

hearth. Often the fire giants combine cooking and guard duty in this fashion.

22. Chain: This chain links the Temple in the Sky to the Flaming Tower.

LAYOUT OF THE TEMPLE IN THE SKY

1. Entrance/Stables: Visitors stable flying mounts such as chimeras, crioqphinxes, dire bats, dragonnes, dragons, giant eagles, giant owls, griffons, hieracosphinxes, hippogriffs, manticores, nightmares, perytons^{Mot}, sinisters^{Mot}, spider eaters, wyverns, and yrthaks. The cult keeps four yrthaks here for its own use.

2. Stairway: Extremely steep, somewhat irregular stairs lead up from the stables. Navigating the steps requires a successful DC 10 Balance check.

3. Common Room: Cult members gather in this room for meals, usually consisting of raw meat. Bones and refuse litter the floor, and the sickly sweet odor of rotting meat clings to the straw pallets scattered about.

4. Storage: This chamber holds extra weapons, the rough, poorly tanned or green hides of animals consumed by the cultists, and other random items tossed herein. Two butcher blocks in the center of the room hold knives and tools for dressing animal carcasses. Cuts of uneaten meat hang from hooks on the ceiling.

5. Sleeping Chambers: The cultists sleep on filthy straw mats in the two designated sleeping chambers. Overflowing chamber pots line the walls, giving the room a horrible smell.

6. Cult Leader's Chambers: Travin Murl sleeps in this chamber on a nest of foul straw, animal hides, and the bones of past meals. On the north wall is a recently constructed two-way keyed *portal* to the central room 17 (just west of room 15) in the Flaming Tower. The *portal* requires placing the archway in an antimagic zone (or ray) for 1 full round before it will operate.

7. Beholder Audience Chamber: Xulla has made its home herein in recent years, having succeeded Xulqorth the Great Eye. Xulla returned from death as a doomsphere after it was caught up in a fierce battle outside the temple with an errant red wyrm. This chamber serves as a temple, audience chamber, and residence. The ceiling reaches nearly 70 feet in height, and the doomsphere often hovers near the highest points. Daily rituals by the cultists please Xulla's extraordinary vanity, particularly if they include the offering of a human sacrifice.

8. Escape Room: A shaft in the ceiling of the audience chamber leads out through the roof the temple.

High Horn

Castle High Horn, named for the highest peak of High Horn Pass, looms over the High Road, guarding the western approach to the Forest Kingdom of Cormyr. Three trails climb the thousand-foot-high cliff that rises from the pass road. This great, grim fortress of high curving walls and frowning towers is the center of Cormyr's military operations and the strongest defensive position in the kingdom. Built during the reign of Thargreve the Greater (349–360 DR) to defend the Forest Kingdom against the Border

Raiders (bandits from the Plain of Tun) and the lizardfolk of the western marshes, the great tower of High Horn was once essential to Cormyr's defense but is now not so heavily used.

High Horn has a guest enclave where travelers can stay, but it is strictly a military community. High Horn is the wintering quarters of half the Cormyrean army, and it has extensive facilities to host both people and animals through a season-long siege. In recent years, the walls have been strengthened and discipline tightened in the face of the growing menace of Zhentarim-controlled Darkhold to the west and the city of Shade.

A standing garrison of over four hundred soldiers is posted at High Horn at any time: 100 archers (LG or LN male or female Chondathan human warrior 2), 300 blades (LG or LN male or female Chondathan human warrior 1), and their commanders. In addition, the War Wizards maintain a strong presence here, keeping at least three mid- to high-level wizards and sorcerers (LG or LN male or female Chondathan human sorcerer or wizard 5–10) in residence at any time. Oversword Thursk Dembarron (LG male Chondathan cleric 16 [Helm]) has served as Lord Commander of High Horn for many years, having been reappointed every year by Cormyr's sovereign. Dhag Greybeard (LN male Tethyrian human ranger 12) serves as herald.

LAYOUT OF HIGH HORN

1. Foyer: The central keep's great outer doors lead through a central foyer lined with tapestries to the keep's central stair case. The broad, spiraling stairs lead up from cellar to roof, exiting at several sleeping levels containing two rooms each. The dwarf-built stairs are ingeniously constructed to collapse if certain hidden pins are removed and too much weight is put on any steps in the middle of the staircase.

2. Sleeping Quarters: Each room designated as sleeping quarters holds one or more beds, a wash basin, a chamber pot, and a lit brazier for warmth. Some also hold various stores, chairs, or tables. The cellars hold the main castle records and stores, as well as a series of dungeons built to hold those awaiting inquisition by the War Wizards. The senior commanders of High Horn are billeted here.

3. Planning Room: This chamber is a smaller version of the main banquet hall. Its large oak table can seat ten commanders. The walls of this room are lined with detailed maps depicting every strategic region of Cormyr.

4. Steward's Office: This chamber is used by the castle steward as an office and bedroom. It is dominated by a great hearth on the western wall and tables along the southern and eastern walls that are piled high with supply records.

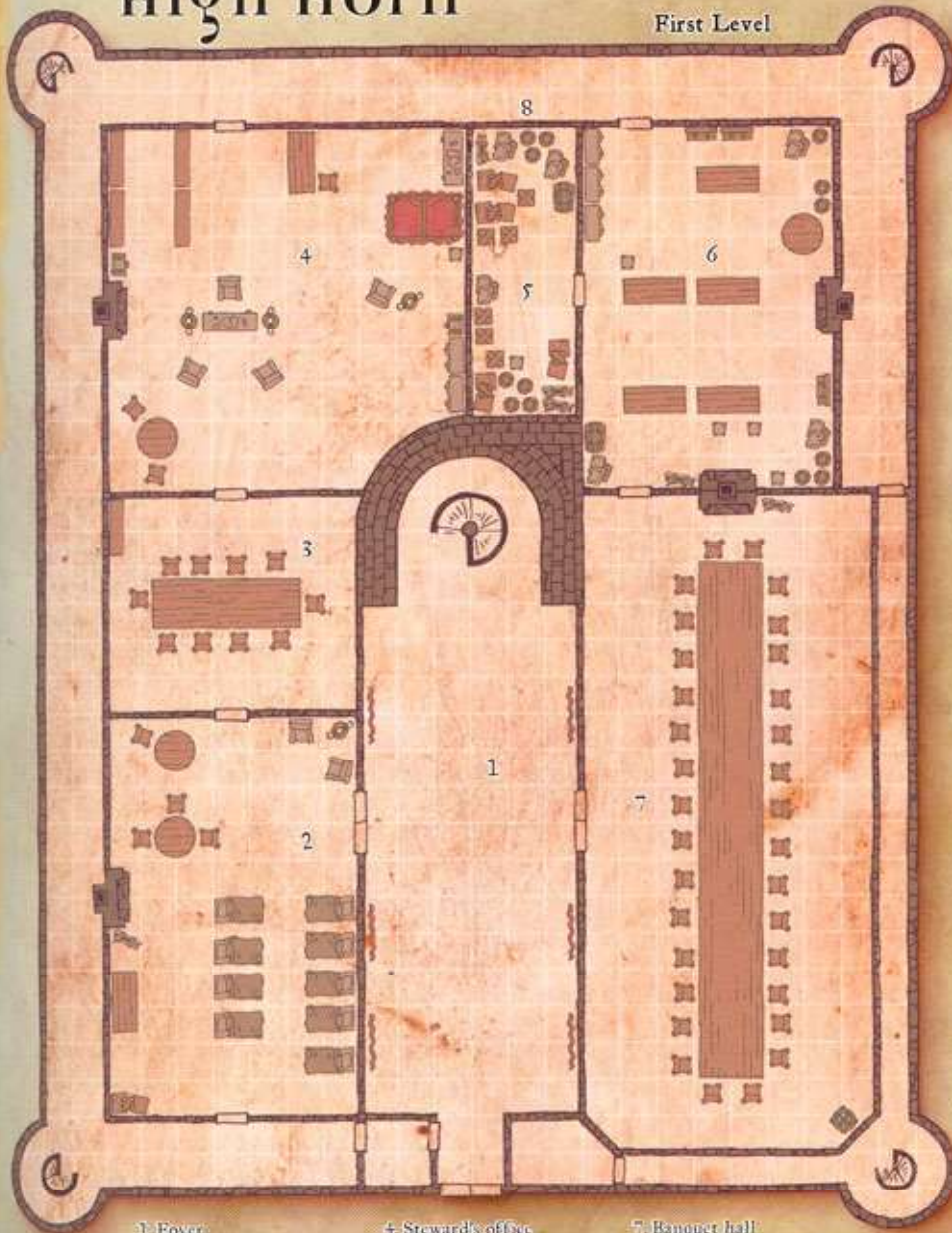
5. Storage: This long, thin chamber serves as the pantry for the castle.

6. Kitchen: This large kitchen is dominated by two oak tables used for food preparation and three hearths along the eastern wall.

7. Banquet Hall: High Horn's banquet hall is legendary, dominated by a great oak table, large enough to seat more than thirty. At the end of the table lies the lord commander's chair.

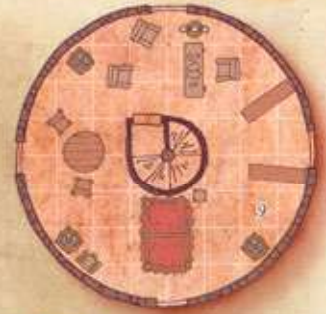
High Horn

First Level



- 1. Foyer
- 2. Sleeping quarters
- 3. Planning room
- 4. Steward's office
- 5. Storage
- 6. Kitchen
- 7. Banquet hall
- 8. Guard perimeter walkway
- 9. Commander's quarters

Seventh Level



Sixth Level



Fifth Level



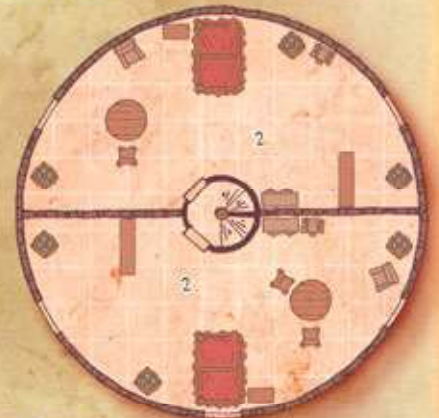
Fourth Level



Third Level



Second Level



in front of a magnificent fireplace. The walls of this chamber are paneled with ornately carved wood.

8. Guard Perimeter Walkway: This walkway connects four lesser towers and a guard balcony that overlooks the main entrance to the keep. Each tower, used largely for defense, is four stories high.

9. Commander's Apartment: The highest room in the central tower is a sumptuously appointed apartment that holds a bed, several comfortable chairs, and a desk and chair. The room is kept warm by four braziers.

10. Ring Wall: The innermost ring wall curves around the mountain's slopes, punctuated by a single gate. The ring wall encloses the central keep (areas 1–9).

11. Inner Ward: The inner curtain wall curves around the mountain's slopes, punctuated by three towers and broken by a gatehouse at the top of each of the trails. A moat runs along the outside of the inner wall.

Along the inner face of the inner curtain wall lies an assortment of wooden garrison buildings, including numerous barracks and the old guest house (which now serves as additional quarters for the troops).

12. Outer Ward: The outer curtain wall curves around the mountain's slopes, punctuated by three towers and broken by a gatehouse at the top of each of the trails. A moat runs along the outside of the outer wall. Each gatehouse can be blocked by a drawbridge as well as three inner gates.

Along the inner face of the outer curtain wall lies an assortment of wooden garrison buildings, including two armories, a smithy, numerous storerooms and barracks, two stables, and a mess hall.

13. Guest House: This cold, hastily constructed guest house lies just outside South Gate. Although less than two decades old, the building already feels rundown. Nevertheless, travelers along the High Road gladly room here, for it is an oasis of safety in the Dragonjaw Range of the western Storm Horns.

Example: The sothillisian empire

Although this campaign arc has its roots in a war that first flared in the Year of the Tankard (1370 DR), it deals with events of the Year of Lightning Storms (1374 DR). It is centered on the ongoing war between the country of Amn and the so-called "Sothillisian Empire." If the player characters get involved, they might work for or against the Sothillisian Empire. If an ogre mage is part of the adventurers' group, he might replace Sothillis as the leader of the monster empire.

Background

The lands of Tethyr and Amn have always been home to wandering bands of ogres. Since the founding of both kingdoms, the ogres have been reduced to isolated holdings in the depths of the small mountain ranges and deep forests of the South.

In the Year of Forests Frost (479 DR), Prince Imnel Torlath and the armies of Amn cleared the ogre-held passes through the Small Teeth, reopening trade between Murann and Crimmor in a series of conflicts now known as the Ogre Wars. The major battle site, once called Imnel's Scar, is now the town of Imneskar. During the battle, Prince Imnel's men discovered the long-vanished Armory of Nedeheim, a treasury of magical weapons once seized from the giants of the eastern mountains during the Battle of Karlyn's Vale and hidden here by a dwarven general of High Shanatar, Karlyn of Clan Kuldelder. Prince Imnel had the giants' legacy brought back to Athkatla and then moved to Esmeltaran after it became Amn's new capitol.

After decades of skirmishing with Amn's garrisons, the ogres finally found hope of regaining their territory in the form of a charismatic ogre mage known only as "the Horned Mage." In the Year of the Tusk (661 DR), using magic to cloak their passage, the Horned Mage led several small tribes of ogres from the Cloud Peaks to join their brethren in the Small Teeth and there raised an ogre-led army of monsters. The Horned Mage's forces sacked the towns of Imneskar and Trademeet and nearly laid siege to their true objective, Esmeltaran, before the armies of Amn under the command of General Rashturl stopped them. In the wake of their defeat, the ogres retreated to isolated holdings within the Small Teeth to nurse their wounds and rebuild their population. The Horned Mage vanished and his fate was never learned, although some suspect he eventually became a hooded pupil^{LM}, apprenticed to Rysellan the Dark of Memnon.

Centuries of vigilance by the armies of Amn kept the Small Teeth's monstrous inhabitants contained and unable to mount more than the occasional raid. However, in the Year of the Worm (1376 DR), a mated pair of ogre mages—Sothillis and Cyrvisnea—chanced upon the Horned Mage's long-abandoned lair in the depths of the Small Teeth, wherein they discovered two ancient journals: *Runes of the Wailing Dwarf*, a long-forgotten chronicle of House Kuldelder written by one of Karlyn's descendants, and Prince Imnel's long-lost and long-forgotten personal journal, entitled *Imnel's Scar: A Personal History of the Ogre Wars*.

Like the Horned Mage before him, Sothillis deduced that the Armory of Nedeheim had been plundered by Prince Imnel and eventually relocated to Esmeltaran. In the Year of the Tankard (1370 DR), after fourteen years of preparation and while Amn's armies were distracted by the defection of Riatavin, the two ogre mages gathered an army of goblins, kobolds, ogres, and hill giants, furthermore backed by worshipers of Cyric. After sacking Fort Ishla, the army of monsters attacked Esmeltaran with complete surprise and quickly conquered the city. While the ogre mages did not find the Armory of Nedeheim under the castle of Dahaundar, they did find royal records dating back to Imnel's regime suggesting that the armory had been moved to the city of Murann after the Horned Mage's attack.

The ogre mages then split their forces. Cyrvisnea led a host of goblins and kobolds west to Imneskar, where they and Cyricists