

LAYOUT OF THE FLAMING TOWER

1. Entryway: The door to the Flaming Tower is constructed of hardwood and reinforced steel and is 20 feet tall. The interior and exterior walls of the courtyard area have arrow slits.

2. Guardposts: These guardposts are manned by Zhentilar troops and at least one fire giant.

3. Armory: These chambers hold extra arrows, bolts, long bows, crossbows, and longswords.

4. Gathering Hall: The Zhentilar and their fire giant allies gather here for meals. The room holds a huge table and many chairs and stools.

5. Kitchen: The tower kitchen holds a large fireplace with a small spit and a double oven. The fireplace has no chimney, since it is magically vented. The walls are lined with shelves holding bins filled with staples, spices, and vegetables as well as cooking pots and pans.

6. Cold Storage: This chamber is kept magically cool by a large patch of brown mold. It holds meats and perishable fruits and vegetables.

7. Privy: The privy holds several chamber pots, which are periodically emptied outside.

8. Well Room: This chamber houses a deep, fast-flowing well covered by a heavy, hinged wooden cover with a hole cut in one side. A bucket and rope hangs from a pulley and can be lowered down through the hole to bring up water.

9. Stable Storage: Long-term food stables and casks of weak beer are stored in this chamber.

10. Stables: The stables hold six light warhorses, with room for two more.

11. Tack and Feed: Horse tack and equipment for repairing it, pitchforks, bales of hay, barrels of grain, and a salt lick are stored in this room.

12. Activity Room: This chamber is used for group activities such as arms practice, weapon and armor repair, games, drinking, and lounging.

13. Entryway: This chamber is dominated by five enormous beds, but the fire giants spend most of their time on guard duty or hunting in the surrounding countryside.

14. Barracks: Each of these rooms contains beds and footlockers for six soldiers.

15. Leader's Conference Room: This comfortably furnished room holds a meeting table and chairs. The walls are hung with maps from the surrounding region.

16. Leader's Quarters: This comfortably furnished room is the bedchamber of Pitsmin Finival.

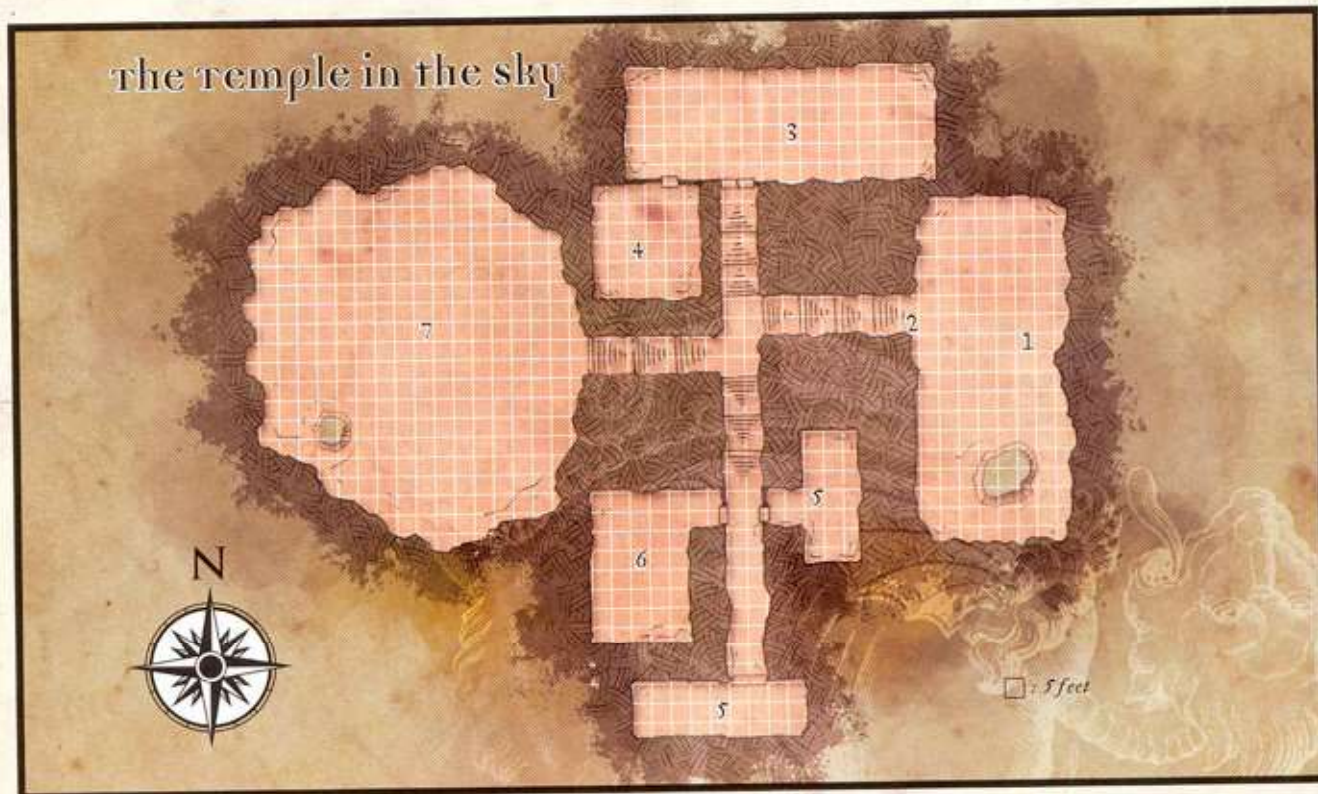
17. Storage: These rooms hold spare parts, spare weapons, food stores, broken and unused furnishings, and even empty containers. The central room (just west of room 15) contains a *portal* to room 6 in the Temple in the Sky.

18. Signal Fire: The large signal fire rests on a 15-foot-tall elevated platform. The wood is soaked in oil and ignites with the slightest spark.

19. Ballista: A large ballista is positioned at each of the tower's four corners, mounted atop a rotating wooden disk.

20. Boulders: Four piles of approximately 35 boulders each serve as ammunition for the fire giants.

21. Fire Giant Barbeque Spit: The fire giants spit-roast whole animal carcasses on this spit, since they won't fit in the kitchen

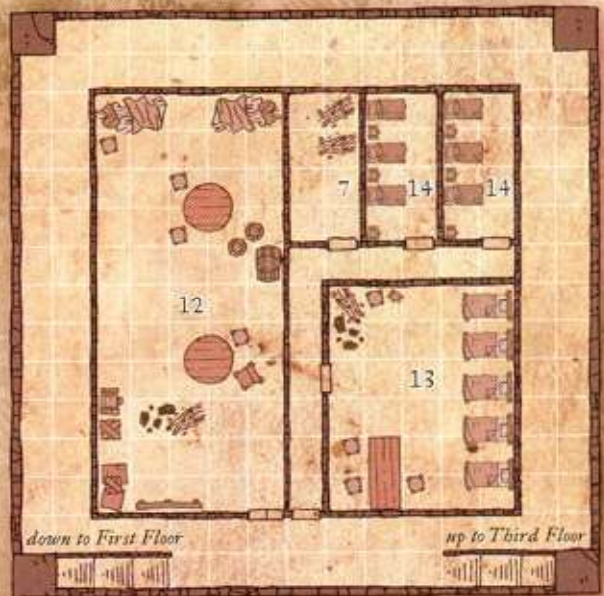


The flaming tower



First Floor

Second Floor



Third Floor



Fourth Floor



□ : 10 feet

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, criosphinxes, 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.