

GITHYKANI STRONGHOLD

Githykani's description

- a bit taller than the normal human, avg. - 6'5". They ~~usu~~ have pale skin and are very thin and 'bony'. Their faces look somewhat like skulls, the flesh hanging on their bones. ^{They have pointed ears.} Under their armour, they wrap silk bandages totally around their body except the head and hands. It is thicker around their feet to serve as foot wear. They are usually left-handed and generally have a dagger thrust into a pouch under the rear of their right knee. Their armour is generally very ornamented and ornate. The more so as the level goes up. They generally wear a sleeveless undershirt over the bandages which tapers near the end to give a loincloth appearance. Over this is the actual armor, it is studded scale ^{AC5} on fighters up to 4th level. 5th level & up its studded plate - AC2. They have ^{ornate} helmets with a crest, getting bigger and more colorful as the level rises.

In this stronghold, the Githykani have joined forces with the Draw (Vault of Draw) and are planning to take over the underground earth. There are about 1200 Githykani in this complex all told, and about 100 Draw. They dislike sunlight intensely and will wither and die in it. Their chief coinage is electrum.

Deployment of forces

They have 80 pathfinder/scouts who scout out and patrol land around and collect prisoners and info. These are all 3rd level :- 16 HP ea. There are 8 officers of 4th level :- 23 HP ea. and 2 overall commanders of 5th level and these have 26 HP ea. - They have 1 +1 Dancing sword ea. All these ride horses on their wide patrols. The 80 ordinary folk ride light horses, The 8 officers ride Medium horses - the overall commanders ride Heavy warhorses, none of these wear chainmail horse armour. They are all proficient in longsword and dagger.

4
10
6
7-6
-12
All the others are as such: 900 more men, 300 1st, HP:- 5, 300 2nd, HP:- 7, 300 3rd, HP:- 17. There are all proficient in longsword and dagger. Then there are 90 4th level officers, HP:- 14.

The remaining upper echelon officers are as follows - 15 5th level, HP:- 13 w/ +1 Dancing swords, 10 6th level fighters, HP:- 32, These have +2 Dancing Swords. There are 2 7th level fighters, HP:- 32, w/ the Silver swords, +3 broad swords which are intelligent and have a limited uppal quality.

There is also the commander, an 6th level fighter / Magic User. He has a Silver sword and 25 HPs.

His spells are; 1st level: Charm Person, Burning hands, Comprehend languages, and Detect magic, 2nd level: Stinking Cloud and Web, 3rd level: Dispel Magic, Monster Summoning I.

Some of the rest of the officers have horses.

The remainder of the Githy Kari are various personell, non-fighters.

The Githy Kari are on this plane to eventually take over, as they spread out, with the help of the Draw. They also want slaves, as the demand is high in their home plane. They, thus pillage and loot around their base and capture anyone possible for info. First and then to use as a slave.

They are chaotic evil as is their queen/god - the 24th levelliche, Haelithe.

They are also there to wipe Mind Flayers off the face of the Earth. They have a few mind flayer prisoners which they love to torture for as long as possible. The Draw also hate mind flayers, so they are combined in this task. The Draw think of themselves as equal partners in this but the Githy Kari think of the Draw as helpers. This causes some friction.

In wide patrols, the Githy Kari use magic hawks for scouting and reporting. Occasionally they even use them for battle purposes. These hawks are wire frames with feathers over it. They are kept alive by a magic cube in the hawk room. This can keep alive a max. of 50 hawks.

The hawks can only operate within 10 miles of this cube. They can only be killed by being smashed up or ripped apart, which isn't hard as they only have 4 HP. They attack 1-4 with claws. The cube can be smashed easily & if it is, the hawks all die. The hawks all ride on the pommels of the saddles of the horses. There are 2 20-man patrols on patrol at all times. They work on 12-hour shifts. The hawks are in 20

The Stronghold itself

Key:

➤ - one way door

‡ - ordinary wooden (oak) door

† - stable door

\$ - secret door

‖ - double doors

⌈ - up stairs up

∴ - bars

¹G - one guard (1st level)

²G - " " (2nd level)

³G - " " (3rd level)

- 1.) The walls are all stone, usually 4' thick.
 - 2.) The doors are usually 7' tall and 4' wide, They have rounded tops.
and thick and oaken on large iron hinges.
 - 3.) The corridors ^{rooms} are lighted by luminiscent rocks embedded in the ceiling at 10' spaces, dimly lighting the then so you can see for 30'.
- The floors are worn smooth but the ceiling and walls are rough rock.

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Key to Stronghold Sheet #1

All Guards are seated on stools 3' high and are usually surprised 1-3 on D6 due to boredom and unalertness. The guards are not pathfinder/Scots, they are just normal fighting men.

Cells: Have straw covered floors and rough floors and ceilings. Ceilings 11' high. Door is 7' tall and 4' wide as usual and are very solid and oaken. Window 1' by 1' in door with bars set 2" apart. Small 1' by 1' sliding iron panel near bottom of door for feeding. This is lockable. All doors have locks, simple to pick. No cells have lighting.

1-9: are empty, having been questioned and taken away for slaves to another prison complex deeper in stronghold.

10-11: have gibbering madmen in them; 2 HP.

12-16: fat merchants who are totally despondent about their lot and won't fight; 3 HP.

17-18: Each has a 3rd level fighter in it, both are proficient in spear, shortsword and dagger. HP; 17.

19-30: captured villagers. All are willing to fight but aren't proficient in anything. HP; 6.

31-35: 1st level fighters, proficient in spear and dagger. Will fight. HP; 3

36-38: Elven thieves, 3rd level. Proficient in dagger and short sword. May fight if prompted (ie: money) and will retreat easily. HP; 12.

39-41: Village women who only cower back in fear.

42-43: Human magic-users; 5th level. Willing to use spells, but have and remember none. Will not fight with weapons. HP; 8

44-46: 4th level Dwarven fighters, will go berserk

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Key to Stronghold Sheet #1

against Githy Kani. Proficient in battle ax, hammer, hand ax and Club. Hp; 23.

47: Gnom assassin, 2nd level. Won't fight but his mind is totally warped and evil so he may attack characters with knife he has concealed.

48: $\frac{1}{2}$ Orc, 7th level fighter, is an envoy from the master who the Githy Kani won't treat with. He'll fight, but only to get out. He's proficient in Spear, dagger, broadsword, club, Battle ax. Hp; 28. Very arrogant.

Stables: 8' by 8' with smooth walls & floor. roof is 10' high and isn't lighted. Door is 4' high and is opened by a latch. heavy oaken and is much scuffed and dented.

49: Stables containing heavy warhorses belonging to various officers. None missing.

50: Stables containing medium war horses, belonging to 4th level officers. 5 are missing.

51: Light warhorses belonging to Pathfinder/Scouts.

40 of the stables are empty. In 4 stables are hands mucking out.

52: Room is lighted well so that you can see 60'. Ceiling and walls are rough. Ceiling is 20' high. Room has many shadows. 20 low iron beds here w/ 20 small lockers beside them.

Above the head of ea. bed is a slot to put a longsword in. This is where 1 patrol of Scouts has its barracks. At the moment, this barracks is empty. In each locker is 1-8 electrum pieces and 1-4 gold pieces. Also some extra sets of clothing and various odds and ends.

53: Is same as 52 only it has 40 beds and lockers and the place is full of Githy Kani sleeping, talking quietly or gambling quietly. In this case the slots are full (longswords).

Key to Stronghold sheet #1

Armor is everywhere, all different parts. The daggers are also generally on the beds or lockers. No one is wearing armor. There are all told 35 Githyanki here, the other 5 are in the mess hall (55) finishing up their meal. They have 16 HP ea.

54: is same as 52.

55: is the mess hall for the pathfinders. 5 Githyanki, totally unarmed, finishing up their meal. Tables and benches everywhere. (somewhat disorganized). The ceiling is 25' high and the room is lighted well so you can see 60'. (Plenty of shadows). The men get their food from a counter next to the door into 56, the kitchen. 56: ceiling, 15' high, well lighted, no shadows. has 4 Githyanki cooks and 6 halfling slaves who will escape and are proficient in daggers. There is food all over the place, on shelves etc. Along the north wall is a series of stoves, which are now out. The slaves are now washing up the dishes while the overseers lounge about. Many cooking utensils are also here. Incr cleavers and knives.

57: Storeroom full of food on shelves and in piles on the floor. ceiling 9' high. totally dark. many hiding places.

58: Temple of Haelith, The She-Liche.

dimly lit, ceiling 30' high, smooth walls, floor and ceiling. Where the alt line is drawn, a large, worn carpet is on the floor. At the west end is a statue, 10' high of the She-Lich. stairs go down from that to a dias where the high priest leads the worshipping. There are stairs down from that to the floor. There are always 5 priests: around the place, 2 to anoint, the others to

Key to Stronghold sheet #1

guard and worship. The Githy Kani will attack with ferocity any who defile the temple.

59: dimly lit room, 9' high. Rough floor, walls and ceiling. 10 straw mattresses on floor. 5 priests here and 5 on duty all the time.

60: quarters of the high priest. 50% chance he'll be here, 50% chance he'll be in temple itself. He can use spells of a 6th level Cleric but can't fight or wear armor. He generally wears a purple hooded robe. The room is dimly lit and has smooth walls, floor and ceiling. On the floor is a thick pile carpet. Around the rooms are couches, soft chairs, low tables, cushions etc. A large bed is there also. If he's there 50% chance you'll find him drugged on the bed. If he is 1-2 on D6 he wakes up every round the characters are in the room. He has 19 HP. His spells are: 1st level: Command, Cause 1st wounds and Darkness. 2nd level: Hold Person, Silence 15' radius, Spiritual Hammer. 3rd level: Blindness, Dispel Magic.

61: dimly lit corridor to temple. at West end is a 4" deep trough to anoint your feet, beyond this is a pool with which the priests anoint personally. Ceiling 15' high.

62: Where the food, hay is kept for the horses in the 51 stables.

63: Where the 6 Stable hands (HP: 4) sleep and live. 2 in here now. Dimly lit, ceiling 9' high.

64: The ironmongers where the horses are shod etc. Anvil and large brazier here with horseshoe in it. Well lit, Ceiling 15' high, benches with tools on them in various places. Head Ironworker is working

Key to Stronghold sheet #1

here, now covered in sweat (HP: 2). He has strength 13. It is very hot here. There are 3 workers helping him and doing various things around the shop. They have HP: 2.

65: Leather worker and where all saddles etc. are stored. (no more than $\frac{1}{2}$ total horses at a time.) Well lit, Ceiling 10' high. Also bench where 3 workers (HP: 1) are repairing bridles etc. Chief worker is looking over the various stuffs for things to repair (HP: 4)

66: The 8' by 8' rooms of the Chief leather workers. Dirty lit, 9' high room w/ rough everything. A bed and locker are the only furniture. In the locker is an elven cloak of invisibility and a jewelled dagger worth 500 gp. Also 7 EP and 8 GP.

67: rooms of junior leather workers. 3 beds and 3 lockers w/ 3 EP and 1 GP in ea. Dirty lit room w/ 9' high ceiling and rough everything.

68: room of Chief Iron worker. Dirty lit, 10' high 8' by 8' room w/ rough everything. In locker is 28 EP and a +2 magic short sword.

69: rooms of junior Iron workers. 3 beds and 3 lockers in ea. Dirty lit, 11' high ceiling & rough everything.

70: well lit room w/ fountain tapping underground stream in middle. Ceiling 15' high. fountain is 9' high. It's normal water and it serves as the water for the whole section. All walls etc. are smooth. 50% chance of 1-4 off duty (unarmed) 1st level guards to be here.

71: rooms of 4th level officers. Has smooth floors & rough walls & ceilings. Well lit with 10' high ceiling. Has a bed and locker.

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In the locker is 6-48 EP and 2-12 gp and 1-4 pp.

The circled ones are out for some reason or another. There is a 50% chance of having a magic item in locker (from lootings & prisoners). If there is, consult list below

1-10 → +1 magic sword (pick one)

11-20 → -1 cursed sword (pick one)

21-30 → wand of fireballs

31-40 → wand of sex change

41-50 → 3 +1 arrows

51-60 → 4 -1 cursed arrows

61-70 scroll (pick one)

71-80 book of 1st level spells

81-90 ring of summoning braggarts

91-100 super-heroism potion

* If previously found roll again

~~There~~ There is a rack above beds for sword. If he's out the sword is gone. If he's in it'll be in the rack and his dagger will be on top of the locker. If an officer is in there's a 50% chance of his being asleep in which case, 1-4 on D6 will wake him every melee round.

72:- rooms of 5th level officers

- Ceiling 12' high and everything is smooth. a bed and desk and locker are present in all. Officers 2 and c are out. The rooms are well lit. Officers b & d are in and 50% chance they are asleep. 1-4 on D6 he will awake every melee round. Sword in rack if in

Items of interest

2 - delayed blast fireball scroll on desk and

- 3 scimitar. Also some messages in Githykanian and a ring (worth 800 gp) made of Platinum. in locker is 90 EP and 20 PP

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b- Staff of fireballs in locker w/ 200 PP and 80 EP. On desk is levels 2 & 3 magic books.

c- in locker is trident of sneezing (!) and 100 EP. on desk is papers, 4th level magic book and Monster Summoning III scroll

d- in locker is 300 gp and +1 dagger. On desk is Legend Lore scroll and Mass Invisibility scroll.

73: room, dimly lit w/ rough walls & ceiling and smooth floor. 20' high ceiling. It's a guard room for the temple and 5 guards are here (all 1st level) with always one on duty nearby. There are 5 beds and lockers (1-8 EP) and 4 men are awake in the room, unarmed but swords in racks and daggers nearby.

74: a blocked secret corridor with a caged Lammaw which they de-winged and the high priest comes occasionally to taunt. He is enraged at his treatment and will go berserk if set free. The lever to lift the bars is 5' away from the bars and the Lammaw knows where it is.

75: The hawkery is here with 10 hawks on stands, 40 empty stands are also in the room. The hawk master (17 HP) and his 3 assistants sleep here, so there are 4 beds and lockers (30 EP in total). On a stand in the middle of the room is the cube of life. The hawkmaster has a +1 longsword but wears no armor on a bench there are 3 damaged hawks being repaired. This is what the assistants are doing. The master is asleep. dimly lit room, 20' high

76: Armory: 15 extra suits of armor, 15 longswords and 30 daggers are here. The room is dimly lit and the ceiling is 15' high. The armory master is at work here honing a sword. (HP: 11)

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he can use the sword.

77: storeroom full of odds and ends, boxes, shelves full of useless stuff. (ie: rotten food, broken swords, daggers, bashed up armor and helms, old lockers, torn up mattresses. Very dimly lit area. Many hiding places.

78: Officer's club and meeting room where all the reports are taken in. In West corner is a bar with all sorts of captured liquor. There are about 10 sets of tables and chairs nearby and these are 3 4th level officers and 1 5th level officer here, talking in low voices. At other end is seats formed uniformly in front of a desk. On the desk are maps of the area. This is where the reports are given. Well lit room, ceiling 20' high.

79: large empty room, well lit and 25' high. The floor is covered in sand. This is where various contests and training is held.