

E29. Phinadar's Storeroom

This room appears to have been ransacked at some point in the past, but someone later made a concerted effort to tidy it up. Several shelves have been crudely mended into a rickety tower of poorly nailed together wood, giving the impression that its structure will fail at any minute. These shelves are filled with a large number of labeled bags, bottles and boxes, most of which seem to hold a wide variety of mundane goods. A single torch in the north end of the ceiling lights this room.

Initial Attitude: Hostile

Encounter: This room serves as Phinadar's personal store room for his non-magical supplies, such as extra clothes, shoes, or whatever else he has been able to scrounge up in the dungeon. Few items in this room are in good repair, but most are serviceable, at least in the short term. A single shadow hides amongst the goods at the south end of the room charged with keeping anyone other than Phinadar from taking goods from this room.

One shadow hides in this room and will attack anyone that enters that is not Phinadar, but if the party accompanies Phinadar he can convince the shadow that they are okay. Tactics: The shadow will try to hide amongst the shelving, gaining cover, while striking out at the PCs. Spotting the shadow before it attacks requires a Spot check, DC 22. It will not flee and will fight until destroyed.

Treasure: This room contains at least 1 of every item listed in core rulebook I under adventuring gear, special substances and items, tools and skill kits, simple weapons, light armor, and clothing except there are no spyglasses or alchemist's labs. More than one of each item may be present at the DM's discretion. Most of these items have suffered a few hit points worth of damage and none are in prime condition.

EL: 4

Scaling: NA

Mooks: One shadow (18 hp)

E32. Phinadar's Alchemical Workshop

This room has been scared black by numerous fires and most of the ramshackle furniture has burn marks on it. There are several large stone tables spread around the room, each of which has a few blast marks and cracks from abuse. About the room there are many glass containers and complex contraptions made of steel and glass piping, through which flow a wide variety of colorful and clear liquids. A startling, and at times revolting, flurry of smells fills this room. There is a door on the north, south, and eastern walls. The door on the eastern wall is closed has the word "TRAITOR" scrawled across it in crude common capital letters. Two torches attached to the ceiling provide illumination.

Initial Attitude: NA

Encounter: Phinadar uses this room for alchemical research, but he hasn't been doing much since he decided that alchemy was not going to help him against the celestial wards or against his shadow masters. He occasionally experiments when he gets bored, but more often uses his lab for brewing alcohol than anything else.

Tactics: NA

Treasure: All the tools in this room comprise a fully functional alchemy lab. A Search check (DC 10) finds 2 thunderstones, 2 tanglefoot bags, 10 sunrods, 3 tindertwigs, 1 smokestick, 3 flasks of acid, and 4 flasks of alchemist's fire.

EL: NA

Scaling: NA

E33. Fargalan's Old Workshop

Across the door to this room "TRAITOR" has been carved in large letters in common. The room beyond appears to have seen little use recently. Dust has settled on nearly every surface, but it also has been the site of great violence. Most of the furniture in this room has been overturned or broken and amongst the wreckage there seems to be little of value. There is a door in the eastern, western, northern, and southern walls.

Initial Attitude: NA

Encounter: This room was Fargalan's workshop before he fled. When Fargalan escaped Seraxes had Phinadar remove everything of value and destroy the remaining furniture. Nothing of value remains. Through the north door a passage lies that ends in a secret door. The secret door is hidden on both sides, requiring a Search check (DC 30) to find. The door slides up into the ceiling after a small cable hidden in a spider web in a corner next to the wall is pulled. There is a similar trigger on the other side as well.

Tactics: NA

Treasure: NA

EL: NA

Scaling: NA

E34. Fargalan's Old Quarters

In crude capital letters "TRAITOR" has been carved in this door. The door itself has been crudely barred shut. Breaking the bar requires a Strength check (DC 15). Once the PCs break the bar read the following.

This room seems to have once been someone's living quarters, but now all that remains is a scattered and broken selection of furniture. All the debris
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has been left about the room without concern and the untouched dust makes it evident no one has been here for some time. It is illuminated by a single torch mounted in the ceiling.

Initial Attitude: NA

Encounter: This room was once Fargalan's living quarters and he took most everything of value when he fled. Everything else was taken by Phinadar, who then destroyed all the furniture and barred the door at Seraxes direction.

Tactics: NA

Treasure: NA

EL: NA

Scaling: NA

Credit for this is Lee Hammock, the original writer of this Region. This is from his cut material if you do not want all those empty rooms.