.

🎲 Most importantly, I must thank my family: for putting up with me and for standing by me. As ever, my readers, may your beards grow long and your dice remain dry.

September 29, 2016

*Brian Skupman*

## FOUND ITEMS

### MALIGNANT MANTLES

In recent years, there are a vocal few among adventurers who have taken up the mantra of “No capes!” Whispers on the streets warn of the many potential dangers outerwear can pose to their wearers: tripping warriors at inopportune moments, inadvertently setting off traps, or facilitating an enemy’s grappling or strangulation attempts. In practice, however, such occurrences are not overly common (except, of course, under the gaze of a vengeful deity).

In spite of the liabilities laid—justly or no—at the hems of capes, cloaks, and robes, most adventurers of all types still choose to utilize outerwear—especially the magical variety—as part of their daily traveling ensemble. Whether for protection, stealth, or simply keeping the rain off your sword and your head, the perks have always outweighed the risks. Until now.

Some enterprising merchants listened to the critics and chose to capitalize on the dire warnings. They have started a small-but-growing enterprise: the selling of malignant mantles. These are cloaks, capes, and robes that are all meant to provide a bonus to the wearer, but with an inherent risk.

These magical coverings are not for everybody, obviously. The target customers are those of questionable moral character, an evil bent, and who favor winning “at all cost.” Of course, that assumes that clever salespeople tell the full truth about their goods; an adventurer with good intentions may find themselves unintentionally wrapped in a shroud of their own purchase.

All who know about them agree: these woeful wares are both valuable and useful, but at a cost. Is the cost too great? The craftsmanship alone makes these garments sought-after. The enchantments placed on them add to their desirability. The worth of the risk someone takes in donning one, however, is for the wearer to decide.

Buyer beware.

Name	Magic	CL	Cost (gp)
Cape of Cloaker-skin	Moderate Illusion	6	32,500
Cape of Cloaker-skin, greater	Strong Illusion	6	79,600
Cloak of Flensing	Moderate Illusion	3	7,900
Dark Mantle	Moderate Evocation/ Faint Transmutation	3	22,400
Robes of Arachnae	Moderate Conjuraction	3	67,300
Shroud of the Scarab-born	Moderate Abjuration	6	30,000

Note: An individual gains a reflexive knowledge on full utility of a specific garment after a continuous 24-hour-period of wear. If the garment is removed for any length of time, that knowledge is lost and a new melding period must take place. Without the melding, no benefit comes from the garment; any risk associated with wearing the garment, however, may still be incurred.

⊗ **Cape of Cloaker-skin:** Adventurers who have spent any significant time exploring the under-surface caves and the bowels of the earth have at some point encountered a creature known as the cloaker and know of the dangers they pose. Skins of these creatures have been worked into capes, while incorporating the talons of the beast into the corners of the garment.

First, a wearer of this cape gains a +2 bonus to stealth or hide rolls.

Second, a wearer of this cape will find that manipulating the hooked cape grants a +5 benefit to all climbing attempts, even those on seemingly sheer, smooth, and unscalable walls.

Third, this cape can be used in unarmed melee combat, the hem whipped and whirled at a foe. Using the cape in this way precludes the use of any other weapon or shield, but grants a +2 to both damage (slashing) and defense rolls while also providing a 10-foot reach to the wearer.

Fourth, once per day a wearer gains the ability to cast *blur* upon himself (CL 6) for 1d4 rounds. There are rumors that a “greater” version of the cape exist that replace the *blur* effect with a *mirror image* effect (CL 6).

However, after the cape has bonded with a wearer, he occasionally hears within his head the cloaker’s mind-affecting moan. A wearer must, once every twelve hours, roll below for a suffered effect. No saving throw is allowed; the bonding allows the wearer to understand and manipulate the cape, but also allows the cape direct access to the wearer’s mind.

1d30	Effect	Description
1–3	Distracted	Wearer is deafened for 2 rounds
4–10	Shaken	Wearer is shaken for 2 rounds
11–15	Panic	Wearer becomes panicked for 2 rounds
16–19	Nausea	Wearer falls prone; nauseated for 1d4+1 rounds
20–23	Stupor	Wearer affected as <i>hold person</i> for 5 rounds
24–28	Unnerved	Wearer shaken for 2 rounds, then helpless for 3 rounds
29–30	No effect	Wearer hears the moan, but shrugs off any effect

\*Add 2 rounds to each effect for the greater version of the cape.

⊕ **Cloak of Flensing:** The origin of the first cloak of flensing is unknown, although it is usually agreed that the creator was a sick and depraved individual. The typical cloak of flensing is a dark and stained leather, with the consistency and texture of human flesh. Just like fingerprints, no two cloaks are the same, with varying marks, scars, and seams in the fabric. Three edges of the cloaks are lined with an ever-sharp razor's edge of magically hardened bone strips; the bone edge is sufficiently hardened and sharpened that the cloak would need to be completely and utterly destroyed before the bone razor became useless. Simply fracturing the strip is not enough. The hood of the cloak is a hideously scarred humanoid mask that fits over the wearer's face.

First, the cloak of flensing grants a +2 damage (slashing) to all unarmed melee attacks. Using the cape in this manner precludes the use of any other weapon or shield. Likewise, any foe who makes a successful unarmed melee attack against the wearer takes 1d2 hp damage in return.

Second, the edges of the cloaks provide a +5 bonus to escape artist checks or attempts to escape a grapple. Any foe attempting to grapple the wearer of a cloak of flensing takes 1d4+2 damage simply by attempting to start a grapple.

Third, once per day the wearer of the cloak, if she dons the hood, is the recipient of an effect equivalent to a *disguise self* spell (CL 3).

Donning—and bonding with—a cloak of flensing is a risky proposition, to both the wearer's body and mind. Once a day following bonding, the wearer must make a Will save (DC 15). A successful save imposes a hit point penalty on the wearer for the next 24 hours: they incur 1 hp damage for every two hit points dealt with the edge of the cloak, including those dealt in defense against unarmed opponents. This damage is applied at the end of every round.

A failed Will save is even costlier to the wearer: 1d4 Wisdom or Intelligence ability damage (DM's choice). This damage is cumulative; for example, if a wearer takes 2 points of Wisdom damage one day and fails the next day's Save for 1 point of Wisdom damage, the wearer is thus 3 points down from his normal attribute level. A successful Save negates all Attribute damage taken from the cloak's effect.

⊕ **Dark Mantle:** These garments consist of the skins of several darkmantles sewn into one piece of fabric. These basalt-colored capes are cunningly worked so that the creatures' hooks line the outer edge of the garment.

First, a wearer can utilize this cape in unarmed melee combat, whirling and whipping the hem at a foe. Using the cape in this manner precludes the use of any other weapon or shield, but grants a +2 to damage (piercing) rolls.

Second, a wearer manipulating the cape properly gains a +5 bonus to grapple attempts. **Note:** because of the different actions necessary between grapples and attacks, the grapple attempt must be a separate action from any unarmed melee attack. In other words, a successful unarmed melee attack does not initiate a grapple, or vice versa.

Third, bonding with the dark mantle grants the wearer the equivalent of *featherfall* (CL 2, self). This effect can be activated at will by the wearer or is automatic if the wearer is unconscious.

Fourth, the wearer can cast, once per day, a 10-foot radius of *darkness*.

The average darkmantle, despite living in cavern environments, is not a proficient climber. Oddly, cloaks made from the skins of these creatures have the same inherent weakness. A dark mantle wearer automatically incurs a -5 penalty to climbing attempts while wearing the garment.

In addition, the darkmantle is, by its nature, a short-lived creature. Wearing a dark mantle, including during the bonding period, physically ages the wearer—permanently—one month for each day.

⊗ **Robes of Arachnae:** Creators of these robes have somehow enslaved thousands of minuscule spiders and imprisoned them in and on the fabric. The spiders are free to move around anywhere upon the robes, but are bound to the fabric and unable to leave. They live their entire existence upon these robes: after damage or natural death, they are eventually replaced by their spawn.

First, the very sight of this moving, undulating wave of spider-flesh surging on and around the wearer's body is incredibly disconcerting to the average viewer. This effect grants +5 to the wearer's Charisma score. Furthermore, any creature that comes within 5' of the wearer must make a Will save (DC 14) or become frightened for 1d4 rounds. Any creature that is within 25' of the wearer who witnesses any of the effects must make a Will save or be shaken for 1 round.

Second, if a wearer comes into contact with a vertical surface and wills it, the fabric-bound spiders will begin to climb, pulling the robe and the wearer upward. In effect, the wearer gains a +10 bonus to all climb attempts.

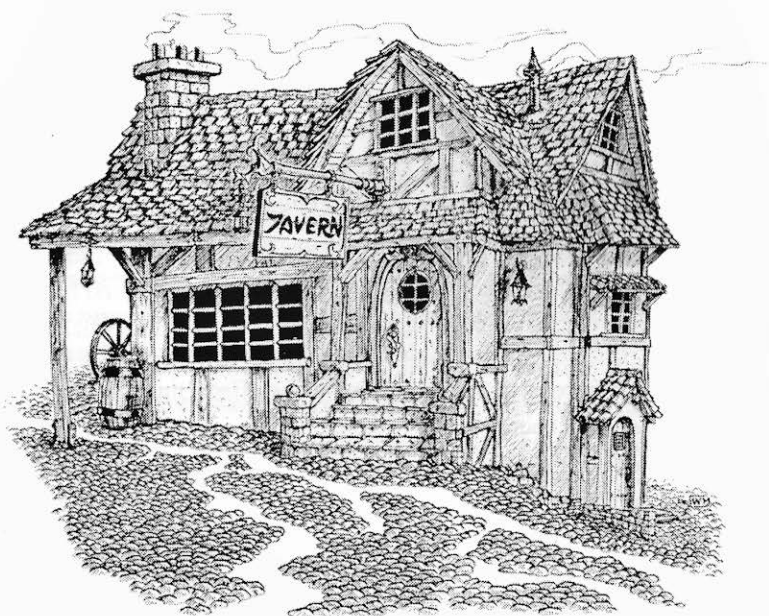
Third, twice per day the wearer can cast *web* (CL 3), essentially causing all the spiders' spinnerettes to fire at once.

Fourth, the robes grant the wearer the following abilities: the blindsight feat; +5 bonus to Spot checks; and tremorsense 15'.

The chaotic nature of spiders—combined with the sheer number of spiders involved—means that the wearer suffers a serious risk of poisoning. Any time

the wearer receives 25 hit points of damage or more from one single attack, there is a 25% chance of a portion of the spiders biting the wearer, delivering the equivalent of a dose of medium spider venom.

⊕ **Shroud of the Scarab-born:** If the wearer of this garment is hooded when attacked, the sand-colored linen hardens around the individual almost like the carapace of a beetle. This effect grants the wearer a +2 deflection bonus to AC. With each attack against the wearer, there is a 10% chance (non-cumulative) that the bonus to Armor Class is +4 instead. Subsequently, however, there is also a 10% chance (non-cumulative) that the cloth will harden after the attack (whether or not successful) into a full shell around the wearer—akin to a sarcophagus—granting total cover and a +10 to AC, but also effectively paralyzing the wearer for 1d4 rounds. This result is completely random and cannot be willed into effect by the wearer. 🕒





## MISSIVES FROM THE HOLD

“Food beyond compare, food beyond belief. Mix it in a mincer and pretend it’s beef. Kidney of a horse, liver of a cat; filling up the sausages with this and that.”

— *Les Misérables*, Lyrics by Herbert Kretzmer.

“This was after stew. But then, so is everything. When the first man crawled out of the slime and went to make his home on land, what he had for dinner that night was stew.”

— William Goldman, *The Princess Bride*

An inn or tavern is a source of employment, information, and entertainment, and adventurers will always find their way there. Every village has one; cities have several. They differ in quality, of course, both in terms of entertainment, lodging, and food. Or, more properly put in some cases, the “food.” Unless undead, adventurers have to eat. When the PCs sit down in a tavern and ask what’s available, chances are there is no ready-made menu. Use these tables and a couple of those funny-looking dice; roll on the basic tables or use the sub-tables for more specific food items. *Note:* you can use these in conjunction with the Missives table from Issue #2 of *The Stronghold*.

TABLE 1: THE MEAL	
d12	Menu Item Name/Composition
1	Mystery + [Table 2]
2	[Table 5]
3	[Table 5] + [Table 2]
4	[Table 5] & [Table 5]
5	[Table 3] + [Table 5]
6	[Table 3] + [Table 5] & [Table 5]
7	[Table 4] + [Table 5] + [Table 2]
8	[Table 4] + [Table 5] & [Table 5] + [Table 2]
9	[Table 3] + [Table 5] + [Table 2]
10	[Table 4] + [Table 3] + [Table 5] + [Table 2]
11	[Table 4] + [Table 5] & [Table 5] + [Table 2]
12	[Table 4] + [Table 3] + [Table 5] & [Table 5] + [Table 2]

<b>TABLE 2: THE DISH</b>	
1d8	Dish
1	Pudding
2	Hash
3	Cakes
4-5	Stew
6	Soup
7	Pie
8	Sausages

<b>TABLE 3: THE STYLE</b>	
1d6	Style
1	Shredded
2	Filletted
3	Patties
4	Sliced
5	Minced
6	Diced

<b>TABLE 4: PREPARATION</b>	
1d10	Method
1	Fried
2	Steamed
3	Boiled
4	Roasted
5	Baked
6	Grilled
7	Raw
8	Smoked
9	Pickled
10	Dried

<b>TABLE 5: INGREDIENTS</b>		
1d20	Ingredients	
1	Snails	
2	Snake	
3	Bacon	
4-5	Bread	
6-9	Produce	Roll on Table 5a
10-13	Meats	Roll on Table 5b
14-17	Fowl	Roll on Table 5c
18-19	Seafood	Roll on Table 5d
20	Cheese	

**TABLE 5A: PRODUCE**

1d30	Produce	1d30	Produce	1d30	Produce
1	Peppers, Hot	11	Lettuce	21	Barley
2	Peppers, Sweet	12	Onions	22	Radishes
3	Tomatoes	13	Garlic	23	Oats
4	Potatoes	14	Squash	24	Millet
5	Corn	15	Celery	25	Walnuts
6	Peas	16	Rice	26	Parsnips
7	Carrots	17	Cabbage	27	Asparagus
8	Beets	18	Chard	28	Leeks
9	Spinach	19	Mushrooms	29	Acorns
10	Beans	20	Apples	30	Turnips

**TABLE 5B:  
MEATS**

1d10	Meat
1	Dog
2	Pork
3	Beef
4	Lamb
5	Horse
6	Rat
7	Possum
8	Cat
9	Deer
10	Bear

**TABLE 5B<sup>1</sup>: CUTS (ROLL 1d20)**

1	Testicles	10-11	Roast
2	Intestines	12-13	Kidney
3	Eyes	14-15	Ribs
4	Snout	16	Tongue
5	Leg	17	Heart
6-7	Liver	18	Ears
8-9	Stomach	19	Feet/Hoof
		20	Brains

TABLE 5C: FOWL	
1d6	Meat
1	Pheasant
2	Pigeon
3	Chicken
4	Duck
5	Goose
6	Owl

TABLE 5C <sup>1</sup> : CUTS (ROLL 1d20)			
1	Brains	10-14	Breast
2	Intestine	15-16	Wing
3	Stomach	17	Liver
4	Feet	18	Heart
5-6	Eggs	19	Head
7-9	Legs	20	Eyes

TABLE 5D: SEAFOOD	
1d4	Source
1-2	Freshwater
3-4	Saltwater

TABLE 5D <sup>1</sup> : FRESHWATER	
1d12	Type
1	Eel
2	Bass
3	Trout
4	Carp
5	Catfish
6	Cod
7	Pollock
8	Perch
9	Salmon
10	Sturgeon
11	Whitefish
12	Crayfish

TABLE 5D <sup>2</sup> : SALTWATER	
1d12	Type
1	Eel
2	Octopus
3	Bass
4	Cod
5	Flounder
6	Perch
7	Shark
8	Lobster
9	Crab
10	Clams
11	Shrimp
12	Oyster

“Maybe the cat has fallen into the stew, or the lettuce has frozen, or the cake has collapsed. *Eh bien, tant pis.*”

— Julia Child

## UNCOMMON CLASSES

### THE WARDER

by Simon Simonathi

It is well-known that intrigue, power plays, and assassinations play an integral part in the worlds of politics and business. Those that have power want to keep it; those who don't have it, want to obtain it. In the never-ending struggle to gain and keep status and position, rulers and other wealthy individuals sought the means to protect what they prized more than anything: their lives. What good is it to be a king if you are dead, or a wealthy merchant if you are not around to spend that wealth?

To this end, the elite pursued a new kind of protector: one who was talented enough to heal them when injured, to avoid pitfalls when traveling, to detect the poison of a would-be assassin, and to have the strength and fighting ability to fend off a coup. It was a difficult task.

They tried everything. Rogues had the skill set to avoid traps, but their loyalty was often suspect. Clerics' loyalty and healing prowess were unquestioned, but they lacked the subtlety for stealth and detection. Bards could fill both of those roles, but were often too anemic and ineffectual when it came to fighting, whether in a one-on-one duel or with multiple opponents. What the upper class and nobility needed was a secret service of protectors who could—in brief flashes—do a little of everything and do it well.

From a remote and secluded school of rigorous training enters the warder to fill the role. Trained in the arts of subterfuge and subtlety, they can detect assassination attempts. They learn enough about the arcane arts that they can lend a healing hand or a scrying eye when the situation warrants it. Through the *Warder's Boon* they can increase their skill sets and fighting prowess to tackle the most difficult of confrontations, if but for a few moments. Their sworn oath binds them irrevocably to their charge so that their loyalty can never be questioned. The most skilled of warders are highly sought after by kings, lords, emperors, and the wealthy houses of the realms.



**Alignment:** Any good

**Hit Die:** d10.

### Class Skills

The Warder's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

**Skill Points at 1st Level:** (6 + Int modifier) x4.

**Skill Points at Each Additional Level:** 6 + Int modifier.

Table 1:

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+2	+2	+0	Warder's Oath, Warder's Boon +2, Trap Finding
2 <sup>nd</sup>	+1	+3	+3	+0	Quick Draw
3 <sup>rd</sup>	+2	+3	+3	+1	Share Boon
4 <sup>th</sup>	+3	+4	+4	+1	Shield Other 1/day, Share Spell 1/day
5 <sup>th</sup>	+3	+4	+4	+1	Warder's Boon +3
6 <sup>th</sup>	+4	+5	+5	+2	Touch of Vitality
7 <sup>th</sup>	+5	+5	+5	+2	Locate Creature
8 <sup>th</sup>	+6/+1	+6	+6	+2	
9 <sup>th</sup>	+6/+1	+6	+6	+3	
10 <sup>th</sup>	+7/+2	+7	+7	+3	Warder's Boon +4
11 <sup>th</sup>	+8/+3	+7	+7	+3	Shield Other 2/day
12 <sup>th</sup>	+9/+4	+8	+8	+4	
13 <sup>th</sup>	+9/+4	+8	+8	+4	
14 <sup>th</sup>	+10/+5	+9	+9	+4	Share Spell 2/day
15 <sup>th</sup>	+11/+6/+1	+9	+9	+5	Warder's Boon +5
16 <sup>th</sup>	+12/+7/+2	+10	+10	+5	
17 <sup>th</sup>	+12/+7/+2	+10	+10	+5	
18 <sup>th</sup>	+13/+8/+3	+11	+11	+6	
19 <sup>th</sup>	+14/+9/+4	+11	+11	+6	Shield Other 3/day
20 <sup>th</sup>	+15/+10/+5	+12	+12	+6	Warder's Boon +6

Table 2: —Spells per Day—

Level	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	Level	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
1 <sup>st</sup>	—	—	—	—	11 <sup>th</sup>	1	1	0	—
2 <sup>nd</sup>	—	—	—	—	12 <sup>th</sup>	1	1	1	—
3 <sup>rd</sup>	—	—	—	—	13 <sup>th</sup>	1	1	1	—
4 <sup>th</sup>	0	—	—	—	14 <sup>th</sup>	2	1	1	0
5 <sup>th</sup>	0	—	—	—	15 <sup>th</sup>	2	1	1	1
6 <sup>th</sup>	1	—	—	—	16 <sup>th</sup>	2	2	1	1
7 <sup>th</sup>	1	—	—	—	17 <sup>th</sup>	2	2	2	1
8 <sup>th</sup>	1	0	—	—	18 <sup>th</sup>	3	2	2	1
9 <sup>th</sup>	1	0	—	—	19 <sup>th</sup>	3	3	3	2
10 <sup>th</sup>	1	1	—	—	20 <sup>th</sup>	3	3	3	3

### Class Features

All of the following are class features of the warder.

**Weapon and Armor Proficiency:** A warder is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

**Trap Finding:** This ability is same as the rogue's.

**Warder's Oath:** Warders are sworn to protect their ward, charged with keeping them alive at all costs. Once they give their oath to protect, they are then bound to that individual until the ward releases them from their duty, death claims them, or the terms of their obligation have been met. A warder may give their oath to multiple people. If they break this oath, they lose their ability to use *Warder's Boon* and *Share Spell* until an atonement can be made.

**Warder's Boon (Sp):** As a swift action at 1<sup>st</sup> level a warder can create an arcane effect that lasts for a short period of time, in himself only. He begins with the knowledge of three abilities; each time his boon ability increases he may choose two additional abilities from Table 3: Warder's Boon. The effect lasts for a number of rounds equal to 3 + Intelligence modifier. He can use this ability a number of times per day equal to ½ his warder levels (minimum 1) + his Charisma modifier. Only one effect can be used at a given time. Changing an effect before the duration expires cancels the previous effect.



Table 3: Warder's Boon

Name	Effect
Inspire Courage	Same as Bardic Music effect equal to bonus
Heightened Senses	Improves Perception skill equal to bonus
Durability	Grants DR/- equal to bonus
Swiftness	Grants movement enhancement: + 5ft x bonus
Heroic Vitality	Grants temporary Con increase equal to bonus
Resistance	Grants energy resistance, single type: 5 x bonus
Heroic Power	Grants temporary Str increase equal to bonus
Deftness	Improves Disable Device & Sleight of Hand skill equal to bonus
Heroic Agility	Grants temporary Dex increase equal to bonus
Stealth	Improves Stealth skill equal to bonus
Insight	Improves Sense Motive & Diplomacy skill equal to bonus

**Quick Draw** At 2nd level, a warder gains this as a bonus feat.

**Shield Other:** A warder gains the ability to cast *shield other*. His caster level is equal to his Warder level.

**Spells:** Beginning at 4th level, a warder gains the ability to cast a small number of arcane spells, which are drawn from the warder spell list. A warder can cast any spell from the list.

To cast a spell, a warder must have an Intelligence score equal to at least  $10 +$  the spell level. The Difficulty Class for a saving throw against a warder's spell is  $10 +$  the spell level + the warder's Intelligence modifier.

Like other spellcasters, a warder can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 2: Spells per Day. In addition, he receives bonus spells per day if he has a high Intelligence score. When Table 2 indicates that the warder gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Intelligence score for that spell level.

Through 3rd level, a warder has no caster level. At 4th level and higher, his caster level is equal to his warder level -3 (except for when using his *shield other* ability, as above). Light armor does not impede the casting of warder spells due to their simplified nature.

**Table 4: Warder Spell List:**

**1<sup>st</sup> Level**

Cure Light Wounds  
Mage Armor  
Detect Good/Evil  
Detect Magic  
Detect Poison

**2<sup>nd</sup> Level**

Delay Poison  
Cure Moderate Wounds  
Mirror Image  
Protection from Arrows  
Heroism

**3<sup>rd</sup> Level**

Cure Serious Wounds  
Clairaudience/Clairvoyance  
Dispel Magic  
See Invisibility

**4<sup>th</sup> Level**

Cure Critical Wounds  
Dimension Door  
Invisibility, Greater  
Stone Skin

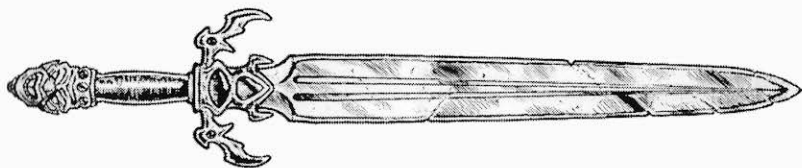
**Share Boon:** At 3<sup>rd</sup> level a warder can share his boon effect with a single ward, just so long as that ward is within line of sight.

**Share spell:** Once a day, beginning at 4<sup>th</sup> level, a warder can share any spell he casts with up to one ward, just so long as that ward is within line of sight. This improves to twice a day at 14<sup>th</sup> level

**Touch of Vitality (Su):** At 6<sup>th</sup> level the warder has become familiar enough with the arcane that he can replicate certain healing effects. He can heal the wounds of living creatures (his own or those of others) by touch. Each day he can heal a number of points of damage equal to twice his class level  $\times$  his Charisma bonus. For example, a 7th-level warder with a Charisma score of 14 (+2 bonus) can heal 28 points of damage. A warder can choose to divide his healing among multiple recipients, and he does not have to use it all at once. Using touch of vitality is a standard action. It has no effect on undead. Beginning at 11th level, he can choose to spend some of the healing bestowed by touch of vitality to remove other harmful conditions affecting the target. For every 5 points of healing ability so expended, a warder can cure 1 point of ability damage or remove the dazed, fatigued, or sickened condition from one individual. For every 10 points of healing ability so expended, a warder can remove the exhausted, nauseated, poisoned, or stunned condition from one individual. For every 20 points so expended, a warder can remove a negative level or the blinded, deafened, or diseased condition from one

individual. A warder can remove a condition (or more than one condition) and heal damage with the same touch, so long as he expends the required number of points. For example, if a warder wanted to heal 12 points of damage and remove the blinded and exhausted conditions from a target, he would have to expend 42 points (12 hit points restored plus 20 points for blinded and 10 points for exhausted).

**Locate Creature:** Once a day beginning at 7<sup>th</sup> level a warder can cast the spell *locate creature*. His caster level is equal to his warder level.



### THE WARDER

(*Swords & Wizardry* Version)

by Tim Shorts

#### WARDER ABILITIES:

**Trap Finding:** Warders are able to find traps as if they were a thief of the same level.

**Warder's Oath:** Warders are sworn to protect their ward, charged with keeping them alive at all costs. Once they give their oath to protect, they

are then bound to that individual until the ward releases them from their duty, death claims them, or the terms of their obligation have been met. A warder may give their oath to multiple people. If they break this oath, they lose their ability to use Warder's boon and Share spell until an atonement can be made.

**Warder's Boon:** At 1<sup>st</sup> level a warder can create an arcane effect that lasts for a short period of time, in himself only. A warder starts with a boon and gains a new boon every other level. A boon lasts for a number of rounds equal to 3 + level. A warder can use boons a number of times per day equal to ½ his levels (minimum 1). This is the number used as the bonus to the effects. Only one effect can be used at a given time. Changing a boon before the duration expires cancels the previous effect.

<p><b>Prime Attributes:</b> any; three attributes must be 13+ (5% experience bonus)</p> <p><b>Hit Dice:</b> d10</p> <p><b>Armor/Shield Permitted:</b> light armor and small shields</p> <p><b>Weapons Permitted:</b> any</p> <p><b>Race:</b> any</p> <p><b>Alignment:</b> Warders must be lawful</p>
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Table 5: Warder's Boon

Name	Effect
Inspire Courage	Immune to Fear effects
Heightened Senses	Grants +1 to Perception rolls
Durability	Reduce damage equal to bonus
Swiftness	Grants +5' movement bonus
Heroic Vitality	Temporary bonus to Constitution
Resistance	Grants +1 to save rolls
Heroic Power	Temporary bonus to Strength
Deftness	Improves all delicate task rolls equal to bonus
Heroic Agility	Temporary bonus to Dexterity
Stealth	Improves ability to move silent equal to bonus
Insight	Grants +1 to communication rolls

**Quick Draw:** At 2<sup>nd</sup> level a warder receives +1 to initiative rolls.

**Share Boon:** At 3<sup>rd</sup> level a warder gains the ability to share his boon effect with a single ward that is within line of sight.

**Spells:** At 6<sup>th</sup> level the Warder gains the ability to gain spells.

Table 6: Warder Spell List:

<b>1<sup>st</sup> Level</b>	<b>3<sup>rd</sup> Level</b>
Cure Light Wounds	Cure Disease
Detect Good/Evil	Clairaudience/Clairvoyance
Detect Magic	Dispel Magic
Purify Food & Water	Neutralize Poison
Shield	Protection from Normal Missiles
<b>2<sup>nd</sup> Level</b>	<b>4<sup>th</sup> Level</b>
Bless	Cure Critical Wounds
Delay Poison	Dimension Door
Invisibility	Remove Curse
Mirror Image	Stone Skin

**Share Spell:** At 4<sup>th</sup> level the Warder can share any spell he casts with up to one ward. The ward must be within sight. At 14<sup>th</sup> level the warder can share spells with two wards.

Table 7: —Spells per Day—

Level	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	Level	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
1 <sup>st</sup>	—	—	—	—	11 <sup>th</sup>	1	1	—	—
2 <sup>nd</sup>	—	—	—	—	12 <sup>th</sup>	1	1	1	—
3 <sup>rd</sup>	—	—	—	—	13 <sup>th</sup>	1	1	1	—
4 <sup>th</sup>	—	—	—	—	14 <sup>th</sup>	2	1	1	—
5 <sup>th</sup>	—	—	—	—	15 <sup>th</sup>	2	1	1	1
6 <sup>th</sup>	1	—	—	—	16 <sup>th</sup>	2	2	1	1
7 <sup>th</sup>	1	—	—	—	17 <sup>th</sup>	2	2	2	1
8 <sup>th</sup>	1	—	—	—	18 <sup>th</sup>	3	2	2	1
9 <sup>th</sup>	1	—	—	—	19 <sup>th</sup>	3	3	3	2
10 <sup>th</sup>	1	1	—	—	20 <sup>th</sup>	3	3	3	3

**Touch Vitality:** At 6<sup>th</sup> level the warder has become familiar enough with the arcane that he can replicate certain healing effects. He can heal the wounds of living creatures (his own or those of others) by touch. Each day he can heal a number of points of damage equal to twice his class level. A warder can choose to divide his healing among multiple recipients, and he does not have to use it all at once.

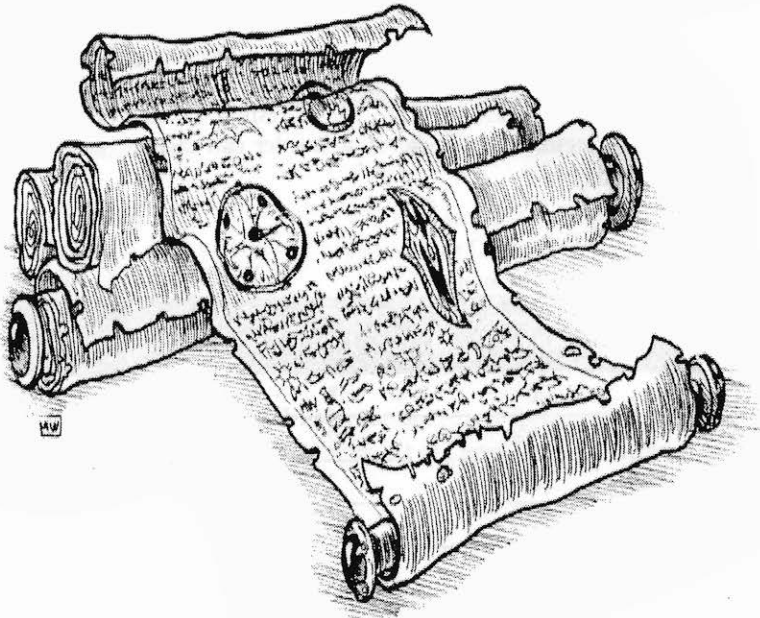
Beginning at 11<sup>th</sup> level, a warder can choose to use touch of vitality to remove harmful conditions such as poison, disease, or ability or level drain (by 1).

**Locate Creature:** Beginning at 7<sup>th</sup> level, a warder can cast the spell *locate creature* once per day.

Table 8:

Level	Experience Points Required for Level	Hit Dice (d8)	Attack Bonus	Saving Throw
1 <sup>st</sup>	0	1	+1	13
2 <sup>nd</sup>	2,500	2	+1	12
3 <sup>rd</sup>	5,000	3	+2	11
4 <sup>th</sup>	12,000	4	+2	10
5 <sup>th</sup>	25,000	5	+3	9
6 <sup>th</sup>	50,000	6	+3	88

Level	Experience Points Required for Level	Hit Dice (d8)	Attack Bonus	Saving Throw
7 <sup>th</sup>	100,000	7	+4	7
8 <sup>th</sup>	175,000	8	+4	6
9 <sup>th</sup>	275,000	9	+5	5
10 <sup>th</sup>	5,500,000	9+2 hp	+5	4
11 <sup>th</sup>	825,000	9+4 hp	+6	3
12 <sup>th</sup>	1,100,000	9+6 hp	+6	3
13 <sup>th</sup>	1,375,000	9+8 hp	+7	3
14 <sup>th</sup>	1,600,000	9+10 hp	+7	3
15 <sup>th</sup>	1,800,000	9+12 hp	+8	3
16 <sup>th</sup>	2,000,000	9+14 hp	+8	3
17 <sup>th</sup>	2,200,000	9+16 hp	+9	3
18 <sup>th</sup>	2,400,000	9+18 hp	+9	3
19 <sup>th</sup>	2,600,000	9+20 hp	+10	3
20 <sup>th</sup>	+200,000 per level	9+22 hp	+10	3



## **NPCS, NASTY AND NICE**

“[His] villainous-looking and repulsive face was obscured by a quantity of matted red hair. He was dressed in a greasy flannel gown, with his throat bare; and seemed to be dividing his attention between the frying-pan and a clothes-horse, over which a great number of silk handkerchiefs were hanging.” — *Oliver Twist*, Charles Dickens

“I am the unseen. For centuries I have been here, beneath this great city, this metropolis. I know your language...I listen. I am the spider. I see sound. I feel taste. I hear touch. I spin this story. This is the story I've spun.” — *Lagoon*, Nnedi Okorafor

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Ancient stories hold that spiders are the harvesters of lore, the gatherers of secrets, and the hoarder of rumors. They can enter into secret places unseen. At the same time, however, most sentient creatures are repulsed by arachnids, an inbred aversion that generally prevents the direct collection of information by the creatures; most creatures would rather recoil in horror than speak to an eight-legged monstrosity crawling towards them.

Ancient stories also tell of a deity, a trickster, a God of Thieves. This deity crosses all Places and all Planes. It is universal. It is known by one name in all languages: Fagin, F'gin, ᚼᚱᚰᚱᚰᚰᚰ. All those who venerate this god take the title of “Fagin.” Auruglogorgl the Fagin is no different. A more devout worshiper would be difficult to find; he is as close to a high priest as possible without being clergy, as he has been visited by an avatar of the god. Auruglogorgl even dresses like the avatar, in once-rich finery: patched breeches, mismatched shoes, moth-eaten waistcoat, and threadbare coat, but all over adorned with silk handkerchiefs and gold chains.

Auruglogorgl's business is information. He knows, of course, that humanoids react better to humanoids than to arachnids. He uses *polymorph* spells to transform his features into forms slightly more pleasing than his arachnid face. Not many know about his existence, and fewer still know his true self. Only those who truly need his services can find him; he is always able to find those from whom he gathers his wares. There is no creature he calls “friend” and he has no known family. If he were asked, he would say that he did not know from whence he came. He has simply always “been here,” so far as anyone knows. No one knows anything about his history or where he came from: that is the one piece of information that Auruglogorgl will not share, at any price. He may sell you a silk handkerchief, though. Or two.

Ettercap Rogue 18

XP 409,600

NE Medium Aberration

Init +12 Senses Low-light Vision; Perception +27

## DEFENSE

AC 27, touch 19, flat-footed 18 (+8 Dex, +2 natural, +6 armor, +1 feat)  
hp 186

Fort +12 Ref +20 Will +13

## OFFENSE

Speed 30 ft., climb 30 ft.

Melee Bite +24 (1d6+1, poison) or +1 *Agile* Rapier +27 (1d6+11/18-20)Full attack Bite +24 (1d6+1, poison), 2 Claw +24 (1d4+1) or  
+1 *Agile* Rapier +27 (1d6+11 / 18-20)Special Attacks Poison (DC 15) Bite 1d2 Dex 1/rd x10 rds,  
cure 2 consecutive saves; Web (DC 15) 8/day 50' range  
Sneak attack 9d6

Space/Reach 5 ft./5 ft.

## STATISTICS

Str 12, Dex 25+2=27, Con 16, Int 14, Wis 10+6=16, Cha 14+4=18

Base Atk +16 / Grapple +17

Feats Alertness, Armor Proficiency (Light), Combat Reflexes,  
Dodge, Great Fortitude, Improved Initiative, Improved Natural  
Armor, Multiattack, Persuasive, Weapon Proficiency (Simple), Skill  
Focus (Stealth), Stealthy, Weapon FinesseSkills Acrobatics +21, Appraise +15, Bluff +24, Concentration +3, Craft  
(Trapmaking) +8, Diplomacy +15, Disable Device +3, Disguise +5,  
Escape Artist +32, Forgery +2, Gather Information +23, Heal +3,  
Intimidate +25, Knowledge (Dungeoneering) +3, Knowledge  
(Local), Open Lock +13, Perception +27, Sense Motive +15, Stealth  
+39, Survival +3, Use Magic Device +16, Use Rope +8

Languages Common, Dwarven, Elvish

Special Abilities Crippling Strike, Evasion, Improved Evasion,  
Improved Uncanny Dodge, Uncanny Dodge



## EQUIPMENT

Belt of Incredible Dexterity, Bracers of Armor (+6), Cloak of Elvenkind, Headband of Alluring Charisma (+4) Periapt of Wisdom (+6), +1 agile Rapier, Scroll of *Polymorph* (x3), Staff of Swarming Insects, Vest of Escape.



## TREASURE TABLES

### AURUGLOGORGL'S TREASURE CACHES

#### Cache 1:

- 1) Potion—*cure moderate wounds*: 300gp
- 2) Potion—*blur*: 300gp
- 3) Sausages, x1 cask (small) (5lb): 1gp
- 4) Pickled Fish, x6 casks (small): 2gp
- 5) Silk Rope (50'): 10gp
- 6) Acid, x4 flasks: 10gp
- 7) Mace, Heavy MW (small) [damaged]: 290gp  
Gems and Jewels: Bloodstone: 30gp  
Coins: 55gp, 18sp, 20sp

#### Cache 2:

- 1) Chain Shirt (small) [average quality]: 100gp
- 2) Everburning Torch: 110gp
- 3) Arcane Scroll—*charm person*, x3: 75 gp
- 4) Dagger MW [inferior quality]: 280gp
- 5) Potion — *delay poison* [drawback curse]: 300gp  
Coins: 131gp, 37sp, 30cp

#### Cache 3:

- 1) Glaive, MW [average quality]: 308gp
- 2) Thunderstones (4): 120gp
- 3) Arcane Scroll—*detect undead*: 25gp
- 4) Arcane Scroll—*magic missile*: 25gp
- 5) Arcane Scroll—*darkvision*: 150gp
- 6) Signet ring: 5gp
- 7) Ale, x1 barrel (240lbs) [inferior quality]: 6 gp  
Gems and Jewels: Banded Agate: 7gp  
Amethyst: 120gp  
Coins: 233gp, 3sp, 70cp

#### Cache 4:

- 1) Longsword, MW [superior quality]: 285gp
- 2) Divine Scroll — *cure moderate wounds* (x2): 300gp
- 3) Dagger, MW [inferior quality]: 280gp  
Coins: 135gp

## PECULIAR PLACES

### THE CRAG

Located in seedy southern Coldtreath is a triangular neighborhood formed by High Avenue on the north, Feydale Way on the east, and Myley Street on the west. The locals have always called it “The Crag” for inexplicable reasons. Many in Coldtreath know that if you need something special, magical, or utterly unique with a minimum of questions, you can generally find it in the Crag. Auruglogorgl’s Alley, the center of his web of information and his lair, lies within the Crag.

1. The Temple of Siasiusipp and Disanz, the God of Sorrow and the Goddess of Music, respectively. The temple has a one-story wooden meeting hall, a two-story stone inner sanctum, and a three-story stone tower. A small mud room grants access to the attached graveyard. The caretaker is a human priest named Apilos, who is haunted by his dead brother. If asked, he knows the legend of the Fellowship of the Wand and Crown.
2. The Cursed Axe. This two-story inn is a timber-framed building with a poorly thatched roof and a large cellar. Accommodations consist of wooden cots in the cellar, hammocks in the common room, and slightly better rooms on the second floor. Many of the tables in the common room are used for gambling. The innkeeper is an old male halfling named Erunda Gammarch. He was once an adventurer, but was maimed in the Annihilation of the Grim Shrine. A timid female Elven priest named Idriris is a long-time resident of the inn. *Roll on the tavern tables on page 8 for the “daily specials.”* Rumors to be gathered here:
  - 1–2: A vampire lurks in crypts beneath Siasiusipp’s Temple.
  - 3–4: Clouds of slashing teeth appearing in Ghoulmoor Fen.
  - 5: Magic is altered in strange ways within the Tenebrous Mire.
  - 6: The Demons of Nula are imprisoned in the Black Shrine.
3. The Gory Sword. The shop is a one-story timber-framed building, with a smooth stone floor. It is brightly lit by magical candles and chandeliers. The shopkeeper is an overweight female half-orc named Thenilda. She has a young daughter who idolizes adventurers. She typically sells:

✳️ +1bastard sword	✳️ +1hand crossbow	✳️ +2dwarven waraxe
✳️ +4kukri	✳️ +2greatsword	✳️ +1heavy mace
✳️ +2longbow	✳️ +3dancing rapier	✳️ +3shortspear

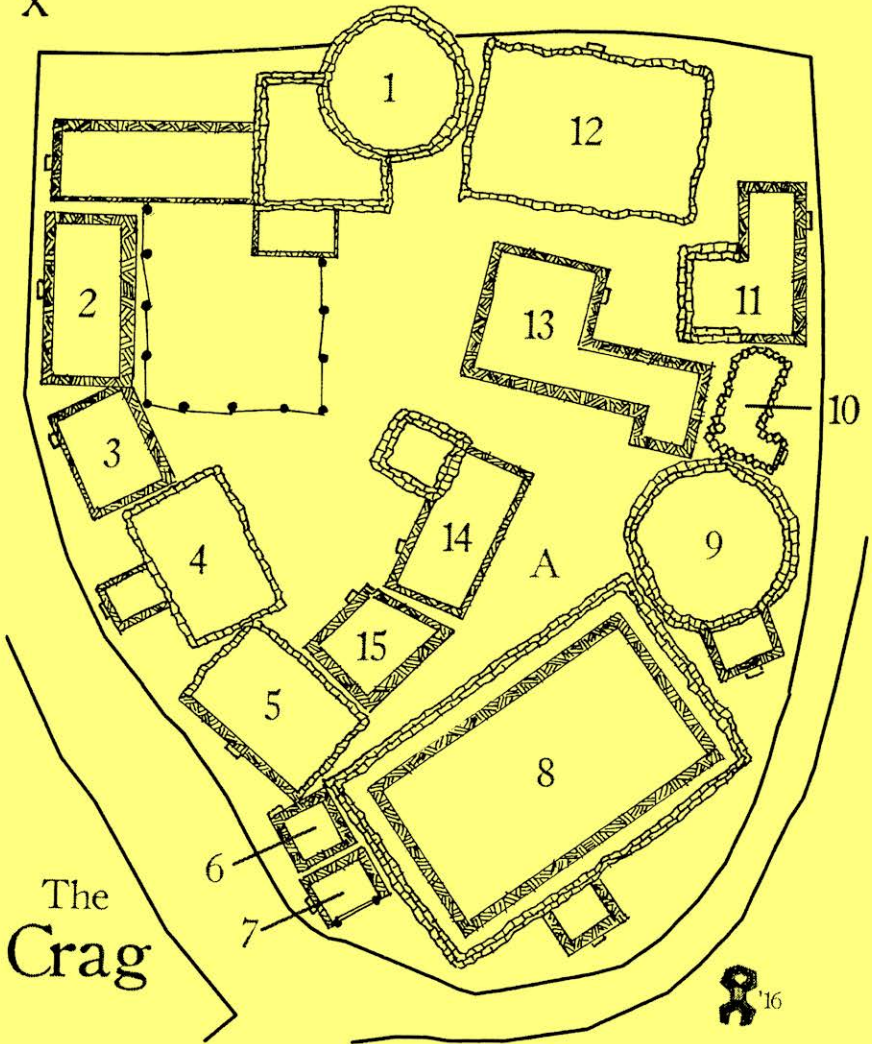
4. Thali's Scrollery. The shop is a one-story stone building with a wooden entry hall. The floor within is tiled mosaic. It has two chimneys, each one perpetually exhaling smoke and fiery sparks. The shopkeeper is a sarcastic male gnome named Thali Fangquill. He seems to know the name of everyone who enters his shop. Most scrolls are available, either in stock or special order, at 125% of normal price.
  
5. Mati's Wondrous Philtres. The shop is a two-story timber and brick building, with dwarf-wrought iron furnishings and a white tile roof. It is well lit by flasks of glowing oil set on the shelves. A tall male elf named Mati keeps the shop. He is a retired adventurer, and often tells stories of distant lands and terrible monsters. He sells basic stock for normal price and special requests for 150% normal. A typical inventory includes:
  - ✧ Marvelous Pigments
  - ✧ Potion of Cure Moderate Wounds (x3)
  - ✧ Potion of Magic Fang, Greater (+1)
  - ✧ Potion of Remove Fear (x5)
  - ✧ Silversheen (x2)
  - ✧ An unknown luminous mixture in a spherical porcelain jar that makes flames turn blue when used.
  
6. The Beggar's Punchline. This shop is a one-story timber-framed building with a hidden cellar. The interior is cramped, dimly lit, and smells of smoke. The shopkeeper, a female halfling named Bren Sliptoe, is a master thief and a fence. She covers up her illicit activities by selling thieving equipment to others; she pays the town guard to look the other way. Her inventory consists of a wide array of mundane thieving tools, including lockpicks, specialty lanterns, and traps. She stores various stolen goods as well as magical thieving equipment in the basement.
  
7. The Unlucky Stableboy. A food stand owned and operated by Horgan Skulison, a wretched looking dwarf with thin gray hair and one hazel eye. He wears dirty, ragged leather armor and serves bad food, fast. *Roll on the tavern tables on page 8, re-rolling any result that includes produce; add "on a stick" as appropriate.* Horgan knows a few rumors:
  - 1–2: An innkeeper's daughter vanished after some adventurers visited.
  - 3–4: A mad hermit lives in the Porta Hills where strange lights are seen.
  - 5–6: The town magistrate is dying of a seemingly incurable sickness.

8. Lace Hare Hollow. One of the biggest brothels in Coldtreath, both in physical size and in terms of clientele. The building is a two-story base of stonework and three stories of wooden framing. The madame, a gnome named Honor Rouge, cares greatly for her girls, runs a tight ship, and a relatively clean one. Her wares run the gamut of prices and species: nearly everything someone could want is available. Madame Rouge has an animal companion, a hawk named Elent. Unbeknownst to Madame Rouge, Elent is awakened, highly intelligent, and gathers information.
9. Peona's Wandering Shield. Peona's armory is a three-story stone tower covered by finely wrought iron. The lacy iron filigree forms various protective runes. Peona Tallwort is a moody female halfling who has an irrational paranoia about dragons: dragons are "the cause" of every misfortune in her life. A large collection of mundane armor hangs from the first-floor walls. Peona's unique and special wares are concealed, stored randomly throughout the rest of the tower. These items include:
- ✳️ *+2 chainmail* taken from the sepulcher of the lich Erimus
  - ✳️ *+3 buckler*, engraved with the holy symbol of a war god
  - ✳️ Dragonhide (gold) breastplate, from the Lost Chamber of Zu
  - ✳️ *+1 heavy wooden shield*, houses the spirit of Elwyn Leafbright
  - ✳️ *+1 leather*, ornate and trimmed with mink fur
  - ✳️ *+1 light steel shield*, ornately decorated and retrieved from the ancient barrow of the warlord Vidania.
10. Shrine of Troz. The building is a one-story hovel seemingly constructed of piled stones. The hovel is only about 4'-tall inside with a slate slab for a roof. The caretaker is an old male orc named Rosta, an exiled priest of Troz, Orc god of victory. Rosta is built like the fabled gorilla: bent nearly in half; long arms; and knuckles dragging on the ground. If befriended, Rosta may sell various spell ingredients, such as lead shavings, silk thread, three- and four-leafed clover, resin nuggets, brass pins, bottled smoke, catnip, bamboo syrup, dried herbs, and exotic mulch.
11. The Mystic Vale. This four-story wood-and-stone building is an art gallery, owned by a young male elf named Galminor, a flamboyant artist—with many enemies—who frequently speaks against the established government. His wares include the following:
- ✳️ an amber figurine of a god of love, inlaid with silver (1600 gp)
  - ✳️ a large tapestry threaded with copper (2200 gp)

- ✳ the ancient iron crown of king Albion Grimguard (750 gp)
- ✳ a rare tome: *The Hellish Folio of Fide* (500 gp)
- ✳ a dragonscale longsword scabbard set with black pearl (3000 gp)
- ✳ a wooden miniature of a temple, gilded with gold leaf (700 gp)

12. Runik's Tunics. This shop is a two-story stone-walled building. The shopkeeper is a male dwarf named Runik, who is cursed and insane. He speaks only in questions. His shop is stocked wall-to-wall and floor-to-ceiling with clothing of all kinds, shapes, and sizes. He also sells the occasional specialty kit, if he can find it.
13. The Ram's Berries. This two-story timber-framed building is a poor shadow of its female counterpart across the Crag. The manager of this establishment is Arilar, the human step-brother to Madam Rouge from Lace Hare Hollow. He is nowhere near as successful as his step-sister, but does his best to run a good establishment. He is extremely loyal to the men in his employ and he takes care of them. He is, however, a recluse and extremely secretive; rarely seen, he is fair in appearance, with blonde hair and green eyes, wearing tailored clothing. He also sells information and rumors that he gathers from his customers, including:
- 1–2: The trees of the Lleni Vale have gained sentience and speech.
  - 3–4: A band of slave-trading ogres prowls through the Llandy Vale.
  - 5–6: Ghouls ate Lady Contie in the hills outside town under a full moon.
  - 7: A red-robed assassin killed Lord Greywulf; a look-alike took his place.
  - 8: The master of the Fletchers Guild is a descendant of Gatu the Unearthly.
14. The Tower of Hosippo. This three-story stone tower and its attached one-story wooden building are deserted. It is haunted by the wraith of Bari, a female dwarf and her undead fire Drake. They will attack any creature that finds its way into their home.
15. Sybel's Blue Lights. The shop is a two-story tower of living wood, with a reinforced wooden door. It is dimly lit by a few candles and fairly shabby. Sybel is a female half-elf who sells barely-charged wands at a discount and celebrates each sale with a pint of ale. A typical inventory is below [showing wand, charges, and cost (gp) respectively]:
- ✳ Bull's Strength (7 chg) (630gp)      ✳ Knock (9 chg) (630gp)
  - ✳ Summon Monster 1 (8 chg) (120gp)      ✳ Daylight (4 chg) (360gp)
  - ✳ Detect Secret Doors (22 chg) (330gp)      ✳ Ghoul Touch (6 chg) (540gp)

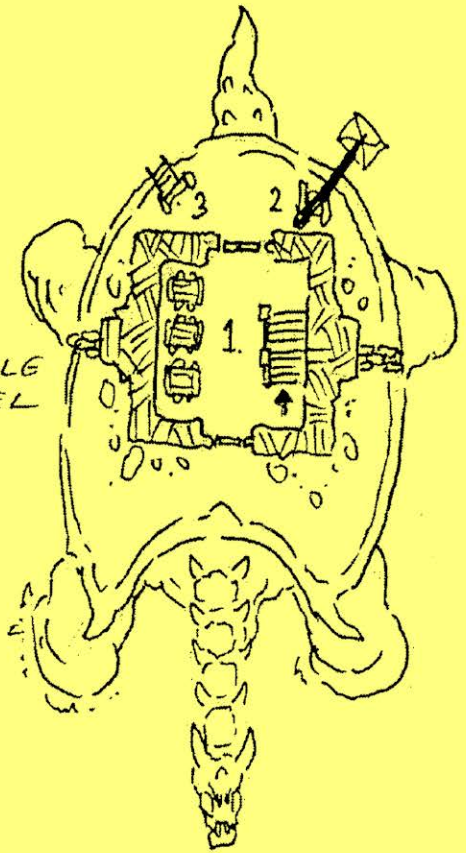
X



A. Auruglogorgl's Alley. It took Auruglogorgl years of searching to find just the right place, and several more years to construct the three-storied tangle of web and wood. He has excavated at least two more floors underground. As with Auruglogorgl himself, no one knows how long his lair has been there, but certainly long enough to fill it with what he perceives to be treasures. The lair is also hidden—both physically and magically—so that the only ones who can find it are either those who are invited to visit or who truly need to find it.

X. The Crossroads of Bloodpuke the Foul. The demon Bloodpuke is often summoned at this spot. He owns countless of Coldtreath's souls.

# DWARVEN TURTLE STRONGHOLD



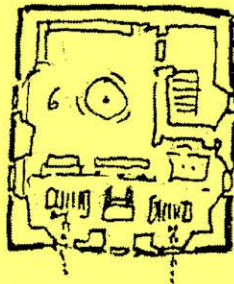
TURTLE LEVEL

FIRST FLOOR



1. STORAGE
2. CARGO ELEVATOR
3. LADDER (EXPANDABLE)
4. KITCHEN W. STOVE
5. BARRACKS
6. COMMAND & CONTROL ROOM
7. ROOF W. CATAPULT.

2ND FLOOR



ROOF

