**The Main Floor**

**Sunless Citadel**

**Turret Decent**

* You came in through the barracks and landed on the main floor of the citadel.
* In this room there were zombies tilling the soil growing mosses and twig blights which Richard burned
* To the north was a broken wall leading into a cave with an elven ghost weeping on her bed
* The ghost said she ran away from home and made her new home in this cavern at the edge of the citadel.
* There was a passage that lead out into the forest beyond
* There was a large chest at the back of the cave beside the passage that leads out. They were told there is a great bow in that chest, but no matter what the rogues did they could not open the chest. They were told there is a key to it on the ghosts body which they were told is in Belaks laboratory
* To the south was a passage that lead to a vampires layer where they found a system that the vampire would watch his subjects and shrines he would use to control them
* To the southeast there was a doorway that leads to the barracks of the citadel

**Barracks**

* There was a single stand of armor that attacked the party when they approached it
* Two doors lead out of the room into the hallways of the house

**Main Reception**

* The party made their way into the grand reception hall of the citadel. The stairs leading up were broken and crumbling.
* There was a large statue of a dragon that was holding up the ceiling. There was a shadow that tried to attach itself to Lia but was spotted by Kriv
* The shadow drained the strength out of Lia before being killed by the party
* While they were exploring they found a flaming skull in one of the entertaining rooms on the sides
* A fireball almost wiped out 2 people in one blast but the party managed to defeat it before succumbing
* The Flame Skull could not be truly defeated at that time, they did not have the magics needed to defeat it. The skull will regain its life in due time

**The Hall**

* The hall was being used by Belak to test future subjects
* The test of strength Anzhela and Kriv tackled the bear while Richard picked the lock on the door
* The test for dexterity Richard was locked in a tank of holy water and was dying. Garrick ran across the shortest path and was able to break open the tank before Richard died
* The test for constitution Richard had a drinking contest with Ashtar. After the second drink Richard passed out and Ashtar tried to take Richards soul but Belak did not allow this
* The test for intelligence there was a card trickster in the alleyway and they had to gamble and win against him. Richard won the first round but refused to play any more even though he was offered double. Kriv played the second round and won 20 gold. Lia tried the third round but after betting it all she lost it all. Garrick played the fourth round. He offered his soul in exchange for the location of the key to the chest and all of Lia’s money back. He won
* The test of wisdom was after Richard passed out from the demonic alcohol he was writhing in pain and they had to make him potions to heal him. Garrick made one, Lia made one and Anzhela made one. Richard awoke to Anzhela standing over him with a cross
* The test for charisma they were taken to a party and had to find the person who had the key to leave. They all blended in, Lia failed at eavesdropping, but Anzhela and Garrick successfully found out who had the key and Anzhela got the key to Richard who opened the door

**The Dragon Library**

* There was a fireplace that automatically started fires
* There were all sorts of books on the history of the citadel and the story of the dragons and humanoids. Kriv and Richard took a book from the library to read later