

Key to Stronghold Sheet #2

1: empty cells with a thin layer of dust over them, otherwise like cells on sheet #1

2,3,4:- idiots who are only $\frac{1}{2}$ fed. They cower back if you go in.

5: Dwarf fighter (5th level) - 40 HP. Will attack any Cithykani on sight with ferocity. has been here for 5 years. and is fatigued.

6: $\frac{1}{2}$ Starved Elven MU. Will only help if given food. he has concealed wand of fireballs - 3 charges left.

7: identical barracks rooms. ceiling is 20' high. fairly well-lit room. you can see 40'.

many shadows in rooms. there are 25 low slung iron beds in ea. room. Beside the beds are iron lockers. On ea. locker ^{are} some generally useless items. (clothes, books in Cithykani etc.) also 1-8 EP are there. on the wall above ea. bed is a slot in which to place the longsword.

7b, c, g, h are empty and there is no longsword in the rack and no all is neat and tidy.

7a, d, f, i are basically full of men. They have no weapons on them and their armor is off and piled on top of the locker. Their swords are in their racks and the knives are with the armor.

The Cithykani are laying around, playing games, talking, joking, laughing (like a hyena) or reading or just lying back, resting.

Nobody is alert.

8: Rooms of 4th level officers. ^{In} the circled rooms ~~are~~ the officers are out (and thus their weapons.) For other particulars, see No. 71 on sheet #1. Well lit and have a 10' high ceiling.

9: Barracks rooms. These have 35 beds ea. w/ lockers beside ea. one. The ceiling is 20' high and the rooms are badly lit. (30' vision) Many shadows. The beds and lockers are iron and low. Above ea. bed is a rack for swords. 9² is empty and everything is neat and tidy. 9¹ and 9³ have Githyanki in them. They are as in 7, lying about, arms and daggers on top of the lockers etc. There is 1-8 EP in ea. locker of course.

24
17
41 37
17 { 5
6
6
12 { 4
4
4
12 { 2
6
1 { 1
3
10: An extremely well lit arena (80' vision) w/ 40' high vaulted roof. Around three sides are benches going up the wall. In one end is the box reserved for... DRAGON (!). If the Githyanki take the characters alive. They will be taken here after being interrogated. All weapons will be given back so as to fight the Chimera in 11. The floor is rock covered thinly in coarse sand. It can hold 150 Githyanki.

11: The room where the Chimera is kept. There are bars which can be raised or lowered by a lever near the doors. The room is ill-lit (see 10) and has a ceiling 10' high. The bars are 1' apart and food is pushed between these.

The Chimera is trained not to attack any Githyanki and is usually kept $\frac{1}{2}$ starved. It has 41 HP. If it is down to 10 or less HP it will open up with everything it's got against everybody, Githyanki or no.

The room's floor is covered in straw, and heaps of bones are lying about. A few piles of dung are about but not many, as it's cleaned out regularly.

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12: The room where all the captured equipment is kept. There is a library of books and scrolls along the wall nearest the door. cts in various languages. The only things of use are: Scrolls - Restoration, Spiritwrack, Raise the dead, Animate object, Blade Barrier, and Magic Mouth. Books are: 2 1st level MU Spell books, 2 2nd MU spell books & 2 3rd level MU Spell books. Also 1 1st level illusionist spell book.

In the room, Everything is piled together. All helmets in one place, swords in another etc. Altogether there are: 59 Swords (of all types) 22 Bows (of all types) 16 Polearms (of all types) 12 Spears, 10 Great helms, 1 Armit, 22 helmets. 33 Cloaks. 101 various sets of clothing. 12 suits of plate mail (all sizes), 10 chainmail hauberts 2 sets of banded mail. 9 leather jerkins. 3 scale armor suits. Some of these are border guard, some of the master's accs. 3 backpacks, 19 water flasks, 32 sacks, 3,000 CP, 20,000 SP, 200 PP, 3,000 GP. 15 weapons of other types, 11 tinderboxes, 150 torches, 12 lanterns.

On a desk in the middle of this, is an elven cloak, a mass charm ^(10 charges) winds, a lightning bolt staff and ^(5 charges) a wand of troll and ogre repulsion (4-16) - 2 charges. On a cot, by the desk, w/a +2 cloak of protection over him, is the keeper of all the loot. He has Str:16 and Dext:18 and he will awaken 1-5 on D8 every twelve rounds. He has 30HP and is an old 4th level Githyanki commander.

He is very fat but this doesn't hinder him in the least. He has under the cloak a +3 magic short sword. He will fight to the death to protect the various treasures.

13: - an empty storeroom. Dimly lit (20' vision) w/ ceiling 15' high. Full of old chests, all empty except one, which has 5 fake jewels in it.

14: Dimly lit (20' vision), ceiling 15' high. Storeroom full of various stuffs. Several gross of torches and oil. Also some extra clothes and bandages. These in chests and boxes.

15: dimly lit room w/ 20' high ceiling. (vision 20'). This is the 'sick room'. There are 15 iron beds around the room. 5 of them have Githyanki in them with various wounds gotten in raids. They are naked and can't fight. The separate room is that of the doctor. There is a bed and locker in here. In a rack above the bed is the +1 magic sword the doctor can use. 50% chance he is here, 50% chance he's in the 'sick room' fixing up the patients. He has 8 HP.

16: The storeroom for the kitchen. ^{Very} Dimly lit w/ 15' high ceiling. (vision 10'). Full of food and extra cooking stuff in general.

17: Kitchen. Very well lit (vision 40'). ceiling 20' high. Stoves and ~~co~~ at one end of the room with various food cooking on them. There is the chief cook and his 3 helpers

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working here. They will defend themselves but won't attack. Cook's HP: 10, Helper's HP: 6. Various shelves around with lots of spices, utensils etc. around.

18: Very well lit room (vision 60') w/ ceiling 30' high. This is the dining room and there are lots of tables and chairs around in no particular order. There are 9 1st level guards here who just came off-duty. 2 of them are armed. They are eating in 3 bunches of 3.

19: Well lit room w/ ceiling 20' high. (vision: 60') This is the officer's club. There are 6 4th level officers here and 2 5th level. 4 of the 4th level are armed. They are seated at round tables which are fairly far apart from each other. 1 of the 5th level guys is armed. In one corner are 5 draw (!) fighters w/ +2 magic swords and 21 HP. They have banded armour & no helmets. There is a bar with liquor on it (poison to Draw 2 characters).

→ 20: The meeting/map room for guard duty and minor stuff which the 1st level warriors do. There are 10 chairs facing one wall. Before them is a desk. On it is an overall map of the world with pins stuck where Citykai strongholds are. All around the walls of the well lit (vision 30') room are maps of the surrounding area. [ceiling 20' high]

In the desk also are a sheaf of papers belonging to the commander in Githykan on all sorts of shit.

21: Cavern w/ stb rushing river thru it.

It's unlit but the river sparkles etc, throws some light (10' vision). Near the river on both sides are human bones bleached white.

This is where the Githykani's throw their alien dead (prisoners etc.). This is also the a water supply. Many urns and pots are about and 50% chance 1-4 unarmed 1st level Githykani will be here. If a character jumps or falls into the river he'll be immediately swept to the other side.

(current) down river a mile (if you're swept down river) you come out into the realm of the deep gnomes. There are mushrooms growing near the side which when eaten allow telepathic communication w/ Githykanis. They also turn the skin green for 1-6 days.

22: - Secret room, dimly lit (20' vision) w/ 15' ceiling. it is a masonry traped coffin, which will attack when any one enters? NO

23: The book of Skelos is here. It is useless to a party, but to a high-level Sage it is invaluable. The room & stairs are unlit.

24: Ceiling 30' high, well lit room (vision 40'). This room is where the soldiers practice and train and stage

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mock fights. Right now there are 20 Githyanki wrestling in pairs all over the place. They are unarmed. The floor is rock covered in sand.

25: The armory. Here many suits of armor, swords, helmets and daggers are stored. There is a large table in the middle where the armorer and his three assistants work. They are at work now. They fix armor and hone blades sharper again. The ceiling is 15' and the room is fairly lit (30' vision). The 20' by 10' room is where the 3 helpers sleep (3 HP) and there are 3 iron beds and lockers (1-8 EP) here. The 10' by 10' room is the armorer's room. It has a bed and a locker in it as well. He has 8 HP and the locker has 56 EP and a 100 GP jewel. He also has a silver sword (just ordinary silver).

26: Where the (ordinary) wolves are kept. There are 13 of them left w/ 10 HP ea. The room is dimly lit (30') and right now the wolves are feeding. The 10' by 10' room is the room of the wolf keeper. The wolves will obey only him. He has a bed and a locker (30 EP) w/ armor and a sword on it. He has 13 HP. The ceiling is 10' high.

27: All along the walls of this room are tombs with skeletons in them. There are just ordinary skeletons, not animated.

This is where the Cithykari place their dead. There are many empty tombs left near the end (unwalled-up). The ceiling is 7' high and the whole place is walled. This place is sacred to the Cithykari and they will attack w/ ferocity any who enter here.

28: The room of a 5th level officer. It is well-lit and the ceiling is 15' high. There is a bed and a locker. (100 EP, 50 GP, 40 PP) Also there is a chair and desk. On the desk is a wand of fear and a scroll of "Leonard's tiny hut". He is asleep (1-4 D6 every mile round to wake up) and his +1 dancing sword is in its rack while his armour and dagger are on his locker.