

D&D Wiki

House rule



March 2016

Issue 3: “Castles”



REBELSUN BESTIARIES

Contents

CREDITS	3
Trinket Box	3
Trinkets	3
Quick Castles	4
Example Castles	5
5e Backgrounds.....	6
Squire	6
Spy.....	7
5e Equipment.....	8
5e Emporium	9
5e Sieges	10
Siege Equipment.....	10
Magic Items.....	11
4e Skill Challenge.....	12
4e Equipment.....	13
4e Powers	14
Heraldic Summoning Spells.....	14
3.5e Creatures.....	16
Living Fortress	16
3.5e Feats & Traits	17
Feats	17
Traits	18
3.5e Prestige Class.....	19
Court Champion.....	19
3.5e Spellbook.....	22
3.5e Quest	23
Bloodgate Keep	23
Creatures	26
Author Index.....	30

CREDITS

Editor: Duncan Timiney

Contributors: Qwertoti, Marasmusine, 50.66.17.47, Housemech10, Cancelion, Mkill, Kydo, Zau, Jwguy, A.D, Salasay, Snikers, Azernath, Lemiel14n3, AndrusPr8, Sulacu, 68.118.68.192, 72.241.15.158, ChldOfTheNxtGen, Calidore Chase, Balthazar, Sir Dinadan, OwenLeaf, PrinceoftheAngels

Acknowledgements: www.dandwiki.com (Bureaucrats: Green Dragon, Blue Dragon)

Licensing: Except where otherwise specified, the content of this document is released under the GNU Free Documentation License 1.3

This document is not affiliated with, endorsed, sponsored, or specifically approved by Wizards of the Coast LLC. This document may use the trademarks and other intellectual property of Wizards of the Coast LLC, which is permitted under Wizards' Fan Site Policy. For example, DUNGEONS & DRAGONS®, D&D®, PLAYER'S HANDBOOK 2®, and DUNGEON MASTER'S GUIDE® are trademark[s] of Wizards of the Coast and D&D® core rules, game mechanics, characters and their distinctive likenesses are the property of the Wizards of the Coast. For more information about Wizards of the Coast or any of Wizards' trademarks or other intellectual property, please visit their website at (www.wizards.com).

IMAGE CREDITS

Cover Image: "Alnwick Castle" by J.M.W. Turner (Public Domain)

Pages 7, 13, 20, 26: Illustrations by TazioBettin (CC BY-SA 3.0) <http://taziobettin.deviantart.com>

Page 8: "Sunny Gryph" by Alvia Alcedo (CC BY-ND 3.0) <http://alviaalcedo.deviantart.com>

Page 9: "Beaked Pitcher" by Walters Art Museum (CC BY-SA 3.0)

Page 11: The siege of a castle (detail) by Qinte Curce, 1468 (Public Domain)

Page 12: "Pandemonium" by John Martin (Public Domain)

Page 15: "Cockatrice Crest" by Ollie Martin (CC BY-SA 3.0)
https://commons.wikimedia.org/wiki/File:Cockatrice_Crest.png

Page 22: "Le Mont Saint Michel" by Pascalismo (CC BY-SA 3.0)
https://commons.wikimedia.org/wiki/File:Le_Mont_Saint_Michel.jpg

Page 29: "Release" by Andy Underwood (CC BY-NC-SA 3.0) <http://runesofgallidon.com/works/release>

TRINKET BOX

Random tables for use in any edition of D&D.

TRINKETS

Objects lightly touched by magic to supplement the Trinkets table in the 5e *Player's Handbook*®, although they can find a home in any edition! Roll 1d20...

1. A small stone cube with the coat of arms of a different family on each side.
2. A large, tattered flag with silver, green, and black stripes.
3. A mithral key about six inches long.
4. A spyglass, dented and bent in half. However, because the inside is so reflective it can still be used.
5. A crown made of polished and carved ash with gold inlays.
6. A wooden cup, divided in half lengthwise with a sheet of aluminium.
7. A grappling hook with silken cord attached to the end. One of the three hooks is broken, and another is bent almost in line with the body of the hook.
8. A small model of a castle that matches a real one exactly and changes to match new alterations.
9. A dagger's hilt. The pommel is carved in the form of a lion.
10. A crown of tarnished silver. Spikes are woven throughout it.
11. A long arrow, with the tip hollow as if it once contained a message.
12. A tattered painting of a royal family. The faces are scratched out.
13. A small crystal goblet which makes an unusual ringing sound when tapped.
14. The blade of an ancient sword. A mysterious coat of arms is carved into it.
15. A small stone block from a long-forgotten castle. For some reason, gripping it puts you in a foul mood.
16. Ripped and torn mail links. They seem to glow with a royal brilliance, but do not emit any actual light.
17. Half of a snapped oak flag-pole. "We will fight to the last" is written in dried blood on one side.
18. A torn, warped copy of "Evard's Poetry- 100 Poems for the Aspiring Prince".
19. Half of a signet ring. It looks like it was once the stamp for an ancient royal seal.
20. A much-loved child's doll embroidered with gold thread. It's been through a lot.

QUICK CASTLES

You need a castle, quick! These tables generate European-style fortified structures made from stone and wood. This makes the structure only, so use in conjunction with the tables in chapter 5 of the 5e DMG to give the castle a location, creator and history.

STRUCTURE

Decide on the size of the structure, from 1 to 6 (or roll 1d6). The structure has a number of floors equal to its size + 1. Then roll 1d8 and add the size of the castle:

2-3. Timber tower or fort.

4. Timber keep.

5. Stone tower or fort.

6. Timber keep on a motte. Timber keeps are light enough to build on a mound of earth called a motte. They are surrounded by palisade of wooden stakes, logs or iron railings.

7. Shell keep on a motte. A circular stone wall on top of a motte, with wooden buildings backing the inside. It is the heaviest kind of keep a motte can support

8. Rectangular keep. This structure has solid stone walls, and usually found on flat ground, being too heavy for all but the most robust mottes. They might be square or barlongue.

9. Circular keep. Compared to rectangular keeps, circular keeps have lessened construction costs and are harder to breach. However, it is harder for defending archers to concentrate their attacks upon besiegers.

10. Fortress. A grand stone tower of strategic military importance rather than a noble's home.

11. Gothic keep. A gothic keep uses flying buttresses to support taller structures, vaulted ceilings and larger windows. Rooms have better lighting and space, and are more comfortable to live in than the usual dank, dark castles.

12 or more. Grand keep. The largest defensible structures, often with exotic designs such as cross-shaped or curved cross-sections, and multiple towers.

DEFENSES

A fortified structure has at least a simple parapet with crenellations on its tower and walls, and a ditch. Roll 1d20 on the following table a number of times equal to your structure's size. Duplicate results indicate two of that type of defense, or an especially grand version of that defense (for example if you roll a 5 and a 6, this could mean two moats, or a double width moat.)

1-2. Brestache. The structure has an additional gallery that overhangs the upper floor, with a sloped roof. They are particularly useful for circular keeps or towers to help archers coordinate their defense. The brestache is wooden for sizes 1 to 3; stone for sizes 4 to 6.

3-4. Machicolations. A machicolated battlement projects outwards from the wall, and its floor has openings through which objects can be dropped on attackers at the base of the wall.

5-6. Moat. The ditch is broader and filled with water. It's width in feet is 5 times the structure's size.

7-8. Hoardings. The walls have an overhanging wooden gallery supported by corbels, positioned in front of the crenellations. A wooden roof protects the hoardings and the battlements. This allows for a second row of archers, who can also angle their shots downwards.

9-10. Shuttered merlons. Merlons are the upright sections in a crenellated wall, and often had arrow slits. Wooden shutters over these could be closed to offer protection whilst reloading.

11-12. Barbican. The gatehouse is specially fortified with a tower and reinforced gate.

13. Artillery. Key sections of the battlements, particularly at a shield wall, have embrasures for artillery pieces.

14. Shield wall. One section of the curtain or keep wall is taller and thicker, facing the most likely line of approach the structure.

15. Mantlet wall. The base of the keep is protected with an additional low stone wall.

16. Splayed talus. The base of the structure's towers have massive flared or splayed base. The thicker sloped wall provides extra protection against artillery, foils scaling ladders and siege towers. Objects dropped by defenders can bounce into attackers.

17. Concentric curtain wall. The structure has an additional wall with a number of towers equal to structure size.

18. Grand tower. Near the centre of the structure is a tower, with a number of towers equal to twice the structure's size.

19. Unusual Materials. Stone constructions are instead built from (roll 1d6) 1) iron, 2) obsidian, 3) magical force, 4) marble, 5) ice, 6) shell from a monstrous creature; Wooden constructions are instead crafted from (roll 1d6) 1) ivory, 2) crystal 3) darkwood, 4) bamboo, 5) carcasses, 6) fungus.

20. Magical Defense. Roll 1d6. 1) Moat filled with acid or lava, 2) arcane artillery, 3) grand wall of force, 4) illusory magic can make the structure look like a rock formation or forest, 5) can teleport once per day, 6) castle in the sky.

WARDS

In addition to the central keep or tower, a fortified structure has ancillary buildings in a surrounding ward (courtyard or bailey) enclosed with a palisade. Structures of size 3 or greater also have an inner ward enclosed by a wall (except for a shell keep which is its own inner ward).

Use the structure's size to determine the contents of the wards. Include all the buildings of its size or less numbered below. Distribute the buildings amongst the wards. The central structure itself holds a number of these buildings (of your choice) equal to its size.

1. store room, servants' quarters
2. kitchen, gatehouse, workshop, stable, cellar
3. chapel, great hall, granary, solar, shed, paddock, workers' quarters, dungeon
4. wash house, visitors' apartments, granary, brewhouse, cookhouse, bakery
5. garden, library, training grounds, terraces, governor's house, prison; inner ward buildings are duplicated into two wings
6. castle town; inner ward building are duplicated into four wings

Towers, forts and fortresses do not have permanent residences for nobles: replace solar, apartments and governor's house with barracks and armouries.

UNUSUAL FEATURES

Finally, and optionally, roll 1d20 on the following table for an unusual feature.

- 1-2. No unusual feature.
- 3-5. Secret tunnel, connecting the central structure to beyond the outer wall.
6. Tunnel system, an additional underground maze-like retreat.
- 7-8. Butterfly house, or other exotic menagerie, in the inner ward.
9. Mausoleum in the inner ward.
10. Perfectly symmetrical.
11. Renowned architecture.
- 12-13. Hexagonal or other polygonal cross-section.
14. Folly. Many or all of the defensive structures and buildings are decorative only, and may even be "sham ruins".
15. Wizards Tower. Replace one building in the central structure with a wizard's laboratory (or study for any other kind of magic user.)
- 16-17. The castle stands at the edge of a cliff.
- 18-19. The central structure is carved *into* a cliff.
20. Overgrown with vegetation.

EXAMPLE CASTLES

The first two castles were generated using the Quick Castles method above and the tables in the 5e DMG. Also presented are a "mushroom fort" and a single-paragraph dungeon adventure!

A WIZARD'S SMALL FORTRESS

I want a random size, so roll a 2. My d8 roll for the structure table is an 8, so the total is 10. This is a three storey fortress. I roll twice on the defenses table, 18 and 2; and 15 on the unusual feature table.

Yargle's Tower is a three storey fortress with a wooden brestache on top of a grand tower with four storeys. The courtyard contains the servants' quarters, kitchen, gatehouse and stable. The central fortress holds a store room, cellar and Yargle's study.

Yargle's Tower was originally built by dwarves in the swamps of Gettingham Down. It was overrun by demons during an abyssal insurrection. Many years later it was claimed by the human wizard Yargle, who enslaved the remaining manes and dretch left abandoned there.

EPIC CASTLE

Let's pick the size this time: 6. My d8 roll is 7, making this a seven storey grand keep. My defenses rolls are 7, 11, 9, 17, 7, 6; the unusual feature roll is 16.

Kastrum Citadel is a seven storey grand keep is situated at the top of a cliff. A natural river forms a 30 ft. wide moat before cascading down in a waterfall. The inner wall and concentric curtain wall have two layers of hoardings and shuttered merlons, and the gatehouse is protected with a barbican.

The outer bailey encloses a castle town. The middle ward has north and south wings, each containing a garden, training grounds, terraces, governor's house and prison. The inner bailey has north, south, east and west wings, each containing servant's quarters, kitchen, gatehouse, workshop, stable, chapel, granary, shed, paddock, workers' quarters, cellar, visitor's apartments, granary, brewhouse, cookhouse and bakery. The keep holds the wash house, library, great hall, solar, dungeon and store room.

The cliff below is riddled with sea caves. Kastrum was thought to be impenetrable, but was conquered during a massive hobgoblin invasion in a siege that lasted two years.

FESTUNG PILZ

A fortress sits on the top of a hill. It is shaped like a massive mushroom, the upper floors blooming out and shadowing the entire hill. A massive column of granite reinforced with a blend of adamantine, mithral, and steel holds the cap approximately four stories above the top of the hill, with a single spiral staircase going up the middle. Arching ribs made of pure mithral, steel, and adamantine forged together keep the cap from collapsing from its own weight. Foundations larger than the castle itself are laid under the hill, with catacombs all throughout it.

Mushrooms and other fungus are cultivated within, to be fed to specially bred cows and goats. This improves the endurance of the fortress in the event of a siege. "Gills" are cut into the bottom of the cap, each holding numerous rooms for dropping stones, tar, and a special type of toxic fungus grown in the catacombs. Additionally, a rope system allows the fortress to drop troops and other things out of the fortress faster than marching down the spiral staircase, as well as allowing for tactical deployment behind any forces foolish enough to close with the base of the fort.

RUINED TOWER

This simple three story tower of humbly carved stone has seen better days. The roof is dilapidated, the walls are missing stones, and ivy is starting to cover the entire thing. Inside, a simple staircase spirals along the outer wall connecting the three levels. Each floor is one entire room with no divisions. The bottom floor has been taken as a den by a particularly foul tempered brown bear, primarily because a large hive of bees is located just outside the door. If you make it past the bear and ascend the precariously unstable stairs to the second floor you would be confronted by a room overgrown with ivy. This room is filled with the sounds of happy insects going about their daily lives. A thorough search will reveal a small silver dagger hidden in the remains of a desk. The third floor is a relatively clear space with a single stone pillar in the centre it radiates slight conjuration and transmutation magic reminiscent of travel magic. Where does the pillar take you? Spoiler: It actually shrinks everyone in the room to approximately 1 inch tall and gathers them all at the base of the pillar. A message carved in the stone there relays the following message in an obscure dialect of common: My home is in the bottom of this tower, pray you have good reason to bother me! The PCs must now travel to the bottom of the tower past all the (now) giant insects, monstrous birds, and other myriad dangers!

5E BACKGROUNDS

SQUIRE

You were the shield-bearer for a knight, and in training to become a knight yourself. You carried out various tasks for your liege, such as saddling his horse, carrying weapons and armor, or holding his flag in battle. As a page-boy or girl you had already received an education that may have included horse-riding, hunting, hawking, combat, music and board games. At the age of 15 you were sworn in as a squire, accompanied your liege on his duties, and received further training in the chivalric code, mounted combat and the history of royalty and nobles.

You should decide on some details of your liege, particularly his or her name and personality. What were his virtues; was he honourable, brave, or kind? What were his failings; was he cruel, or lazy, or arrogant? Did he give you a chance to prove yourself in combat? Was he lenient with you, or did he give you an excessive workload? Were you satisfied with your duties, or did you become disillusioned with the life of a knight?

How did your life as a squire end? You may have been dubbed into knighthood; your liege may have been killed or murdered; or did you abandon your duties?

Skill Proficiencies: Animal Handling, Athletics

Tool Proficiencies: Dragonchess set, one type of musical instrument

Equipment: a set of [livery clothes](#), a pot of metal polish, a set of traveller's clothes, a belt pouch with 10 gp

FEATURE: ARMA PATRINA

Despite all your training, you did not qualify for knighthood. Perhaps you never proved yourself, or grew too old, or could not afford the expenses of knighthood. However, your upbringing is still recognized by the courts of your nation: you are called "arma patrina". You are allowed to wear your livery clothes, carry a shield displaying your escutcheon, and bear arms exclusive to knights (typically a lance).

In addition, you have courtly savoir faire and know the conventions of life at a castle: graceful greetings, dining etiquette, rules of tournaments, where to find the blacksmith, and so forth.

ALTERNATE FEATURE: QUEST

You completed your training and received your accolade of knighthood. However, either by your own will, or by that of the sovereign, you have not been awarded land. As a result, you are unlanded nobility, with no estate to speak of, making you a knight- (or dame-) errant. In order to be awarded your estate, you must complete a grand quest. This quest may be any number of things, such as finding an ancient holy relic, slaying a powerful monster, leading forces to victory in a war, winning the heart of a nobleman's heir... Work out what the quest is with your DM. Determine just how long it should take to accomplish. The longer the quest, the greater the reward should be. This reward of land is made in the place of other typical material rewards, and should be of approximately equal worth to what would have been earned otherwise. Knights-Errant do not normally stop doing what they do. Once one quest is completed, it is typically followed up by yet another glorious mission, sometimes even to the surprise of the Knight.

SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 I am excited - perhaps naively - by castles, tournaments, and other romanticized aspects of knightly culture.
- 2 I am quick to befriend a horse or other noble mount.
- 3 I relish hard work, long marches and swordplay.
- 4 I regale my friends with apocryphal tales about famous knights and members of the royalty.
- 5 I know many tips about swordplay and am glad to spread them, sometimes to the annoyance of my warrior friends.
- 6 I am narrow-minded about things that happen outside my nation; I refuse to believe when my nation does something wrong.
- 7 I am gracious in defeat and humble in victory.
- 8 I seek to honour myself with glorious battles, or at least dream about doing so.

d6 Ideal

- 1 **Chivalry.** I respect the knightly code of conduct of bravery, honesty, generosity, and defending the weak. (Good)
- 2 **Faalty.** I remain true to oaths I pledge to my superiors, and I expect others to do the same. (Lawful)
- 3 **War.** Armies must be pitched against each other, infidels must be crushed without mercy. The larger the conflict, the more glory, and I must be at the forefront. (Evil)
- 4 **Power.** Being a squire was just a stepping stone. One day I shall be a lord. (Any)
- 5 **Freedom.** I was little more than a servant. No-one should endure a subservient position. (Chaotic)
- 6 **Nation.** I am proud of my nation, its achievements and its militant orders. (Any)

d6 Bond

- 1 I am still in a close relationship with my master/mistress, although he/she is not what they once were.
- 2 My liege retired from his quest to recover a holy relic - I will find it and prove my worth!
- 3 The castle I grew up in is ruined and forgotten, but I sometimes return to reflect on my past.
- 4 I will take revenge on the blackguard that slew my liege.
- 5 I want a bard or playwright to chronicle my adventures.
- 6 I am in love with a lord or lady but courtly rules prevent us from eloping.

d6 Flaw

- 1 I'm acutely aware of the social standing of my foes: overestimating my combat prowess against peasants but pulling my blows against nobles.
- 2 I won't carry anything for anyone else ever again.
- 3 I don't feel right unless I'm hauling four or more different weapons, and I'm eager to tell my comrades what they should be wielding.
- 4 If anyone insults my nation or my liege, I will not contain my rage.
- 5 I hide when a battle arrives and seek shelter like a coward. Maybe that is why I am not a knight.
- 6 I easily fall for any attractive prince or princess that I see, regardless of any rules or tradition.

SPY

At some point or another you secretly gathered information on a group of people or maybe one person. Maybe you were hired by a rival or political enemy, maybe you were searching for military information to help the opposing army, maybe you were trying to fulfil your own agenda, but regardless you are good at finding things and hiding your true self. You are used to living on the edge of danger, and doubly used to doubting people's intentions. Who did you spy for, yourself or some benefactor? Who or what did you spy on? What secrets did you uncover? Why did you stop, or did you?

Skill Proficiencies: Stealth, Perception

Tool Proficiencies: Disguise kit, thieves' tools

Equipment: A knife, a disguise kit, a small crumpled note with secrets you stole (battle plans, blackmail material, or coordinates to an unknown place) and a set of common clothes, and a small pouch with 15gp.

MISSION

What were you looking for when you were spying?

d6 Specialization

- 1 Coordinates to a hidden artefact.
- 2 Evidence of intrigue.
- 3 Battle plans.
- 4 Location of a particular person.
- 5 Blackmail material.
- 6 Trade secrets.

FEATURE: ECHO OF THE GREAT GAME

Years of stealth and trickery have taught you how to not draw attention to yourself. The way you walk, talk and move are deliberately forgettable, and utterly unextraordinary. While you are wearing common clothes, no one can remember your face nor any features about you, unless they actively make an effort to do so.

In addition, you know how to write in a special code that can only be read by people trained in deciphering it.

SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 I always have an aloof smile plastered on my face, no matter the situation.
- 2 I am uncomfortable in open spaces, where I'm too exposed.
- 3 I change my attitude and personality to blend in with the people around me.
- 4 I always check the escape routes of every building I enter.
- 5 I have trouble trusting people, especially those closest to me.
- 6 I have a habit of listening in on the conversations of others.
- 7 I prefer not to talk unless it's necessary.
- 8 I write anything I think is important in code.



d6 Ideal

- 1 **Exposure:** The evils of the world must be exposed. (Good)
- 2 **Blackmail:** Ooh, isn't this a dirty secret...? Shame if it fell into the wrong hands: mine. (Evil)
- 3 **Contract:** The information is bound to the person who hires me, no one else may see it. (Lawful)
- 4 **The Game:** If this came out to the public... That noble would be done for... That one too... Oh what fun! (Chaotic)
- 5 **Self:** The information is good, coming out alive better, the coin I'll get from this, totally worth it. (Neutral)
- 6 **Knowledge:** He knows something, and I need to know it too. (Any)

d6 Bond

- 1 I fell in love with someone I was spying on.
- 2 I had some colleagues in a spy ring I used to be a part of that I trade information with from time to time.
- 3 I have secrets that I've uncovered that should never see the light of day.
- 4 One of my friends was hanged for treason. My helplessness to aid him still haunts me today.
- 5 A good person was ruined with information I gathered on him. I am trying to atone.
- 6 A servant in a castle saw me spying on her lord. I fled and hope I will never have to see her face again.

d6 Flaw

- 1 I have no problem with betraying people who trust me.
- 2 Some people want to kill me, to make sure I never tell a secret they'd rather have untold.
- 3 I've worn so many disguises, I've lost sight of who I truly am.
- 4 I never share secrets with anyone.
- 5 I don't save people who can't save themselves. The Game is harsh and the stupid and flamboyant tend to die the first.
- 6 I never forget an insult, and I bide my time for revenge.

5E EQUIPMENT

Items that might be useful for those working or living in a fortified structure. In this and future issues, some items are categorized as being clockwork: these might be disallowed depending on your campaign, or be treated as magical items instead. A rarity is given next to the cost if you wish to do this.

CLOTHES, LIVERY [ADVENTURING EQUIPMENT]

Livery is the loaned uniform of an official servant. The outfit is often brightly coloured and emblazoned with or adorned by the actual owner's heraldry. Extremely prestigious livery clothes include a livery collar; a decorative gold chain from which a livery badge may be hung, as opposed to attaching it to the clothes directly. Most official uniforms, including those worn by nobility such as dukes, are livery given to them by their superiors. Some important military units, such as knights, may be awarded livery as well, which is typically emblazoned after their own coat of arms.

Cost: 30 gp **Weight:** 6 lb.

FALCONRY KIT [TOOL]

A falconry kit includes a raptor hood, a pair of bells and jesses (leather strips). Proficiency with this kit lets you add your proficiency bonus to ability checks you make to train or hunt with a falcon, hawk or other Tiny bird of prey.

Falconry is a common hobby for those of high status. If you have the noble or squire background you may have proficiency with a falconry kit instead of a gaming set.

Cost: 2 gp **Weight:** 1/2 lb.

FEAST [EXPENSE]

A feast suitable for entertaining visiting nobles. It includes three courses of foodstuffs such as salad, tarts, potage, custard, pigeon pies, eels, poultry and spicy mulled wine. The centrepiece can be a suckling pig, boar's head or roast peacock.

Cost: 20 gp



HOUSE GRIFFON [ANIMAL]

These small, domesticated griffons have the bodies of house cats and the heads, wings and forelimbs of hawks or falcons. Magical modification and creation as well as later breeding from pet owners has resulted in many different subspecies of house griffon.

These creatures are commonly kept as pets and familiars and do wonders for keeping vermin populations under control. House griffons can be affectionate but independent and do equally well in and out of doors.

Cost: 100 gp

Tiny monstrosity, unaligned

Armor Class 13

Hit Points 3 (1d6)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	9 (-1)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +3, Stealth +3

Senses passive perception 14

Languages –

Challenge 0 (10 XP)

Keen Sight. The house griffon has advantage on Wisdom (Perception) checks that rely on sight.

Keen Smell. The house griffon has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The house griffon makes one attack with its beak and one with its claws.

Beak. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) slashing damage.

PORTABLE PORTCULLIS [ADVENTURING EQUIPMENT, CLOCKWORK]

A portable portcullis is a large clockwork device that looks like a stack of linked iron bars and timber, and comes with a key. You can spend an action to activate it with the key, causing it to expand and unfold. It takes 1 minute to deploy, creating a portcullis that securely fills an aperture between 5 and 10 feet square.

Once it is in place it can only be bypassed in the following ways:

- The key can be used to raise or lower the portcullis, or collapse it into its portable state.
- A creature proficient with thieves' tools can raise or collapse the portcullis with a DC 15 Dexterity check.
- A DC 20 Strength check will break the portcullis.

A collapsed portcullis must be reset before it can be deployed again. It takes 1 minute to wind the mechanism.

Cost: 300 gp (*Uncommon*) **Weight:** 40 lb

PORTRAIT

Cost: 20 gp or more

You can hire an artist to paint your portrait. It takes 1d6 sittings (taking one or more hours) for the artist to paint the preliminary image, and then 2d6 months to present the finished portrait. You pick one of four styles. The cost then varies depending on the quality, medium, size and frame. The following can also be used to create random portraits by rolling 1d4 in each category.

Style

1. Idealization, emphasizing status
2. Flattering representation
3. Propaganda, emphasizing a political message
4. Natural, realistic

MEDIUM

1. egg tempera on wood (5 gp)
2. oil on canvas (15 gp)
3. cameo on glass, shell or stone (25 gp)
4. exotic (cameo on gemstone; slaad ink on xorn hide) (50 gp)

FRAME

1. wooden (1 gp)
2. iron (5 gp)
3. gilded (10 gp)
4. solid gold (50 gp)

QUALITY

1. mediocre (5 gp)
2. journeyman (10 gp)
3. adept (35 gp)
4. masterwork (200 gp)

SIZE

1. miniature (20 gp)
2. small, 1 1/2 by 1 feet (×1 cost)
3. medium, 3 by 2 feet (×2 cost)
4. life-size, 6 by 4 feet (×4 cost)



5E EMPORIUM

ARCANE DOOR

Wondrous Item, rare

An arcane door is a set of two metal bars, linked by fine shimmering electrum chains. You can spend an action to seal a doorway by placing one bar on each side. The chains stretch across the doorway, then expand at right angles into a shimmering golden wall of force. The wall is solid and extends into the ethereal plane. Perception checks made through the doorway are made with disadvantage.

The arcane door can be deactivated and reactivated - by the creature that sealed the doorway - by speaking the command word within 30 feet of it. A *dispel magic* spell can deactivate the arcane door, for which it is effectively a 7th level spell. The wall can also be physically broken with a DC 25 Strength check, which deactivates the arcane door. The metal bars cannot be removed from the doorway while the arcane door is active.

FALSE FLAG

Wondrous Item, uncommon

In its natural form, a false flag is a square piece of grey fabric, 8 by 8 feet. It can be mounted on a tower's flagpole, or on a battle standard. When so affixed, its illusory magic activates. All creatures who view the false flag see it emblazoned with the heraldry or symbol of their liege, nation, religion or other group they have pledged allegiance to. It otherwise displays a symbol that the viewer deems benign.

When a group of creatures views a false flag, appears the same to each member, displaying the most common image among them, such that there would be no inconsistency.

If a creature uses its action to examine the flag, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check of DC 15.

PITCHER OF INSTANT MOAT

Wondrous Item; rare, very rare or legendary

Resembling an oil-filled, bronze-beaked pitcher, this magic item will create a moat around a structure when poured onto the ground. The moat creation will fail under the following conditions: if emptied onto the ground while indoors, or when further than 10 feet away from a structure, or an obstruction blocks the path of the moat, or the size of the structure exceeds the capacity of the pitcher. After a failed attempt, the pitcher will refill itself at the next dawn.

The moat takes 1 minute to form. The capacity, width and depth of the moat depends on the rarity of the pitcher:

- **Rare:** Tower, outpost or fort. 15 feet across, 5 feet deep.
- **Very rare:** Small castle or keep. 20 feet across, 10 feet deep.
- **Legendary:** Palace or large castle. 30 feet across, 20 feet deep.

If used in conjunction with constructing such a structure as a downtime activity, using a pitcher of instant moat reduces construction time and cost by 10%.

After it is used, this item becomes a nonmagical pitcher.

5E SIEGES

SIEGE EQUIPMENT

These objects are used in conjunction with the Siege Equipment section in the *DMG* p. 255.

The magic items presented here are not generally found as loot. They might be recovered from the remains of a battlefield, granted by a commander if the players are aiding a siege, or crafted by the players themselves.

The couillard, springald and mantlet (and other wooden siege equipment) are usually built on-site using materials from the land around the structure to be besieged. This might be timber from felled trees, or pulled from houses. It a half day to construct 50 hit point's worth of a wooden siege engine, requiring 2 craftsmen for a Medium object, 4 for Large, 16 for Huge, and 64 for Gargantuan.

Construction can be "hurried", halving the construction time. This requires at least half the craftsmen to pass a DC 15 Constitution (Endurance) check. If less than half the craftsmen pass the check, the construction time is not reduced and all the craftsmen gain one level of exhaustion.

Siege engines can be constructed with fewer craftsmen. If the number of creatures involved is less than the requirement but at least half the requirement, construction time is doubled.

CITY TAKER

Gargantuan object

Armor Class: 17

Hit Points: 1600

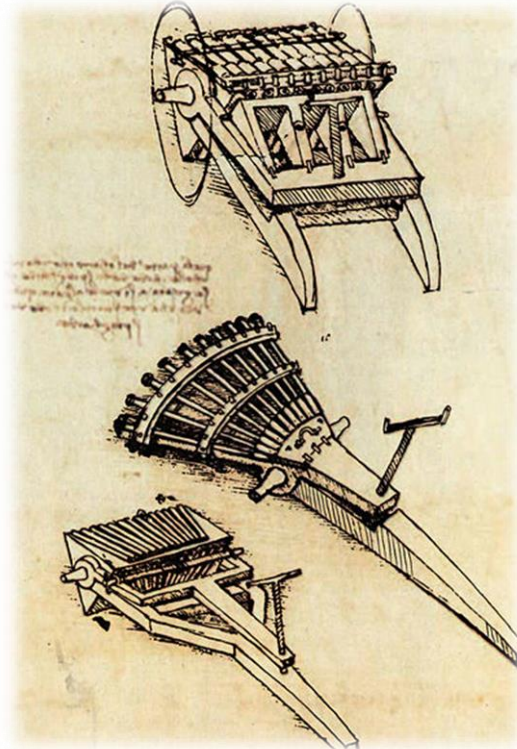
Damage Immunities: poison, psychic

The City Taker (or "Helepolis") is an immense siege tower, 70 × 70 feet at the base and 135 feet tall. The sides of the wooden structure are protected with iron plates, and it rests on eight iron wheels.

The City Taker has nine floors, each of which can hold 150 Medium creatures. The first two floors each have three forward-facing ballistas (*DMG* p. 255); the next five floors each have two ballistas; the two uppermost floors are each armed with two springalds. Each artillery piece is operated by two creatures, and protected by shuttered embrasures.

The City Taker has a speed of 15 feet if an internal capstan is turned whilst the engine is pushed from behind. A total combined Strength score of 2,400 (about 200 humans) is required to turn the capstan, and a Strength score of 24,000 (about 2000 humans) required to push in relays.

Creatures and artillery pieces in the tower has total cover from attacks outside the tower.



COUILLARD

Huge object

Armor Class: 15

Hit Points: 125

Damage Immunities: poison, psychic

The couillard is a smaller trebuchet with a split counter-weight that passes on either side of a single support, instead of a single counter-weight. The projectile is fired in a high arc, so it can hit targets behind cover. Before the couillard can be fired, it must be loaded and aimed. With a crew of five humanoids or more it take two actions to load the weapon, two actions to aim it, and one action to fire it. With four or less, it takes twice as many actions. A couillard can fire heavy stones, or other kinds of projectiles with different effects.

Couillard Stone: *Ranged Weapon Attack:* +5 to hit, range 250/1000 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 33 (6d10) bludgeoning damage.

MANTLET

Large object

Armor Class: 15

Hit Points: 30

Damage Immunities: poison, psychic

A mantlet is a large wooden shield mounted on wheels. Given reasonable timber supplies, many of these can be constructed during a siege, allowing advancing infantry some protection against the fortification's archers.

It provides three-quarters cover for two Medium-sized humanoids, and can be pushed at a speed of 15 feet.

RIBALDEQUIN

Large object

Armor Class: 19

Hit Points: 65

Damage Immunities: poison, psychic

The ribaldequin, or organ gun, is a set of seven to twelve small-calibre cannons set on a frame in parallel or splayed. The cannons uses either gunpowder or arcane power - depending on your campaign - to fire a salvo of iron shot that is devastating to lines of infantry.

It takes one action to load each cannon, one action to aim it, and one action to fire it.

Cannon Salvo. Each creature in a line 800 feet long and 10 feet wide in the direction of the cannon is subject to the following attack. *Ranged Weapon Attack:* +6 to hit, range 200/800 ft. *Hit:* 16 (3d10) bludgeoning damage. If not all the cannons in the ribaldequin are loaded, the width of the line-of-effect is reduced to 5 feet; if less than half of the cannons are loaded, only a single attack is made.

SPRINGALD

Medium object

Armor Class: 15

Hit Points: 30

Damage Immunities: poison, psychic

A springald, or skein-bow, is an artillery piece with a torsion device similar to a ballista. It has a box frame, with arms designed to swing inwards rather than outwards. It has a more compact construction compared to the ballista, makes it more suitable for use inside, such as the tighter confines of a tower. It is not as powerful as its larger cousin, and so finds its role as an anti-personnel weapon. It takes one action to load the springald, one action to aim it, and one action to fire it.

Springald Bolt: *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 11 (2d10) piercing damage.

HANDGONNE

The handgonne (or hand cannon, handgun) is the earliest type of portable firearm, a precursor the the arquebus. It is a simple barrel of metal or bamboo attached to a long handle. The black powder is ignited with smouldering wood or coal, or with a cantrip spell. It can be loaded with a handful of pebbles; iron or stone balls; or a small cannonball. Handgonnes are quite inaccurate, but are simple enough for nonprofessional soldiers to use.

It takes 1 minute to prepare a handgonne for firing. A character within 5 feet of you use a Help action to assist you loading and firing a handgonne, such that you require only an action to load the ammunition and black powder.

The handgonne is a simple ranged weapon that costs 30 gp and weighs 10 lb. It deals 2d6 piercing damage and has the following properties: Ammunition (range 30/90), loading, two-handed.



MAGIC ITEMS

HORN OF UNYIELDING

Wondrous item, very rare

This horn was used by many warriors known and unknown throughout history. When it sounds, it echos across the battlefield, your allies feel the spirits of those mighty heroes urging them to fight.

You can use an action to blow this horn, which emits a command that is audible 600 feet away. Each creature you choose that can hear the horn gains the following benefits for 1 minute:

- Advantage on saving throws against being frightened or charmed.
- On each of their turns, they may use a bonus action to make a weapon attack.

- On each of their turns, they may use a bonus action to move half their speed toward a hostile creature.

The horn cannot be used again until the next dawn.

SIEGE BREAKER

Weapon (warhammer or maul), rare

You have a +1 bonus to attack and damage rolls made with this magic weapon. In addition, when you hit an object with a siege breaker, you deal an additional 10 bludgeoning damage. You also have advantage on Strength checks made to break open doors while wielding this weapon.

SIEGE DRILL

Wondrous Item, very rare

The siege drill is an armoured, self-powered vehicle with an immense drill mounted on the front. It weighs 1200 pounds, and is powered by an arcane engine or a steam engine depending on your campaign. A hatch at the rear allows two Medium creatures to crawl inside. It is designed to dig tunnels underneath fortifications, but it might be found in use by miners or dwarves undertaking some extravagant project.

The siege drill is a huge object with the following statistics:

Huge object

Armor Class: 15

Hit Points: 600

Damage Immunities: poison, psychic

To be used as a vehicle, the siege drill requires one pilot. The pilot's chair has three levels, and the pilot can use their action to pull one lever with the following effects:

1. **Start machine.** The drill begins to rotate, and the siege engine moves forwards at a speed of 20 feet. Pulling the lever again turns off the drill and the speed drops to 0 feet.
2. **Reverse gear.** If the machinery is active, the siege engine moves backwards at a speed of 15 feet. Returning this lever to its default position returns the speed and direction back to its default.
3. **Dig.** The vehicle angles itself downwards at 45 degrees, burrowing underground at a speed of 20 feet. Returning this lever to its default position causes the siege engine to dig upwards at 45 degrees until it returns to the surface. Each time the siege engine burrows, roll 1d20. On a 1, loose rock jams some part of the drill or machinery and the machinery stops as a safety precaution. A successful DC 20 Intelligence (Investigation) check from outside the vehicle (which may require excavating around it) restores its function.

The siege engine cannot steer left or right, so must be initially set in the right direction by physically turning it from outside. If the siege engine moves forwards into a space occupied by a creature, that creature can use their reaction to move 5 feet out of its path. If a creature or object is unable to move out of the way, or is forced against the drill, the following attack is made:

Huge Drill. Melee Weapon Attack: +8 to hit, range 5 ft., one target. Hit: 10d10 slashing damage.

4E SKILL CHALLENGE

CHAOS AT THE WALL

Level 5 Skill Challenge (1600 XP)

An army of demons has been advancing on a walled city with the intent of capturing a temple within. The empire's main army is still one day's march away. The PCs are members of a militia, the Irregulars, who have been rapidly formed and deployed to hold the city wall with the city garrison. Dawn is yet to break and the Irregulars hurry to the 50 yard stretch of wall near the South Gate. From here, over the battlements, they see hordes of demons advancing over the plains, all manner of shapes and sizes.

Goal: Hold the wall against the demons until daybreak.

The challenge is split into two stages:

- **First Stage:** For the first 4 standard actions, the dretch are still advancing towards the wall with their "abyssal siege flowers". After the fourth check, the siege flowers are planted at the base of the wall, which grow rapidly. The captain of the Irregulars calls "Prepare for melee!", and the close-quarters mercenaries and adventurers move into position. Yellow-green tendrils begin to wrap around the battlements. Dretch begin to furiously hurl themselves onto the battlements, clawing past each other to get into the fray. The Irregulars cut into them with swords and spells.
- **Second Stage:** During subsequent skill checks, the dretch are scaling the wall and attacking the Irregulars in melee.

Complexity: 3 (8 successes before 3 failures; 2 advantages)

PRIMARY SKILLS

Successes with the primary skills contribute one success any number of times.

Intimidate or Diplomacy (DC 15 standard action, first stage only)

The PC co-ordinates a bow volley towards the advancing demons. As arrows and bolts rain over the demons, many of the dretch explode in clouds of stinking gas.

Arcana or Religion (DC 15 (first stage) or DC 22 (second stage), standard action)

The PC holds forth their implement, using magic to drive back the demons.

A PC with area burst spells or prayers may cast them during the first stage. Close burst or blast spells may be used once they have scaled the wall in the second stage. Do not make an attack roll for this: the skill roll represents the PCs endurance at making multiple attacks in mass combat.

Perception (DC 15, standard action, first stage only)

The PC takes careful aim with their ranged weapon, seeking a worthy target in the throng below.

A PC with a ranged weapon might think to fire at the siege flowers. This contributes successes if flame arrows have been prepared (see below). Picking out individual targets demons does not significantly. Killing dretch or a winged demon does not significantly contribute, and scoring only half a success.



Endurance (DC 22, standard action, second stage only)

The PC engages the dretch in melee atop the battlements, quelling the urge to be sick amidst the stinking clouds.

Do not make an attack roll. The endurance check represents the PCs ability to engage in sustained, mass combat; and to resist the dretchs' stinking cloud. If the PC succeeds their first Endurance check, they gain a +2 bonus on subsequent Endurance checks. If they fail their first Endurance check, they take a -2 penalty on subsequent Endurance checks.

Heal (DC 15, standard action)

The PC tends to the wounded, sending Irregulars back to the tower if they can no longer fight to clear room for fresh warriors.

SECONDARY SKILLS

Perception or Arcana (DC 15 minor action, 0 successes, first stage only)

The PC surveys the hordes to determine specific types of demon. Most of them are dretch, squabbling amongst themselves. There are tall, insect-like demons with big tridents. There are succubi and incubi, sat on ornate thrones carried by devolved limb oozes. Flapping awkwardly in the sky are hundreds of winged, misshapen things. A dozen groups of smaller demons are advancing forwards. Some of them are laboriously carrying organic, bulb-like things almost as large as themselves.

Other effects.

The PC attempting this must have low-light vision. On a success make clear two key pieces of information: 1) The dretch are carrying abyssal siege flowers that will be used to scale the wall. 2) Winged demons will attempt harassing fly-by attacks.

Thievery (DC 22, standard action, 0 successes, first stage only)

The PC prepares flaming arrows.

This grants a +2 bonus to a primary skill roll made to co-ordinate a bow volley, and unlocks Perception as a primary skill for the first stage.

Athletics (DC 15 standard action, 1 success)

The PC concentrates on fighting the winged demons who periodically swoop in to knock militiamen off the wall.

The PC takes a -2 penalty to this skill check if they have not been warned about the winged demons through a successful secondary Perception or Arcana check.

SUCCESS

Dawn breaks and the wall defences are still intact - the first wave of demons are but corpses bubbling away in the morning light. This can lead to an encounter in which the Irregulars sally forth to stop the advance of a huge battering ram. Regardless, the Irregulars have bought the city enough time.

FAILURE

The walls have been completely yielded to the demons. The Irregulars have been forced over the city-edge of the wall, or back into the towers. Each PC needs to succeed on a DC 22 Acrobatics (jumping off the wall), Endurance (retreat into the towers) or Athletics (climb to safety) check or lose a healing surge. The demons take control of the gate and open it. Following encounters will require fights in the streets to stop the demons reaching the temple, and the empire's army will not arrive in time to help.



4E EQUIPMENT

BALLISTA BOX

The ballista box is a light artillery piece that can be folded into a compact form. This makes it easy for several to be stored in castle towers or wagons for rapid deployment. Setting the box down is a minor action. It takes one round for it to unfold into its ballista form. The box has to be placed into an adjacent empty square. Re-boxing it is a standard action. Loading the ballista with ammunition is a move action.

The ballista has AC 15, Fort 12, Ref 12, Will —, 35 hit points, and is immune to psychic and poison damage.

The ballista weighs 35 lb. and costs 150 gp; each bolt weighs 2 lb and costs 1 gp.

Ballista Box	Attack
<i>Within a minute, a battery of ballistas was deployed along the battlements and began launching bolts at the besiegers.</i>	
At-Will	
Standard Action	Ranged 40
Requirement: You must be adjacent to the ballista box, and it must be loaded with a bolt.	
Attack: Level + 5 Vs. AC	
Hit: 1d8 + 5 damage and the target is pushed 1 square.	
<i>Level 21:</i> 2d8 + 5 damage	

SPECIAL AMMUNITION

The ballista box may fire these special types of bolt.

Flaming Bolt. The tip has been prepared with a pitch coating. It takes a minor action to light the tip of a bolt loaded into the ballista. The attack roll is Level + 4. It deals an additional 1 fire damage, and may ignite flammable materials.

Duplex Bolt. This is two slender bolts loosely tied together, that split apart during flight. On a successful hit, it deals 3 damage to the target and 3 damage to a creature adjacent to the target.

Hammerhead Bolt. This bolt has a broad steel head that is useful for damaging structures. Its range drops to 20 squares, but it deals double damage against objects.

4E POWERS

HERALDIC SUMMONING SPELLS

A magic-user of nobility can develop a spell that summons a spiritual representation of a heraldic beast. This creature draws power from the weight of heritage of the spellcaster's personal coat of arms: the most prestigious lineages will produce the most lucid of creatures. Court or battle wizards may also be tasked with mastering their lord's heraldic beast.

The following spells can be taken by wizards. Except for *reremouse swarm* (which is a conjuration), they use the summoning rules presented in *Player's Handbook 2* and 3.

SUMMON ENFIELD

The Enfield is a heraldic animal, having the head of a fox, the breast feathered as an eagle's, the foreclaws also of an eagle; the remainder of the body that of a wolf. The enfield, being compounded of the fox, eagle, and wolf, indicated that he, by whom it was borne, was reputed to possess the subtlety and cunning of the first named beast; the magnanimity and fortitude, with the honour, labor, industry, and diligence, in great manners, of the eagle; and the fierceness of the wolf.

- The Journal of the Kilkenny and southeast of Ireland archaeological society, Vol II, 1858-1859.

Summon Enfield	Wizard Daily Attack 1
<i>You summon an loyal creature, a hybrid of fox, eagle and wolf. When you send him forth to attack, he quickly returns to your side.</i>	
Daily ♦ Arcane, Implement, Summoning	
Minor Action	Ranged 10
Effect: You summon a Medium enfield in an unoccupied square within range.	

Enfield	Summoned Creature
Medium natural beast	
HP your bloodied value; Healing Surges none, but you can lose a healing surge for the creature if an effect allows it to spend one.	
Defenses your defenses, not including any temporary bonuses or penalties.	
Speed 7	
↓ Standard Action ♦ At-Will	
Attack: Melee 1 (one creature); your level + 6 vs. AC	
Hit: 1d6 + Intelligence modifier damage.	
Minor Action ♦ At-Will	
Effect: The enfield shifts a number of squares equal to 1 + your Strength modifier, but must end in a square adjacent to you.	
Opportunity Action ♦ At-Will	
Trigger: An enemy adjacent to the enfield takes an action that provokes opportunity attacks.	
Effect: The enfield makes its standard action attack against the triggering enemy. If the attack hits the target is pushed 1 square.	

REREMOUSE SWARM

The Egyptians used to signify by a reremouse a man who, having small means and weak power, either of nobility or fortune, nor yet stored with pregnancy of wit, hath nevertheless stepped up so suddenly, that he might seem not so much to be supported by the earth, as by a sudden flight to be exalted above the same. - Guillim

Reremouse Swarm	Wizard Encounter Attack 1
<i>A sudden swarm of these heraldic bats buffets your foes, emitting distracting ultrasonic squeaks.</i>	
Encounter ♦ Arcane, Implement, Conjuration, Thunder	
Standard Action	Area burst 1 within 10 squares
Attack: Intelligence Vs. Fortitude	
Hit: 1d6 + Intelligence modifier thunder damage, and you conjure a reremouse in 1 square within the target's space. Each reremouse lasts until the end of your next turn. An enemy that starts its turn in or adjacent to a square containing a reremouse cannot benefit from combat advantage.	

SUMMON WARHORSE

The nobleness of the horse might attain for him the first rank among beasts but, in the battle he is dependent upon his rider, who leads him to the accomplishment of feats in arms. For, unlike the lion, who naturally faces his enemy, and attacks him with his claws and teeth, the horse turns his back upon his foe, and fights with his heels. - Guillim

Summon Warhorse	Wizard Daily Utility 2
<i>A magnificent destrier appears by your side. She whinnies and snorts, ready to carry you across the battlefield.</i>	
Daily ♦ Arcane, Implement, Summoning	
Minor Action	Close burst 2
Effect: You summon a Large warhorse in an unoccupied square in the burst.	

Warhorse	Summoned Creature
Large natural beast (mount)	
HP your bloodied value; Healing Surges none, but you can lose a healing surge for the creature if an effect allows it to spend one.	
Defenses your defenses, not including any temporary bonuses or penalties. your defenses, not including any temporary bonuses or penalties	
Speed 8	
Traits	
Loyal Charger	
Any humanoid ally can mount the warhorse. The character who summoned the warhorse gains a +5 bonus to damage rolls on charge attacks whilst riding it.	
Standard Actions	
↓ Trample ♦ At-Will	
Effect: The warhorse can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters an enemy's space, the warhorse makes a trample attack: your level + 4 vs. Reflex; the target is knocked prone.	

SUMMON COCKATRICE

Is said to be about half a foot in length; he does not creep like other serpents, but goes half upright, and that all other serpents avoid him, for which reason he is called king serpents. Some are of opinion that this animal is brought forth of an old cock's egg, which is generated of the putrified seed of an old cock, and sat upon by a snake or toad; others are of opinion that the cock that lays the egg, sits upon it, and hatches it himself.

- A History of the Earth and Animated Nature, by Georges Louis Leclerc comte de Buffon

Summon Cockatrice	Wizard Daily Attack 5
You summon a scrawny, half-serpent half-cockerel which squawks and flurries amidst your foes causing much disruption.	
Daily ♦ Arcane, Implement, Summoning	
Minor Action	Ranged 10
Effect: You summon a Small cockatrice in an unoccupied square within range.	

Cockatrice	Summoned Creature
Small natural beast	
HP your bloodied value; Healing Surges none, but you can lose a healing surge for the creature if an effect allows it to spend one.	
Defenses your defenses, not including any temporary bonuses or penalties.	
Speed 4, fly 6 (clumsy)	
Immune petrification	
⬇ Standard Action ♦ At-Will	
Attack: Melee 1 (one creature); your level + 6 vs. AC	
Hit: 1d6 + your Intelligence modifier damage and make a secondary attack against the same target. Secondary Attack: your level + 4 vs. Fortitude; the target is slowed (save ends). First Failed Saving Throw: The target is immobilized instead of slowed (save ends). Second Failed Saving Throw: The target is petrified.	
Minor Action ♦ At-Will (1/round)	
Effect: The cockatrice either walks, flies, shifts, runs, stands up, squeezes or crawls.	
Immediate Interrupt ♦ At-Will	
Trigger: When an enemy moves adjacent to the cockatrice	
Effect: The cockatrice makes a bite attack against the triggering enemy and then shifts 3 squares.	



SUMMON HYDRA

Summon Hydra	Wizard Daily Attack 9
You summon a fabulous serpent with many heads; it hisses, ready to attack multiple foes.	
Daily ♦ Arcane, Implement, Summoning	
Minor Action	Ranged 5
Effect: You summon a Large hydra in an unoccupied square within range.	

Hydra	Summoned Creature
Large natural beast (reptile, water)	
HP your bloodied value; Healing Surges none, but you can lose a healing surge for the creature if an effect allows it to spend one.	
Defenses your defenses, not including any temporary bonuses or penalties.	
Speed 5, swim 8	
All-Around Vision	
Enemies can't gain combat advantage by flanking the hydra.	
Multi-headed	
The hydra has a number of heads equal to 1 + your Strength modifier (minimum 2). For each head after the second, the hydra can re-roll a missed attack roll once per attack. For each 10 points of damage the hydra takes, it loses one head.	
⬇ Standard Action ♦ At-Will	
Attack: Melee 2 (one or two creatures); your level + 6 vs. AC	
Hit: 1d10 + your Intelligence modifier damage.	
Minor Action ♦ At-Will (1/round)	
Effect: The hydra either walks, swims, shifts, runs, stands up, squeezes or crawls.	
Opportunity Action ♦ At-Will	
Trigger: An enemy ends its turn within 2 squares of the hydra	
Effect: The hydra uses its standard action attack twice against the triggering enemy.	

OTHER SUMMON SPELLS

The summoning spells in *Arcane Power* can also represent heraldic creatures with a little re-flavoured, thus:

Summon Fire Warrior: With its flight and fiery attack, this can be used to represent a dragon or phoenix.

Summon Shadow Serpent: Snakes are common heraldic images, but this can also represent any small, sneaky beast such as a rat, frog or emmet (a heraldic ant).

Summon Abyssal Maw: A general attack and opportunity attack makes this suitable for a land beast that can lash out or interpose itself, such as a lindworm, wolf or wildman.

Summon Arrowhawk: A medium-sized fast flying beast that harries a foe, this could be a harpy, giant bird of prey, or giant bat.

Summon Chainbearer: A large creature that can slide enemies could be an octopus.

Summon Diamond Falcon: A flying transport might be a hippogriff, pegasus or griffin.

3.5E CREATURES

LIVING FORTRESS

Size/Type: Colossal++ Elemental [Augmented Construct, Earth]

Hit Dice: 60d10 + 2,286 (2,616 hp)

Initiative: -1

Speed: 10 ft. (2 squares), burrow 10 ft.

Armor Class: 29 (-16 size, -5 Dex, +40 natural), touch -11, flat-footed 29

Base Attack/Grapple: +45/+89

Attack: –

Full Attack: –

Space/Reach: 120 ft./80 ft.

Special Attacks: Crush 24d12+30, earth affinity, earth glide, implacability

Special Qualities: Darkvision 60 ft., DR 20/-, elemental traits, fortress, immune to fear, magic immunity

Saves: Fort +52, Ref +15, Will +20

Abilities: Str 50, Dex 1, Con 70, Int 6, Wis 11, Cha 9

Skills: Listen +30, Spot +33

Feats: Epic Toughness (×14), Great Fortitude, Improved Bull Rush, Improved Initiative, Improved ToughnessCW, Power Attack, Toughness (×2)

Environment: Any land

Organization: Solitary

Challenge Rating: 19

Treasure: None

Alignment: Always neutral

Advancement: 61-150 HD (Colossal++), 161-300 HD (Colossal+++)*

Level Adjustment: –

*Living fortress' Strength and Constitution scores increase by 2 points for every 5 extra Hit Dice.

A giant fortress festooned with fearsome battlements and a great, taciturn face hewn in the stone of its front, it moves across the known lands with a foreboding rumble, displacing all in its wake.

A living fortress is the result of ancient and long forgotten epic magics. Although at its core it is a construct, it is the product of many commingled earth elemental spirits, which bestows upon it true life, and grants it the traits of an elemental. A living fortress is over 200 feet from side to side, and weighs roughly 120,000 tons.

COMBAT

A living fortress is outfitted with a multitude of defensible placements in a similar fashion to a real, stationary fortress. In battle, it simply lumbers in the direction that its master wills it to with a constant, unrelenting crawl.

A living fortress cannot attack, cannot make attacks of opportunity, cannot be flanked, and cannot initiate grapples, trips or overruns.

Fortress (Ex): Being a fortress and not an actual creature, the living fortress is treated somewhat differently in combat to an ordinary creature, as follows.

- **Direct Damage:** Any damage dealt directly to the living fortress by virtue of natural or manufactured weapons of effective size Huge or smaller is halved before applying damage reduction.
- **Defensive Placements:** A living fortress has battlements that can provide a standing ground for soldiers or spellcasters. A living fortress contains two siege platforms on top, each of which are large enough to house a single creature or siege engine of Gargantuan size. A total of 24 balistrarias (arrow loops) cover the fortress walls, with 6 on each of the castle's flanks. Any archer or spellcaster attacking from behind a balistraria is treated as having improved cover from any creature outside of the fortress (+8 to Armor Class and Reflex saves, with effective improved evasion against any area effect originating from outside the fortress). Creatures using the slits to attack can only target creatures on the corresponding flank (i.e. in a 90 degree cone extending out from their side of the castle). Defenders standing atop the battlements have no such restrictions, but can still use the battlements to gain normal cover.
- **Called Shots:** Attacks may be called on different spots of the fortress. To make a called shot on the living fortress, you must declare a 10x10 ft. square of the fortress wall as the target of the attack. This part of the fortress is treated like a 'wall token' with 400 hit points. When damage is dealt to a wall token, deal direct damage (see above) equal to one half of that damage to the living fortress' total hit points as well. When a wall token sustains enough damage to destroy it, the corresponding portion of the fortress wall has been breached, and may be entered. Only creatures of size Huge or smaller may make called shots against a living fortress, and unlike direct damage, damage to a wall token is not halved.

Crush (Ex): When bullrushing a creature against an obstacle such as a wall or cliff, a living fortress crushes that creature with its titanic bulk, dealing an immediate 24d12 + 30 bludgeoning damage unless the creature succeeds on a DC 35 Reflex save. The save DC is Dexterity-based.

Earth Affinity (Su): When a creature casts a spell or spell-like ability with the Earth descriptor while inside a living fortress or on its battlements, its effective caster level is treated as four levels higher. Furthermore, when using a summoning spell in order to summon a creature with the Earth subtype, the spell is treated as being one level higher (for example, *summon nature's ally V* becomes *summon nature's ally VI* when intended for an earth creature). In the case of a 9th level summoning spell, the summon instead conjures twice the number of creatures it normally does.

Earth Glide (Ex): A living fortress can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

A living fortress always uses its earth glide, even when effectively above ground. In those cases, it remains fixed to the earth, and simply moves across the surface. A living fortress has no discernible underside, meaning that it is unable of using the overrun ability.

A living fortress always touches a source of earth, and cannot navigate a body of water (although it might be able to burrow underneath it).

Implacability (Ex): The slow stride of a living fortress is virtually unstoppable. A living fortress cannot be tripped. When moving into a creature's square, a living fortress automatically initiates a bull rush (+48 check modifier) without provoking an attack of opportunity. There is no limit to how many creatures a living fortress can bullrush in the space of a single round, as it effectively pushes everything it encounters ahead of itself.

A living fortress gets a +20 bonus to opposed bull rush, grapple and overrun checks, as well as to saves against effects that would move or displace it.

Magic Immunity (Ex): A living fortress is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- The move earth spell causes the living fortress to be hasted for 2 rounds.
- Certain spells that manipulate earth and stone cause the living fortress to either lose or gain hit points. *Transmute mud to rock* and *stone shape* function like *cure critical wounds*, whereas *transmute rock to mud* functions like *inflict critical wounds*. *A wall of stone*, when cast on a damaged wall token (see called shots above) functions like *heal*. Even a destroyed wall token can be healed in such a fashion.

3.5E FEATS & TRAITS

This is a selection of feats and traits suitable for stewards, jesters, courtiers, servants and other castle denizens.

FEATS

BOOTLICKER

With sweet words you can trick people into liking you.

Prerequisite: Charisma 13

Benefit: You can use the Bluff skill to improve an NPC's reaction to you, per the Influencing NPC Attitudes table. As with Diplomacy, the check takes at least a minute.

Normal: Only the Diplomacy skill can be used to improve an NPC's reaction.

COURTESAN

You are professional courtesan, who lures men with a smile.

Prerequisite: Bluff 2 ranks

Benefit: The following skills are considered class skills for you regardless of class: Balance, Perform, Diplomacy, Sense Motive.

FALCONER

Falconry is a popular sport and status symbol among nobles.

Prerequisite: Handle Animal 2 Ranks

Benefit: The following skills are considered class skills for you regardless of class: Sense Motive, Handle Animal, Survival.

ENGINEER

A master mason who supplies architectural and engineering direction to the construction of all manner of structures.

Prerequisite: Profession (Engineer) 2 Ranks

Benefit: The following skills are considered class skills for you regardless of class: Knowledge (Architecture and Engineering), Craft (Alchemy), Disable Device, any other Craft skill.

GUARD TRAINING [FIGHTER]

You've spent countless days and nights on guard duty and know how to notice when somebody is sneaking around.

Benefit: You gain a +4 bonus on Listen checks made to oppose a Move Silently check; on Spot checks made to oppose Hide checks; and on Search checks made to oppose Sleight of Hand checks used to conceal objects on a person.

Special: This feat may be taken as a fighter's bonus feat.

SPY

You gain information through stealth rather than talking.

Prerequisite: Hide 5 ranks, Move Silently 5 ranks.

Benefit: You may substitute either your Hide skill modifier, or Move Silently skill modifier (whichever is lower) for Gather Information Checks.

TRAITS

DIPLOMATIC LEADER

For the castle marshal. You are a born leader, able to lead your comrades into battle, but you prefer to negotiate for peace.

Benefit: You gain a +1 on your Diplomacy checks. If you have the Leadership feat, you gain +1 to your leadership score.

Drawback: You have a -4 penalty to Intimidate checks.

Roleplaying Ideas: You value life, even those of your enemies. You would prefer to capture your foes, disarm them, or allow them to retreat. Since you obviously can't talk everyone out of a battle, this does not mean you cannot kill when necessary.

HIGH SOCIETY

For the noble. Your character exudes an aura of class and expects the same in return.

Benefit: Your character was trained to enter high society when he or she was a child. Choose three of the following bonuses to represent their education:

- Only the Best: +1 on Appraise checks.
- Poise: +1 on Balance checks.
- Diction: +1 on Diplomacy checks. If the character attempts to cast a spell with verbal components while deafened, he or she only has a 10% chance of spell failure.
- Penmanship: +1 on Forgery checks.
- Courtly Matters: +1 on Knowledge: History and Knowledge: Nobility and Royalty checks.
- The Arts: +1 on one Perform skill, chosen at character generation.
- Horsemanship: +1 on Ride checks.
- Fluency: Your character gains one language, excepting secret languages (such as Druidic). These are typically "cultured" languages like Elven or Celestial, but don't have to be (especially if the character was trained as a diplomat, or something similar).

Drawback: Your character is accustomed to the finer things in life. He or she must eat only quality food (prepared with a Craft: Cook or Profession: Cook check of 15 or higher) or be sickened for one hour after consumption, and suffers a -4 on saves versus poison or disease. He or she is fatigued if they sleep in any type of armour (unless he or she has the Endurance feat, which will allow sleeping in light armour without penalty) or do not sleep in a bed (a bedroll and tent will suffice if necessary).

Special: Eventually, the player may decide that their character has become accustomed to the adventuring lifestyle. Upon gaining a new level, the character may "buy off" the drawbacks of this trait

with the expenditure of three skill points (the amount they would have paid for the skill bonuses, ignoring any cross-class penalties). If the character receives less than three skill points per level (or cannot spare the points for whatever reason), this "payment" can be spread out over several levels, but the drawback is only lifted when all three points have been spent.

Roleplaying Ideas: The character may be haughty and arrogant, or a humble defector from their affluent lifestyle. Not all bluebloods have this trait and, indeed, not all characters with this trait are bluebloods. All that matters is that he or she came from privilege and was trained with skills befitting that environment.

JOKER

For the court jester. You are always making fun of people and their flaws

Benefit: +2 bonus to Perform (Comedy)

Drawback: -2 penalty to Intimidate

Roleplaying Ideas: You are always in a good mood, cracking jokes and making people have a good time, but sometimes you don't know when to stop. You might be disrespectful towards figures of authority or try to be funny in tragic scenarios.

MASTER PERFORMER

For the court musician. You are an excellent performer, but you spent your time as a student mastering performance rather than more lucrative studies.

Prerequisite: Charisma 13, Bardic Knowledge class feature

Benefit: You get a +1 to Perform checks due to your vigorous training in the performing arts.

Drawback: -2 to Bardic Knowledge checks due to your school's less scholastic focus.

Roleplaying Ideas: You like to woo a crowd with your brilliant performance, but you are left cold by dusty old tomes and scrolls of epic poems.

MERCHANT'S BEARING

For the steward. You have spent much time around skilled merchants, and hence have become exceedingly frugal, unable to easily part with your hard won coins. As such, given sufficient time, you seem to always pay less for your supplies than others.

Benefit: You gain a +1 bonus to Diplomacy and Sense Motive checks made to haggle for the cost of purchasing items.

Drawback: You take a -2 penalty to Appraise checks. Because of your acute frugality, you quite often believe that a merchant has overpriced his goods (whether this proves accurate or not).

Roleplaying Ideas: You perpetually counts your capitol, and invariably take inventory of your possessions. You do not mind using a potion or coin when absolutely necessary, but you would be unlikely to lay down a considerable investment in another, at least not without constantly reminding them of the debt owed to you.

3.5E PRESTIGE CLASS

COURT CHAMPION

“Not every knight just kills orcs on a battlefield.”

—Harrison Clovet, *Human Court Champion, Biography*

Every kingdom has its foes, interior and exterior. Anyone with a sword can fight those who seek to conquer it from outside, but it takes a special type to be able to fight foes from within one's own kingdom. Many nobles and other politicians may have a favorable public persona, but behind locked doors plot to seize power for themselves. The court champion is willing to expose the machinations of anyone, no matter how popular, if they wish ill upon those he protects. The court champion knows that there are few he can trust, so has developed his own contacts and investigative skill, including the ability to detect and reveal magical effects attempting to conceal the truth. Many kingdoms give these same nobles the right to trial by combat, so the court champion is an expert duelist, able to bring almost any foe to his knees in one-on-one combat. Due to the rules of trial by combat, often banning the use of heavy armor, the court champion often eschews armor in favor of dodging attacks entirely.

BECOMING A COURT CHAMPION

Those who become court champions feel a calling to ferret out those who would do harm to his kingdom from within. As such, many of them are multiclassed paladins, often with a few rogue or swashbuckler levels to make the skill requirements easier. Dexterity and Intelligence are needed to qualify for required feats, and high Wisdom or Charisma are useful for some of the court champion's abilities. Since this is a front line class, some Constitution is good. Strength is the least important ability score for those court champions that excel in Dexterity, favoring weapon finesse.

ENTRY REQUIREMENTS

Alignment: Neutral Good, Lawful Good or Lawful Neutral. Most court champions are Lawful Good.

Base Attack Bonus: +5

Skills: Gather Information 4 ranks, Sense Motive 4 ranks, Search 2 ranks

Feats: Dodge, Combat Expertise, Investigator

Special: A swashbuckler's Dodge class feature counts as the Dodge feat for meeting the requirements of this class.

MULTICLASS NOTE

A paladin with levels in court champion can continue to advance as a paladin. If he has swashbuckler levels, he may continue to advance as a paladin, and may even take additional swashbuckler levels.

TABLE: THE COURT CHAMPION

Level	Attack Bonus	Base Saving Throws			Special
		Fort	Ref	Will	
1st	+1	+0	+2	+2	Expert Defense (+1), Poison Immunity, Inquisition's Insight
2nd	+2	+0	+3	+3	Detect Subterfuge +2, Unnerving Focus
3rd	+3	+1	+3	+3	Expert Defense (+2), Parry
4th	+4	+1	+4	+4	Resist Falsehood, Detect Presence
5th	+5	+1	+4	+4	Expert Defense (+3), Follow Through
6th	+6/+1	+2	+5	+5	Riposte
7th	+7/+2	+2	+5	+5	Expert Defense (+4)
8th	+8/+3	+2	+6	+6	Reveal Falsehood
9th	+9/+4	+3	+6	+6	Expert Defense (+5), Detect Subterfuge +4
10th	+10/+5	+3	+7	+7	Frenzied Parry

Hit Die: d8

Class Skills (4 + Int modifier per level)

Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Search (Int), Sense Motive (Wis).

CLASS FEATURES

All of the following are class features of the court champion.

Expert Defense (Ex): At 1st level a court champion gains a bonus to AC and saving throws against his Dodge target. The bonus AC starts off at +1 and increases by one every 2 levels. The maximum bonus that a court champion can gain from this is equal to the bonus from Dodge and Combat Expertise. For example, a court champion who is taking a -2 penalty with Combat Expertise could only gain a +3 to AC from Expert Defense (+2 AC from Combat Expertise, +1 AC from Dodge), even if he was 7th level or higher. The bonus to saving throws is half the AC bonus, rounded up. At epic levels the bonus is not limited, so long as the court champion is taking a -5 from Combat Expertise. In addition, the court champion no longer takes a penalty to attacks from Combat Expertise when making attacks when it is not his turn, such as with attacks of opportunity.

Poison Immunity (Ex): Court champions know very well what underhanded tactics those who wish to act from the shadows will use, and has trained to be able to resist the effects of poisons to the point where he is immune to their effects.

Inquisition's Insight (Ex): If a court champion succeeds on a sense motive check against an opposed bluff check, he may gain additional information. If his Sense Motive check exceeds the opposed Bluff check by five or more, he may discern more specifically which parts of the statement are false, and which are true. If he exceeds by 10 or more, he may discern some of the truth being hidden. For example, if someone claims there are 10 guards to a mansion, and that they swap shifts at midnight, if the court champion exceeds the targets Bluff check by 5, he would know that the number of guards is a lie, but the shift change timing is true. If his Sense Motive beats the Bluff check by 10 or more, he would know approximately how many guards there actually are; either that there are actually only a couple of guards, or that there are around 50 guards.

Detect Subterfuge (Ex): At 2nd level a court champion gets a +2 bonus to Gather Information and Sense Motive checks. This bonus is doubled when dealing with nobles, aristocrats and politicians. This bonus increases by an additional +2 at 9th level. In addition, the court champion automatically

attempts to save against illusion spells, without having to interact with them. Mere visual contact is enough to prompt a save.

Unnerving Focus (Ex): Beginning at 2nd level, a court champion gains an ability to unnerve those he focuses his glare on. His Dodge target takes a -1 penalty to attacks against targets other than the court champion, moves at half speed away from the court champion (the target is afraid to turn his back on him). The attack penalty increases by an additional -1 at each even numbered level. This is a mind-affecting ability. At 7th level, the target also takes a penalty on Concentration checks equal to the court champion's class level.

Parry (Ex): Once per round, after his dodge target has attacked him in melee, a court champion can make an opposed attack roll to negate the attack. He makes a normal attack roll, and compares this to the opponents attack roll, adding his Expert Defense bonus to the roll. If it is higher, the attack is negated. If not, it hits, whether it would have beat the court champion's AC or not. The court champion may choose whether or not to use this after the opponents attack has been rolled, but before damage.

Resist Falsehood (Su): A court champion gains a bonus to resist magical trickery at 4th level. A court champion adds his Charisma modifier to his saves and AC against illusions and enchantments.

Detect Presence (Ex): A 4th level court champion has developed a sixth sense when it comes to finding hiding places for would-be assassins in a room. He may make a single search check while inside a room to detect any hidden alcoves, such as open areas behind tapestries, and to detect secret passages, and adds his detect subterfuge bonus to the search check. This bypasses the usual "within ten feet" restriction on search checks, and requires a full round action. He also gets the ability to detect secret doors he passes within five feet of, similar to the Elf racial ability. A court champion adds his class level as a circumstance bonus to detect the presence of people in any hiding places he is aware of, and may use his Search skill instead of his Spot check to do so, if it is higher. In addition, he gains the Blind-Fight feat as a bonus feat. If he already has the Blindfight feat, or later gains the feat again, he gains Blindsight in a 5 ft radius.

Follow Through (Ex): The court champion excels at the back and forth of fencing. If the dodge target of a 5th level of higher court champion five foot steps away from him, he may expend an attack of opportunity to take a five foot step of his own. He may make this movement even if he has already taken his five foot step for the round. If he has the Riposte ability, and he succeeds his parry attempt against an attack from a target with reach, he may expend an attack of opportunity to five foot step closer to his target, regardless of whether this puts him in range to make his riposte attempt. He may only make one five foot step using this ability per round. The court champion also gains an additional attack of opportunity each round.

Riposte (Ex): If a court champion 6th level or higher successfully uses his Parry ability, he may make an attack of opportunity against the target who missed him. This ability does not grant an extra attack of opportunity. The court champion must threaten his dodge target in melee to use this ability. If it hits, the bonus the Court Champions is currently receiving Expert Defense bonus is added to the damage.

Reveal Falsehood (Su): Once per day as a standard action, a court champion of 8th level of higher can give everyone within 30 feet a new save against any enchantments or illusions effecting them (including any illusion they can detect), with his resist falsehood bonus added to their save. He also gains the ability to catch someone out in a lie. To do this, he must first succeed in detecting a lie with an opposed Sense Motive check. He may then counter the bluffer by pointing out a hole in his explanation, causing everyone else being bluffed to re-roll their Sense Motive check, with the court champion's resist falsehood bonus added on. If he gains extra information about the lie using his detect subterfuge ability, he can use this in his counterpoint in order to give an additional +2 (if he exceeds by 5 or more), or +4 (if he exceeds by 10 or more) to the Sense Motive roll.

Frenzied Parry (Ex): A court champion may now parry twice per round. However, the second attempt cannot be made on first attack after a successful parry, and the second attempt suffers a -5 penalty. The court champion may Riposte after both parries as well, if he has enough attacks of opportunity.

TABLE: THE EPIC COURT CHAMPION

Level	Special
11th	Expert Defense (+6)
12th	
13th	Expert Defense (+7), Bonus Feat
14th	
15th	Expert Defense (+8)
16th	Bonus Feat
17th	Expert Defense (+9)
18th	
19th	Expert Defense (+10), Bonus Feat
20th	

The epic court champion gains a bonus feat (selected from the list of epic court champion feats) every three levels after tenth.

Epic Court Champion Bonus Feat List: Blinding Speed, Great Charisma, Great Dexterity, Great Intelligence, Dexterous Fortitude, Dexterous Will, Epic Dodge, Epic Prowess, Epic Speed, Epic Weapon Focus, Improved Combat Reflexes, Overwhelming Critical, Devastating Critical, Penetrate Damage Reduction, Superior Initiative

CAMPAIGN INFORMATION

PLAYING A COURT CHAMPION

Combat: a court champion specializes in one on one combat. His class features give him bonuses, but only against a single opponent. In a large encounter, a court champion will generally target the most dangerous opponent with dodge, and focus on him, using the normal AC bonus from Combat Expertise to avoid attacks from other enemies. Parry and Riposte give a court champion more ability to defend and counterattack.

Advancement: Duelist levels can make a court champion even more proficient in the art of dueling, and the feats required for Duelist include some required by this class. More paladin or swashbuckler levels help as well.

Resources: There is no organization for court champions, because each one would serve a different kingdom. However, a court champion can generally expect support from his government.

COURT CHAMPIONS IN THE WORLD

" I don't care who you are, or who your friends are. I shall cut you down like the traitor you are, and damn the consequences. "

Court champions are similar to paladins in most social situations. They can be the face of the party, so long as the party has little to hide. A court champion is generally a devoted retainer to someone in a position of power, though how close they can be to their lord may vary; outing a popular noble or politician for plotting or corruption may put the champion on the outs with high society, causing them to leave town until the hubub dies down. On the other hand, after successfully thwarting a plot, a court champion may be put into a direct bodyguard position, rarely away from his charges side.

NPC Reactions: Same as a fighter, paladin, or other retainer of the organization he serves to those outside the organization the court champion serves. Loyal members start one step closer to friendly, any subversive faction within the organization starts one step closer to hostile. Those who know more

about court champions may be more friendly (if they are both loyal) or more hostile if the NPC has a reason to fear the court champion's scrutiny.

COURT CHAMPION LORE

Characters with ranks in Knowledge (nobility and royalty) can research court champions to learn more about them. When a character makes a skill check, read or paraphrase the following, including information from lower DCs.

Knowledge (nobility and royalty) DC	Result
11	Court champions defend their kingdoms from those who wish to rule in the place of the proper rulers.
16	Court champions are expert duelists.
21	Court champions have investigative skills far exceeding what would be expected of them.
26	Information on specific court champions in the game, and possibly information about their specific abilities (feats and classes).

COURT CHAMPIONS IN THE GAME

Most NPC court champions are in service of good kingdoms. One could assist the PCs in an investigation in his home country, or oppose them if he thinks they have something to hide (whether they do or not). A PC court champion could be in a state of exile, self-imposed or not, due to an earlier event that lead to him uncovering a plot, and creating a scandal by revealing it.

Adaptation: This class should be able to fit in with little or no modification. A paladin serving as a close retainer of the king could instead be a court champion. The class has no truly ground-breaking abilities, so modifying a NPC to be a court champion should not cause any alarm.

Sample Encounter: Harrison Clovet is a court champion on the outs with high society. He's found stirrings indicating a plot against the king, but he can't prove anything. Worse yet, his initial reports have been laughed off. This means he's not welcome in court right now, and worse yet, he suspects that his report was buried because one of his superiors is complicit in the plot.

EL 11: The PCs encounter Harrison Clovet at a bar. He's looking for some assistance from people he can be sure are trustworthy, or at least that he can be sure aren't already in the employ of the plotters. New faces in town are likely not a part of the plot, and depending on the party he might actually decide to truly trust them. He'll need help investigating, and maybe someone to gather information from inside the palace, visiting court without Harrison showing his face.

HARRISON CLOVET

CR 15

Male Human Paladin 2/ Swashbuckler 3/ Court Champion 6

Lawful Good Medium humanoid (human)

Init/Senses: +4/Listen +0, Spot +0

Languages: Common

AC: 25, touch 16, flat-footed 21 (+6 armor, +2 deflection bonus, +4 Dex, +3 shield)

HP: 60 (11 HD)

Fort/Ref/Will: +12/+13/+9

Speed: 30 ft. (6 squares)

Melee: +2 flaming rapier +17/+12/+7 (1d6+4 15-20/x2) +1d6

Base Atk/Grp: +11/+11

Atk Options: Dodge, Combat Reflexes, Combat Expertise

Special Actions: Expert Defense, Parry, Riposte

Abilities: Str 10, Dex 18, Con 12, Int 14, Wis 10, Cha 16

Feats: Dodge, Combat Reflexes, Weapon Finesse, Combat Expertise, Investigator, Improved Critical (Rapier)

Skills: Gather Information (Cha) +21, Sense Motive (Wis) +18, Search (Int) +20, Jump (Str) +6, Tumble (Dex) +10,

Possessions: +2 flaming rapier, +2 chain shirt, cloak of charisma +2, gloves of dexterity +2, +2 buckler, ring of protection +2.

BACKGROUND

Harrison Clovet was a childhood friend of the current king when they were both young. Being a couple years younger, he greatly admired the then prince as a lad, and to this day seeks to emulate him in good deeds. He has made a reputation for himself as a rabid guardian as well, actively seeking conspiracies and plots against his lord. This is not all for the best, though, as it has earned him the ire of those he investigates, and his loyalty knows no restraint. He is not a diplomat, and comes off as rude due to his unwillingness to mince words. Even the king's kinship cannot protect him from the anger of the nobles, so when he causes a sufficient stir he is often asked to retire from the court for a time to lead everyone's heads cool. When one speaks to him they can easily judge his attitude toward them; he will be boisterously friendly and laughable with those he trusts and respects, but has a biting wit when he doesn't wish to prolong an encounter.

Contrary to his personality, he is no brute in person, often surprising those who only know him by reputation. He is merely of average height and build, occasionally leading some to believe his attitude is due to his height relative to many other knights. He keeps his black hair gathered tightly in a small ponytail, and is generally clean-shaven (at least when he is in court).

TACTICS

Harrison is an expert duelist, and has some ability to protect those he fights with. When he focuses on a target, they take a penalty to attack others, and he can use his Combat Reflexes feat to punish them for taking actions within reach of him. Combat Expertise allows him to shore up his AC against other targets in a fight, and make him a very slippery target for his dodge target. Where he really shines, though, is when it isn't his turn, as Expert Defense removes his Combat Expertise penalty, and he can parry and riposte otherwise dangerous attacks. Despite his poor Spot and Listen checks, if he has an opportunity to scout a room beforehand, he's unlikely to be caught off guard.



3.5E SPELLBOOK

STROMBERG'S FROZEN COURT

Conjuration (Creation) [Cold]

Level: Sor/Wiz 7

Components: V, S, F

Casting time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: A frozen castle

Duration: 1 day/2 levels

Saving Throw: None or Reflex half (read text)

Spell Resistance: No

You call into creation a fortress fashioned from shifting ice that emerges from the ground beneath your feet. The fortress in question is roughly 40 by 40 feet, and may be up to four stories, or 40 feet, high. A wall of thick, solid packed ice settles in the shape of a 20 feet tall embankment wall surrounding the fortress. These walls of ice may be treated as being 5 foot thick, with hardness 10 and 300 hit points. As with normal defensive walls, a gate stands at the front.

The style of the fortress and the walls are up to the caster, and may contain windows, crenellations and balustrarias at the caster's will. The fortress itself may have any internal layout the caster desires. The walls cordon off an area of maximally 100 by 100 feet. The courtyard spanning the open space between the fortress and the walls may be filled in any fashion, although only mundane objects or structures may be created, and none taller than 20 feet or with moving parts more intricate than a door hinge. Despite the cold from the spell, bodies of water may be freely shaped within or outside of the Court.

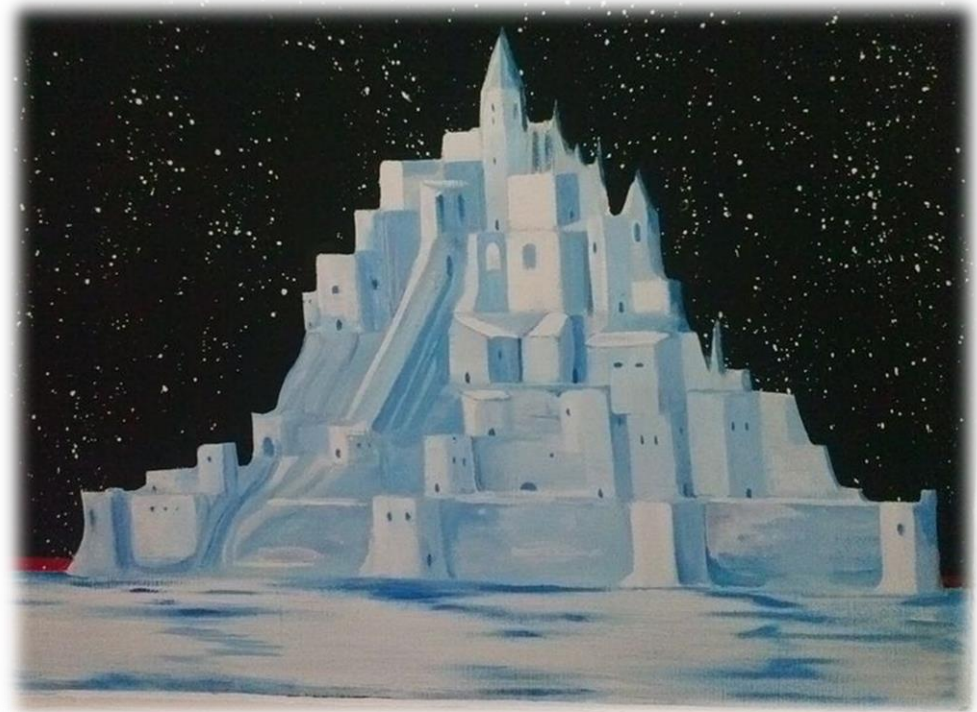
Furthermore, the Frozen Court generates the following specific benefits.

- **Cold Aura:** The fortress radiates an aura of uttercold up to 100 feet away from its outer walls. This effectively manifests in an area of unearthly cold (see *Frostfell Hazards*, *Frostburn* p. 8.) This cold does not permeate the Court itself, but is merely generated out from the walls, safekeeping those inside them from the cold.
- **Frost Orb (Sp):** A person holding the frost shard that was used as a focus to create the Court can use a frost orb effect (basically, a fireball turned into a cold spell with the Energy Substitution metamagic). This power can only be used inside the Court, uses the caster's caster level, and has a 1d4 round cooldown time. The frost orb allows a Reflex save for half damage.
- **Spell Enhancement:** Any spell with the Cold descriptor is heightened 2 levels (maximum 9) and cast at a caster level 2 higher than normal, without requiring a higher level spell shot. The frost orb spell-like ability described above does not benefit from this enhancement.

- **Servitors:** As this spell is cast, you gain the service of 4 gargoyles or kapoacinth (per the caster's choice), each advanced to 8 HD and armed with the Cold subtype. These creatures will remain faithful until the spell's duration ends, but are inextricably bound to the Court and unable to leave the area of the spell.

The spell must be cast in a large enough area to suitably facilitate the formation of the Court. Attempting to cast the spell when insufficient space is available causes it to fizzle.

Focus: A shard of permanent frost.



3.5E QUEST

BLOODGATE KEEP

A quest for 3.5e, for four 8th to 9th level adventurers.

Bloodgate Keep is the classic castle to dungeon-delve: three floors of demonic forces for a party to slay, treasures to plunder and secrets to uncover. This makes the quest easy to integrate into any setting with demons or an underworld. In the Years of Gold setting, where the underworld is distant and demons are rare, the keep is a special occasion; in other settings, perhaps not so much, but nonetheless a fun run.

Prep Time: 30 min to 1 hour

Play Time: 1-2 hours

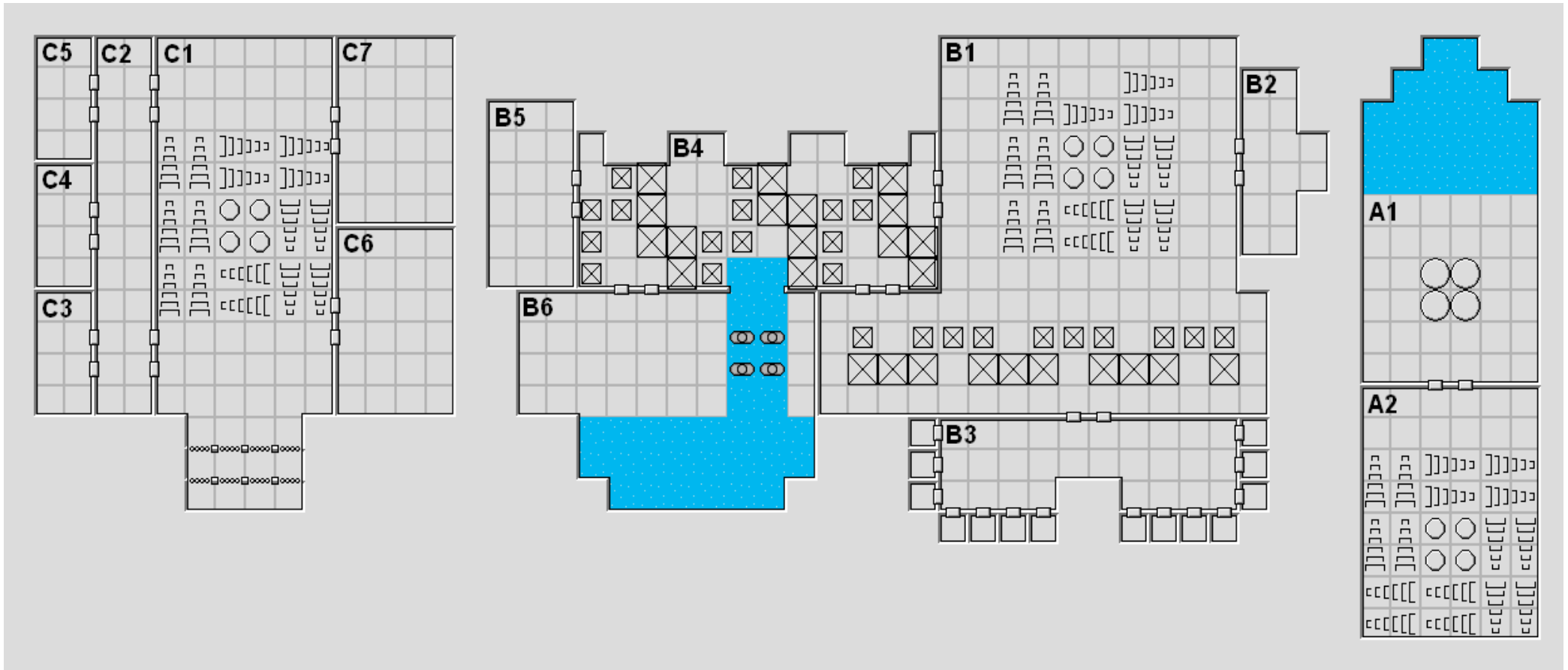
The custom creatures used in this adventure are presented after the quest locations.

INTRODUCTION

Bloodgate Keep is a fairly straightforward dungeon delve into an underground keep, with big, brutal and obvious foes. It's a free-for-all, and a good breather especially after a lot of intrigue-based quests. The mood can swing from violent fun to creepy horror at the DM's discretion.

The simplicity of the dungeon itself lends to a roleplay-intensive lead-up: the party should really have to work for the quest. This makes the sudden splurge of adventuring and combat all the more great.

Bloodgate Keep is the armoury and barracks of Skarnnog, the chieftain of the Great Claw and a serious player in the fate of western Pansaer. The keep is hidden in the lowlands of Hundon arms his armies: Rakabarr and Urabarr, monstrous ogre brothers, are the undisputed tyrants of the fortress, and the wicked magics of Skarnnog's shamans have conjured an army of underworld denizens to their aid. If the west is to survive, Bloodgate must fall.



HOOK

- The Council of Redford hires the party to take care of the keep and to stop its forges.
- A small town in the lowlands has had its people kidnapped, especially the children; they suspect the ogres of a rumored fortress are to blame.
- A demon-worshipping cult called the Lawless (for their disregard for the Word and the Law) congregate among the ogres of Bloodgate.

ASSAULTING THE KEEP

The area around the Keep is abandoned, rocky lowland, and the ogres are terrible at setting sentries. The party might run into a single group of ogres on the way there (four fiendish ogres), but other than that, the approach should be eventless - the opposite of the actual assault. The party can enter either through the front gates (ending up in C1) or through the hidden coal chutes, if they've sniffed them out (ending up in B5 and having the element of surprise).

(On approaching the keep) *The stunted birches begin to thin out as you ascend the largest hill in the near area. Fierce winds whip the bald top of the hill, and when the wind flows down from the top, a nasty, unnerving smell enters your nostrils. You eventually come to the top, where a flat fortress built of black stone dominates the view. A trampled-down dirt path leads to the gate, with strange poles or columns on the sides. When you come nearer, the hideous truth becomes clear. These aren't poles. They're crosses, with flayed corpses crucified on them.*

(On approaching the coal chutes) *Cart tracks lead to great iron chutes dug into the cold ground. This must be where coal is deposited deeper into the fortress. Peering into the darkness makes you nervous: just how deep does this go?*

(Descending the chute) *The claustrophobic little chute leads to a hard pile of coal. You realize to your horror that the coal hasn't been cleared from the chute's end: there's no exit! (Heavy piles of coal in front of the chute; heavy work to move, even with tools)*

NOTE: Whenever coordinates are present, alphabets are vertical and numbers are horizontal.

A1 - RITUAL CHAMBER

The roar of rushing water sounds in your ears as you step into a tall, square hall. The smell of blood reeks forth from the large, ivory altar in the middle of the room. A massive, strangely blue-tinted ogre, floating ever so slightly above the flagstone floor, stares into a great pool in the back of the room, the black of the water throwing back his bellowing prayers. The candles do little to light the room, and a lot to add to a terrifying atmosphere.

30ft.-by-30ft. room with a pool, 20ft. high. A large ivory altar (C3-4, D3-4) with a sacrificial +2 **dagger** and a large stash of **ivory jewellery, worth 1000 gp**, in it. A **fiendish ogre mage** named Schizuun stands by the pool, summoning a filthy, hairy **goat-demon** from the waters. Both attack intruders without fear.

The goat demon appears on the first turn of combat and gets to act normally, while Schizuun spends his first turn finishing the summons. The two behemoths work cleverly together, the mage hanging back over the pool using flying and pelting foes with cone of cold and other spells. The goat demon tanks the fight, flying into a rage as soon as possible and using few spells except perhaps a well-placed shout. The mage might run, but the demon never does. Due to the nature of Pansaerian demons (and to make the fight a bit easier), the goat demon can't summon other demons.

A2 - STAIRWAY BOTTOM

The long, dark stairway comes to a sudden halt at what appears to be the lowest point of the underground fort. The air is thick here, thick and dank, and unpleasant animals crawl in the dark corners. You thank the gods you can't catch a proper glimpse of them. A slow, rolling chant echoes into your ears from beyond the doorway ahead of you.

30ft.-by-40ft. room, 15ft. high. All doors unlocked (hardness 10, 60 hp). Stairway to the two upper floors, large charred braziers on two corners. Staircase is 260ft. deep at lowest point.

B1 - FORGE HALLWAY

The heat gets more and more intense with each step you take down the stairs. After some time you reach a sturdy, dark hall, lit only by what appears to be a system of grates on the floor with burning cinders just below. Periodically, great yellow-white flames leap up from the grates, stoked by some unknown power. The air is thick with smoke and the darkness plays tricks on your eyes: was that a person you saw lurking in the corner?

50ft.-by-60ft. room with 20ft.-by-20ft. alcove on the left and a 5ft.-by-20ft. alcove on the right, height 20ft. Walls covered with crude murals depicting demonic figures and acts of butchery, walls lined with smoking braziers.

All doors unlocked (hardness 10, 60 hp). Staircase is 110ft. deep at drop-off point (B5-6).

Lines of grates on the floor (check map); fire leaps up from 'small' grates on even turns and from 'large' grates on odd turns, dealing 2d6 fire damage to anyone standing there (Reflex DC 15 half).

Two pairs of **fiendish ogres** patrol the hallway, and when fighting commences with one pair, the other arrives soon enough.

The two ogres begin the fight by bellowing for backup, then engage the closest foes. Two of the ogres wield mancatchers, with the other two using heavy crossbows and falchions. The two with mancatchers try to quickly grapple the most dangerous foes, hoping the arriving backup will take care of the rest; the other two fire their crossbows if the mancatchers hit, and wade into melee with their falchions if they don't. They fight bluntly but effectively, and if they succeed on a grapple, they attempt to pull their foes to the grates.

B2 - TYRANT'S CHAMBERS

This room, although crude in a style similar to the rest of the dungeon, is rather more grandiose and decorated: the skulls of various animals (some of which you don't even recognize) adorn the walls, and the two massive beds are littered with fine furs. At the end of the room, a chest longer than a man fills a small alcove, teasing you with its fine design. You can only guess what treasures lie inside.

10ft.-by-30ft. room with 5ft.-by-10ft. alcove, 15ft. high. Two beds (A1-B2, E1-F2) with an assortment of **bear and wolf hide rugs**, as well as **gold and silver goblets, tableware and jewellery (altogether worth 550 gp)**.

A massive locked chest made of cast iron in the alcove (hardness 10, 30 hp; Open Lock DC 21 to open, Strength DC 25 to burst); opens with Rakabarr's master key. The chest contains **rubies of various sizes and cuts (worth 1100 gp)**, a pair of **boots of elvenkind** (too small for the ogres), three **everlasting torches** and a series of letters written in Goblin (from Skarnnog, concerning the equipment output and amassing a stockpile of weaponry for his growing army).

B3 - PRISON AND MEATHOUSE

The hairs on your neck stand on edge as you step into this room. The atmosphere is foul, somehow, and it's not just the acrid smell or the gloomy dark - something evil takes place in this room. Dozens of barbed chains hang from the ceiling, and the walls are lined with small cages, barely large enough for a dunner to stand straight. To your horror, you spot flayed, mutilated corpses in almost each one. Suddenly, one of the 'corpses' twitches and lets out a long moan. How can he be alive after he's been tortured like that?

Two 20ft.-by-15ft. rooms with a 10ft.-by-10ft. corridor between, 15ft. high. Fourteen small cages on the walls: eight with flayed, humanoid corpses, one with human barely clinging to life. Torture has broken the man's mind, and he can do little but babble and moan until he expires. One of the bodies (cage at western B1) is wearing a **+1 studded leather** and a **kukri**, while another (cage at eastern C3) has a **scroll of haste** and a **scroll of fireball**. The taskmaster of the meathouse, a **chain devil**, hangs from the roof (Spot DC 20 to notice) and assaults unaware foes with the help of the four **quasits** that masquerade as gargoyle statues (Spot DC 15 to notice).

The chain devil and its quasit underlings fight extremely cleverly, with the kyton animating the hanging chains of the ceiling to attack foes from all fronts and taking the blunt of the attack. Meanwhile, the quasits use cause fear to break up opposition, and execute fly-by attacks to poison enemies. They can also use invisibility, both to escape combat and to fight more effectively. Clever foes will leave the dangerous prison area to avoid the hanging chains.

B4 - FORGES

The heat of the dungeon is at its most intense here: flames spout forth from the three massive, blackened forges on the northern wall, threatening to scorch those that wander too close. A system of grates similar to the one in the main hall can be found here, exactly as unsafe as their brothers. Two anvils, almost as tall as a man, are propped up close to the forges. The unfinished blade of a massive greatsword lies on one, still blazing-hot from its time in the forge-flames.

60ft.-by-20ft. room, 15ft. high. Three massive forge mouths on the northern wall (against A2-3, A6-7, A10-11), two anvils (A4-5, A8-9), a section of an underground river (D6-7) where forged objects are cooled; a low archway leads from the river to room B6. All doors unlocked (hardness 10, 60 hp).

The unfinished greatsword on the eastern anvil is a **+1 flaming greatsword**, but it has to be cooled in the river before it's usable.

Lines of grates on the floor (check map); fire leaps up from 'small' grates on even turns and from 'large' grates on odd turns, dealing 2d6 fire damage to anyone standing there (Reflex DC 15 half).

Rakabarr and Urabarr can often be met here, and are not the type to give people time to explain themselves. They fight as normal, with Urabarr separating a stronger foe from combat and dragging him to the grates to burn, and Rakabarr fighting opposition with his maul, using reach to fight from behind the grates.

B5 - COAL STORAGE

The light cast from the open door can barely penetrate the darkness here; you first blame some magical trick or other, but soon figure out it's just the swirling clouds of coal dust that are hampering your vision. Asides from piles upon piles of coal, this room contains nothing.

15ft.-by-30ft. room, 15ft. high. Piled coal (all but C3 and D3), chutes to the surface where coal is deposited from.

B6 - UNDERGROUND WATERWAY

Steam lazily rises from the open water before you as it vainly tries to dissipate the heat of the dungeons. A short rope bridge leads to a large platform where piles of weapons, armour, tools and other forged goods lie: you're best guess is they're waiting to be taken to the stockpiles upstairs. A low archway on the northern wall is where the water flows from, but thick clouds of black smoke also emerge from there.

50ft.-by-20ft. room, 20ft. high. A rope bridge (B8-C9), a large pool of water on the southern wall, formed by an underground river flowing in from archway (against A8-9). Piles of roughly-constructed weapons and armours at western wall (all sorts of equipment in Small, Medium and Large sizes); amongst them **bracers of armor +1** (Search DC 30 to locate) and a **+1 keen longspear** (Search DC 40 to locate).

C1 - STAIRWAY HALL

The interior of the large, castle-like structure seems to reflect the grim environ outside of it: the dark cliffs mirrored in the soot-blackened walls, the dying trees in the rotten chandeliers, the blazing sun in the crackling braziers. In the middle of the room there's a gargantuan staircase, the centre of which is dominated by a chain as wide as a wagon that runs into the unknown depths below. All features in the hall are larger than any you've seen - it's clearly meant for folk larger than men. And sure enough, just across the hall you spot three ogres, except their features are twisted and demonic. They growl and speak a few hushed words, then raise their massive crossbows with a jerk.

30ft.-by-60ft. room, 20ft. high. Gargantuan staircase (D1-I6, entrance at I1-2), leading into the two lower floors of the keep; the staircase is 260ft. deep in all, with each square descending 5ft. Platforms at D5-6 and I5-6 help access to C6 and C7.

Three **fiendish ogres** with Large heavy crossbows (and falchions) patrol the far side of the room and assault intruders mercilessly, while a fourth one hides in room C2, ready to attack those who attempt to get to the ogres.

The three fiendish ogres stand their ground and pelt all foes with arrows (clever tactics by ogre's standards). If and when the characters approach the ogres, their comrade bursts from the corridor, wielding a warhammer and a heavy shield - if the characters try to approach through the corridor, the warhammer ogre ambushes them. The ogres fight to the bitter end, always believing in their ability to win.

C2 - STAIRWAY HALL

The long corridor is lined with tall doors, built of brass and rotten wood. You can spot scratches and dings on the stone floor, even through the accumulated grime and filth; looks like something heavy has been moved around here. The asceticism of the style is unnerving: there are not decorations, no murals on the walls or carpets on the floor. Nothing.

10ft.-by-60ft. corridor, 15ft. high. Doors to storage rooms locked (hardness 10, 60 hp; Open Lock DC 18 to open, Strength DC 21 to burst), others unlocked.

C3-5 - STORAGE ROOMS

This storage room would probably be cramped for an ogre, but for you it's quite spacious. The air is dusty and thick, but the dust has been disturbed not long ago. Looks like this storage is used to stockpile goods (C3)/weapons (C4)/armor (C5).

10ft.-by-20ft. room, 10ft. high.

C3: massive barrel of oil (A1), tall cupboard (D1-2) containing (in sizes varying from Small to Large) backpacks, bedrolls, hooded lanterns, rolls of hempen rope, tents, a set of masterwork drums, flagons of ale, foodstuff (some spoiled), two pots of *oil of magic weapon*, three *potions of cure moderate wounds* and a *vial of barkskin* +2; further, a *wand of magic missile* (3rd) has rolled out of sight in a crevice (Search DC 25 to locate).

C4: two racks of weapons (A1-2, D1-2) with an assortment of weapons, mostly spears, swords and axes, in sized from Small to Large.

C5: four rough wooden frames (A1-2, D1-2) with eight sets of armor hanging from them: two Medium *chainmails*, a Large *chainmail*, two Medium *banded mails*, a Small *half-plate*, a Medium *full plate* and a Medium *breastplate*.

C6-7 - BEDCHAMBERS

The smell hits you as soon as you open the door and makes you reel - god, it stinks! The smell comes from four massive beds, which apparently serve as the ogre's sleeping quarters. The stink comes from unwashed linen, rotting food (the identity of which you do not want to know) and all sorts of bodily fluids strewn about. Asides from the beds there are no other furniture in the room.

20ft.-by-30ft. room, 15ft. high. Four large beds (A1-B4, E1-F4).

C6: one of the bed's pillows (E3) hides a large *manticore-skin pouch* (worth 200 gp) filled with *silver coins* (worth 225 gp) (Search DC 20 to locate).

C7: an ogre has hidden his savings in a large pair of old gloves under his bed (worth 400 gp) (Search DC 20 to locate).

CREATURES

SCHIZUUN (CR 8)

Size/Type: Large Giant

Hit Dice: 5d8+15 (37 hp)

Initiative: +4

Speed: 40 ft. (8 squares), fly 40 ft. (good)

Armor Class: 18 (-1 size, +3 natural, +4 chain shirt), touch 14, flat-footed 13

Base Attack/Grapple: +3/+12

Attack: Greatsword +7 melee (3d6+7/19-20) or longbow +2 ranged (2d6/×3)

Full Attack: Greatsword +7 melee (3d6+7/19-20) or longbow +2 ranged (2d6/×3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities, smite good

Special Qualities: Change shape, darkvision 60 ft., low-light vision, regeneration 5, spell resistance 19, damage reduction 5/magic, resistance to cold and fire 5

Saves: Fort +7, Ref +1, Will +3

Abilities: Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17

Skills: Concentration +11, Listen +10, Spellcraft +10, Spot +10

Feats: Combat Expertise, Improved Initiative

Alignment: Chaotic Evil

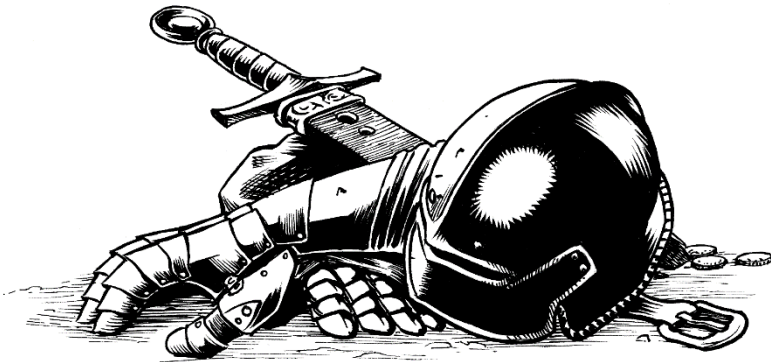
Spell-Like Abilities: At will—darkness, invisibility; 1/day—charm person (DC 14), cone of cold (DC 18), gaseous form, sleep (DC 14). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using gaseous form it can fly at its normal speed and has perfect maneuverability.

Change Shape (Su): An ogre mage can assume the form of any Small, Medium, or Large humanoid or giant.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage.

Smite Good (Su): Once per day Schizuun can make a normal melee attack to deal 5 extra damage against a good foe.



GOAT DEMON (CR 9)

Size/Type: Large Outsider (Chaotic, Extraplanar, Evil) **Hit Dice:** 10d8+70 (115 hp)

Initiative: +2 **Speed:** 30 ft. (6 squares)

Armor Class: 21 (-1 size, +2 Dex, +10 natural), touch 11, flat-footed 19

Base Attack/Grapple: +10/+20

Attack: Huge +1 ranseur +12 (3d6+21/19-20/×3) or tail +11 (1d8+7) or gore +11 (2d6+10) or 2 claws +11 (1d6+7)

Full Attack: Huge +1 ranseur +12/+7 (3d6+21/19-20/×3) and tail +9 (1d8+7); or gore +11 (2d6+10) and 2 claws +9 (1d6+7) and tail +9 (1d8+7)

Space/Reach: 10 ft./10 ft. (20ft. with ranseur)

Special Attacks: Spell-like abilities, blood frenzy, powerful charge

Special Qualities: Wield oversized weapons, damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 20, telepathy 30 ft.

Saves: Fort +14, Ref +9, Will +8

Abilities: Str 22, Dex 14, Con 24, Int 6, Wis 12, Cha 10

Skills: Climb +19, Intimidate +13, Jump +19, Listen +14, Spot +14, Swim +19

Feats: Improved Critical (ranseur), Multiattack, Power Attack, Weapon Focus (ranseur)

Alignment: Chaotic Evil

Spell-Like Abilities: At will—command (DC 11), greater teleport (self plus 50 pounds of objects only), see invisibility, solid fog, telekinesis (DC 15); 3/day—fear (DC 14); 1/day—shout (DC 14). Caster level 10th. The save DCs are Charisma-based.

Blood Frenzy (Ex): A goat demon that takes damage in combat can fly into a frenzy in the following round, attacking madly until either it or its opponent is dead. It gains +2 Strength and Constitution, and it takes a -2 penalty to Armor Class. A goat demon cannot end its frenzy voluntarily.

Powerful Charge (Ex): A goat demon typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows a goat demon to make a single gore attack with a +11 attack bonus that deals 4d6+9 points of damage.

Wield Oversized Weapon (Ex): A goat demon is skilled at wielding weapons one size category larger than itself and does not take any penalties when fighting with such weapons.

FIENDISH OGRE (CR 4)

Size/Type: Large Giant, 1st-level Barbarian **Hit Dice:** 4d8+8 plus 1d12+2 (34 hp)

Initiative: +4 **Speed:** 40 ft. in hide armor (8 squares); base speed 50 ft.

Armor Class: 19 (-1 size, +5 natural, +5 breastplate), touch 9, flat-footed 19

or 21 (-1 size, +5 natural, +5 breastplate, +2 heavy shield), touch 9, flat-footed 21 (for an ogre wielding a warhammer and heavy shield)

Base Attack/Grapple: +4/+13

Attack: Mancatcher +8 melee (1d6+7)

Masterwork heavy crossbow +5 ranged (2d8/19-20) or falchion +8 melee (2d6+7/18-20)

Warhammer +8 melee (2d6+5/×3)

Full Attack: Mancatcher +8 melee (1d6+7)

Masterwork heavy crossbow +5 ranged (2d8/19-20) or falchion +8 melee (2d6+7/18-20)

Warhammer +8 melee (2d6+5/×3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rage 1/day, smite good 1/day

Special Qualities: Darkvision 60 ft., low-light vision, fast movement, resistance to cold and fire 5, damage reduction 5/magic, spell resistance 10

Saves: Fort +8, Ref +1, Will +1

Abilities: Str 21, Dex 10, Con 15, Int 6, Wis 10, Cha 7

Skills: Climb +5, Listen +2, Spot +2

Feats: Improved Initiative, Weapon Focus (heavy crossbow), Exotic Weapon Proficiency (mancatcher)

Alignment: Chaotic Evil

Smite Good (Su): Once per day a fiendish ogre can make a normal melee attack to deal 5 extra damage against a good foe.

The mancatcher can be found in *Complete Warrior*. It is a reach weapon and cannot be used against adjacent creatures. When the ogre hits a Large or Medium creature with a mancatcher, it can immediately attempt to grapple as a free action without provoking an attack of opportunity. Unless the target can reach the ogre, they can't attack, damage or pin the ogre. The ogre can end the grapple automatically with a standard action.

RAKABARR (CR 10)

Size/Type: Large Giant, 5th-level fighter (fiendish ogre)

Initiative: +0

AC: 22, touch 10, flat-footed 22 (-1 size, +5 natural, +7 armour, +1 deflection)

HP: 72 (9 HD)

Speed: 30 ft. in banded mail (6 squares), base speed 40 ft.

Melee: +1 great hammer +14/+9 (3d6+10/19-20/×3)

Ranged: Masterwork throwing axe +8/+3 (1d8+5)

Base Attack/Grapple: +8/+17

Special Attacks: Smite 1/day

Special Qualities: darkvision 60 ft., low-light vision, damage reduction 5/magic, resistance to cold and fire 10, spell resistance 14

Saves: Fort +10, Ref +4, Will+6

Abilities: Str 21, Dex 10, Con 15, Int 11, Wis 15, Cha 7

Skills: Climb +13 (+7 with armour), Craft (armorsmithing) +12, Listen +4, Spot +4

Feats: Blind-Fight, Improved Critical (great hammer), Iron Will, Lightning Reflexes, Toughness, Weapon Focus (great hammer), Weapon Specialization (great hammer)

Possessions: +1 great hammer, +1 banded mail, +1 ring of protection, 10 masterwork throwing axes, 3 oils of darkness

Alignment: Chaotic Evil

Smite (Su): Once per day, Rakabarr can make a normal melee attack to deal 9 extra damage.

Rakabarr is cruel and cold, and both much wiser and more cunning than his little brother. At 11' 8" and 622 lb. he's tall but not large for an ogre; his menace comes more from the leather-like (more so than normal ogres) and reddish hide, as well as the pitch-black eyes that are his and his brother's trademark. Rakabarr wears a custom-made banded mail, adorned with Great Claw insignia, and ties his ragged hair into tight dreadlocks. His 82 years come from his fiendish heritage - no ordinary ogre lives to be that old.

Rakabarr trusts his power and strength in combat, but as the smarter of the two brothers, knows when to pull back. He smashes melee characters with his greathammer and often sunders shields and weapons. He positions himself to draw attention away from his brother, but not for emotional reasons: his sturdy armor just makes him more able to take the blows. Rakabarr carries oils of darkness in flasks that he breaks above his head to use his Blind-Fight feat to deadly effect.

URABARR (CR 9)

Size/Type: Large Giant, 4th-level fighter (fiendish ogre)

Initiative: -1

AC: 19, touch 8, flat-footed 19 (-1 size, -1 Dex, +5 natural, +6 banded mail)

HP: 88 (8 HD)

Speed: 30 ft. in banded mail (6 squares), base speed 40 ft.

Melee: +1 spiked gauntlet +14/+9 (1d6+8)

Base Attack/Grapple: +7/+21

Special Attacks: Smite 1/day

Special Qualities: darkvision 60 ft., low-light vision, damage reduction 5/magic, resistance to cold and fire 10, spell resistance 13

Feats: Blind-Fight, Improved Grapple, Improved Unarmed Strike, Toughness, Weapon Focus (spiked gauntlet), Weapon Specialization (spiked gauntlet)

Abilities: Str 22, Dex 8, Con 20, Int 5, Wis 10, Cha 6

Saves: Fort +13, Ref +1, Will +2

Skills: Climb +9 (+3 with armor), Craft (weaponsmithing) +8, Listen +2, Spot +2

Possessions: +1 bladed gauntlet, banded mail, 3 oils of darkness

Alignment: Chaotic Evil

Smite (Su): Once per day, Urabarr can make a normal melee attack to deal 8 extra damage.

Urabarr is much fatter and shorter (750 lb. and 8' 10") than his elder brother, and shares little but looks with him. Urabarr is a wild combatant, and this shows in the countless scars and bruises that he has on his person, and that he proudly displays. His name eater-son comes from his habit of cannibalizing foes, even when they're still alive. He is foolhardy and easy to trick, but the fear Rakabarr holds over him makes him unlikely to betray the Great Claw even momentarily.

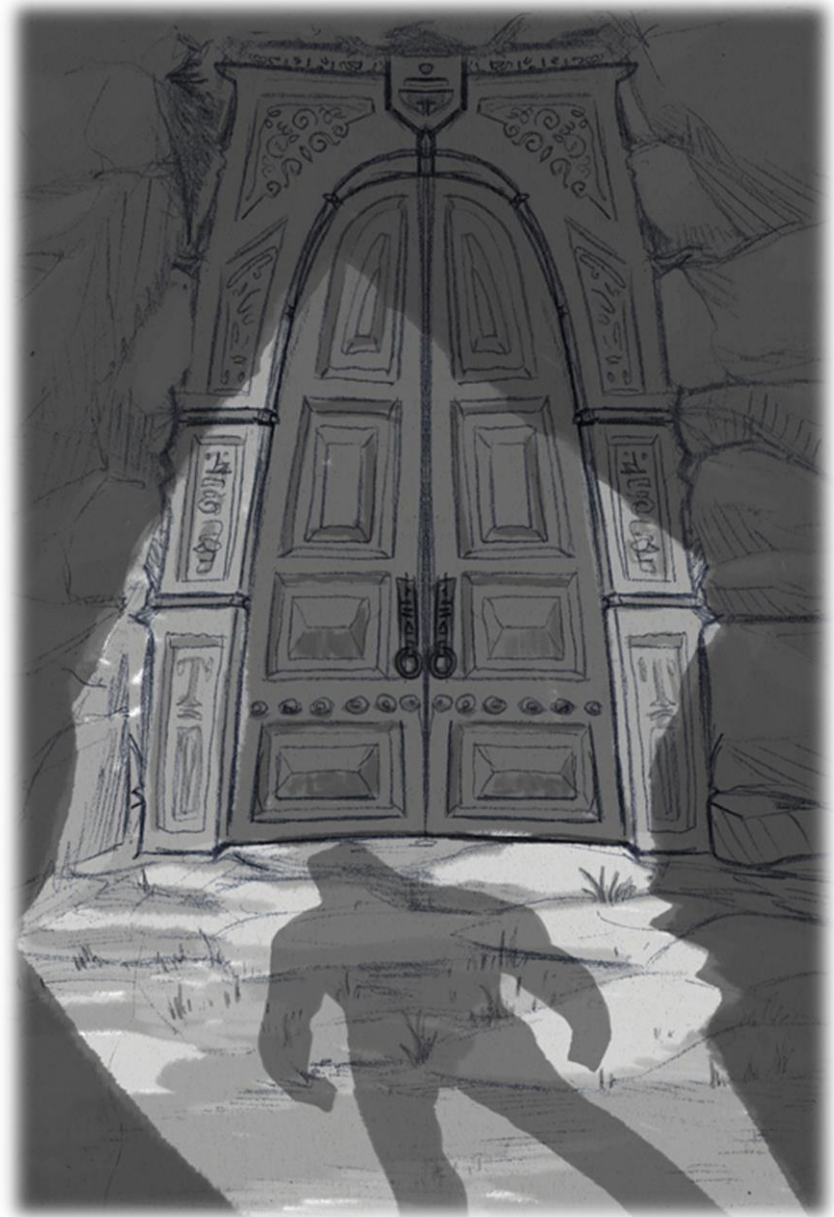
Urabarr is a wild one on the battlefield, charging into melee as quickly as possible and always grappling if possible. His massive grapple bonuses and the Improved Grapple feat make matching him a nigh-impossible task, and he can completely nullify an opponent if allowed to. When fighting in Bloodgate Keep (the brother's normal abode), he pulls grappled foes to the fiery grates to broil them alive. He cares little about protecting himself, trusting his bulk and what armour and resistance he has to save him, and is used more as a living weapon than an actual fighter in combat. This role he fills with both talent and pleasure. Like his brother, he uses oils of darkness.

Born in the Tumbling Fells, Rakabarr and Urabarr are the wicked offspring of a foul creature of the underworld and its ogress slave. When the demonic father sought to murder his bastard offspring by feeding them to lesser demons, the newborn fiend-ogres proved their worth by tearing the foul monsters to pieces with their teeth. The demon grew the children as his own, nurturing them in evil. Rakabarr (which means wicked-son) and Urabarr (which means eater-son) joined their father in a minor assault on a Midland outpost, which, thwarted by the men of Tull, left the demon dead.

Both Rakabarr and his brother Urabarr escaped the slaughter and made their way through the lands, killing and eating what they met. They were eventually captured by a goblin troop supported by several war-spiders, and the deadly resistance they managed to put up even in their travel-worn, famished condition awoke Skarnnog's attention. They were soon hired as enforcers, and quickly rose through the ranks of the Great Claw.

The two work great as a pair, with Rakabarr leading his thick-headed brother and translating what little he speaks to others. Their relationship is born of shared blood, but they have no love for each other: Rakabarr doesn't kill Urabarr because he can be of use, and Urabarr doesn't kill Rakabarr because he's unable to. As long as Rakabarr can sate his lust for rape and torture and Urabarr his lust for still-living meals, they're happy.

The two fiendish ogres work well together (mostly thanks to Rakabarr's efforts) and can devastate foes on their own, but they are also often supported by their fiendish ogre offspring, their summoned underworld servants and by the odd goblin, spider or giant that happens to be in their vicinity at the moment. As bloodthirsty, maniacal monsters, they are unlikely to escape from a fight, and fight until one side is dead to the last.



AUTHOR INDEX

Arcane Door: Qwertoti, Marasmusine, 9 [History](#)
Ballista Box: 50.66.17.47, Housemech10, Marasmusine, 13 [History](#)
Bloodgate Keep: Cancelion, 23 [History](#)
Bootlicker: Mkill, 17 [History](#)
Chaos at the Wall: Marasmusine, 12 [History](#)
City Taker: Marasmusine, 10 [History](#)
Clothes, Livery: Kydo, 8 [History](#)
Couillard: Marasmusine, 10 [History](#)
Court Champion: Zau, 19 [History](#)
Courtesan: Jwguy, 17 [History](#)
Diplomatic Leader: A.D, 18 [History](#)
Engineer: Jwguy, 17 [History](#)
Falconer: Jwguy, 17 [History](#)
Falconry Kit: Marasmusine, 8 [History](#)
False Flag: Marasmusine, 9 [History](#)
Feast: Marasmusine, 8 [History](#)
Festung Pilz: Salasay, 5
Guard Training: Mkill, 17 [History](#)
Handgonne: Marasmusine, 11 [History](#)
Heraldic Summoning Spells: Marasmusine, 14 [History](#)
High Society: Snikers, 18 [History](#)
Horn of Unyielding: Azernath, Marasmusine, 11 [History](#)
House Griffon: Lemiel14n3, 8 [History](#)
Joker: AndrusPr8, 18 [History](#)
Living Fortress: Sulacu, 16 [History](#)
Mantlet: Marasmusine, 10 [History](#)
Master Performer: 68.118.68.192, 72.241.15.158, Marasmusine, 18 [History](#)
Merchant's Bearing: Aurin, Marasmusine, 18 [History](#)
Pitcher of Instant Moat: Marasmusine, 9 [History](#)
Portable Portcullis: ChldOfTheNxtGen, Marasmusine, 8 [History](#)
Portrait: Marasmusine, 9 [History](#)
Quick Castles: Marasmusine, 4 [History](#)
Ribaldequin: Marasmusine, 10 [History](#)
Ruined Tower: Calidore Chase, 5
Siege Breaker: Azernath, Marasmusine, 11 [History](#)
Siege Drill: Marasmusine, 11 [History](#)
Siege Equipment: Marasmusine, 10 [History](#)
Springald: Marasmusine, 11 [History](#)
Spy: Balthazar, 7; Sir Dinadan, 18 [History](#)
Squire: Marasmusine, OwenLeaf, Kydo, Azernath, 6 [History](#)
Stromberg's Frozen Court: Sulacu, 22 [History](#)
Trinkets: Calidore Chase, Salasay and PrinceoftheAngels, 3