

# DALTIGOTH: THE CRIMSON KEEP

Of all the City-Towers, the Tower at Daltigoth had the most harmonious relationship with those who dwelt around it. Unlike Solammia and Istar, the empire of Ergoth tolerated magic for most of its history, and wizards walked the streets untroubled. This may be because of the nature of the wizards who dwelt in the empire's capital — for the Tower of Daltigoth was home to the Red Robes, the mages who studied magic for its own sake, not for good or evil, as their brothers in the White and the Black Robes did.

Another reason for this peaceful coexistence is the fact that the empire existed before the wizards arrived. The wizards had no need or desire to meddle in politics. They also aided the emperor in battle, with many giving their lives for the emperor's cause.

It is therefore ironic that the Tower of Daltigoth was the first of its kind to fall, a casualty of the conflicts known as the Lost Battles. Its destruction is doubly tragic because it should not have happened, and would not have but for the arrogance of one Ergothian nobleman, Duke Serl of House Kar-thon. Because of his recklessness, not only did the Tower fall, but both Daltigoth and its empire suffered losses from which they would not recover.

## BENAVIR'S FOLLY: THE TOWER OF TARSIS

Benavir Nine-fingers, the greatest of the Red Robes after Kharro himself, was given the task of finding a site for his Order's Tower. A man of many pleasures, and one of the finest illusionists the world has ever seen, he set his sights on the grandest city in the west of Ansalon: Tarsis the Beautiful.

In those days, the city-state of Tarsis was a splendid seaport and one of Krynn's chief trading locations, the richest city in Ansalon. Its white-winged ships controlled the coasts from Icereach Sea to the Bay of Branchala, and ranged as far around the continent as Silvanesti and the realms of the minotaurs.

To Benavir, it seemed logical that such a place should be home to his Order; the many splendors and vices available in Tarsis's streets and palaces played a part in his choice as well. He presented himself before the merchant princes who ruled the city, declaring that he wanted to erect a Tower of High Sorcery in its midst.

The princes agreed, as long as the wizards worked to the glory of Tarsis, and as long as they paid a hefty fee for the land. Benavir, who was quite a wealthy wizard, agreed to these terms, and began planning the ritual to erect the Tower.

The princes proved greedy, however. The laws of Tarsis allowed them to exact new taxes and fees whenever they wanted. This happened half a dozen times over the course of Benavir's preparations, and each time he paid out of his own coffers. By the time the Red Robes were ready to cast the spell, he had spent all of his riches placating the merchants.

Two weeks before the Tower was to be erected, the merchants made their most audacious demand yet: anyone practicing magic in Tarsis must pay an annual fee for the privilege. This was too much for Benavir. In a fit of fury, he appeared before the princes and pronounced a curse on Tarsis: "May the waters that bring your gold dry up and leave you stranded on the shores of your greed."

Benavir left Tarsis forever. He destroyed his plans for the Tower and resigned as head of the Red Robes. According to the Orders' records, he lived the rest of his life at Wayreth, a poor man surviving on the generosity of his brother mages. As for Tarsis, it felt the brunt of Benavir's curse many centuries later, when the Cataclysm struck and the oceans receded, leaving it landlocked and destitute amid the Sea of Dust.

The leadership of the Red Robes fell to a new wizard, Harald Greytooth. A mage from Ergoth, he opted for a new site for the Tower within his homeland: the rising city of Daltigoth.

## GREYTOOTH'S DECEPTION


Greytooth had a surprisingly easy time convincing Pakin, the emperor of Ergoth, to let the Red Robes build their Tower in his city. Ergoth was a young realm, but it had expanded quickly, and Pakin was having trouble holding the empire together. Rebellions in newly conquered city-states, skirmishes with neighboring realms, and raids by barbarians along its eastern frontier kept the empire in an almost constant state of war.

Pakin saw in Greytooth's proposal the opportunity to quell unrest. He rejected the wizards' offer to pay for the land they needed, and asked instead that they aid him in the defense of his nation. Harald agreed, glad for the chance to make allies for the Orders, and for the next thirty years, as the plans were being made for the Tower, the Red Robes — and some White Robes, as well — joined forces with Ergoth's armies.

With this help, the Ergothians pacified their realm in short order, and even won a crucial naval battle at the Razorhorn, where the mages changed the sea-currents and summoned cruel storms to overwhelm a much-superior Tarsian fleet and win Ergoth dominance over its own waters. This gave birth to a unique magical tradition: the sea-mage.

There was one sour note in this otherwise harmonious relationship. When Greytooth showed his plans for the Tower to Pakin — plans for a Tower of red stone — the emperor objected, demanding the Tower should be white, not red.





“Is not Ergoth a good and noble realm?” he asked. “Should we not have a bright white spire, and not this crimson Tower you mean to conjure?”

Taken aback, Greytooth nonetheless agreed — or seemed to agree. He even willingly stepped down from leading the raising ceremony, allowing a powerful White Robe, Yoraly, to speak the incantation. When the ceremony was over, Pakin’s hoped-for shining white Tower rose over the rooftops of Daltigoth.

Greytooth was a trickster, however, and had concocted a plan to fool the emperor. The spell Yoraly cast was, in fact, an illusion. The night after the official ceremony, Greytooth cast the true spell, summoning the Tower he had designed. That morning, a red Tower stood in place of the white, to the wonderment of all.

This could have caused a great deal of trouble, but Greytooth knew Pakin for a pragmatic ruler, and also one possessed of a sense of humor. When summoned to the imperial palace to explain what had happened, Greytooth shrugged. “The stones beneath your city have spoken their will, Majesty,” he declared. “They did not wish to dim your bright and shining realm with their own glory.”

Pakin laughed at this, as Greytooth knew he would. Besides, there was no way for Pakin to change the Tower, now that it had taken form, other than tearing it down, which would mean no more magical aid for his armies. Still laughing, he proclaimed that the Tower of Daltigoth would stand as it was: “For as long as this great empire stands astride Krynn.”

### **TROUBLED TIMES: THE ROSE REBELLION AND THE THIRD DRAGON WAR**

In the years following, the wizards of Daltigoth enjoyed freedoms and acceptance only dreamed of by their brothers to the east. Wizardry was an esteemed profession in Ergoth, on equal footing with the clergy in the public eye. The ranks of the mages at the Tower — particularly Red Robes — swelled.

Barely two generations after the Tower arose, nearly every important family in the capital had a member who had passed the Test within the Tower’s walls. Wizards attended the imperial court as honored members. It was here that the infamous archmage Fistandantilus first came to the attention of Ansalon’s elite. Without the Tower of Daltigoth, it is unlikely High Sorcery would have risen to the prominence it enjoyed in Ansalon for the next two thousand years.

Even so, there were times when the wizards and the emperor found themselves at odds, particularly as Ergoth began to slip into decline. The worst of these was the Rose Rebellion, when Vinas Solamnus fought against Emperor Emann Quisling, on behalf of the empire’s border marches.

Vinas had powerful friends at the Tower, and so the mages’ loyalties were torn. Being Red Robes, they acted in accordance with the principles of their Order, and chose to remain neutral in the dispute. Emann asked for their help against Vinas when he besieged the city, but the mages refused. With their help, the imperial army may well have repelled the rebels, and Ansalon’s history would have been very different. Instead, Vinas won the rebellion, and the empire’s eastern provinces broke away to form the realm of Solamnia.

Humiliated by his defeat, the emperor was loath to assail the Tower to demand retribution. With so many prominent Ergothians among the ranks of High Sorcery, he feared that taking revenge against the mages would cause further strife in his empire. Instead, Emann demanded that they aid in mending and rebuilding the damage the rebellion had caused. The wizards agreed to these terms, and Ergoth was on its feet again in only a few years.

Knowing they had a good thing in Ergoth’s acceptance of their kind, the wizards worked for years to keep the empire alive. Even so, Ergoth soon found itself eclipsed by other realms: first Solamnia, then Istar. Even Kharolis, the crude nation formed around the city-states of Tarsis, was soon on equal footing with the old empire.

As a result, wizardry began to wane as well. The Red Robes of Daltigoth received little attention from the Conclave, which was busy overseeing the White Robes at Istar, and the Black at Qim Sudri. The ranks of the Red Robe mages dwindled over the generations, and the Tower housed only a few too stubborn to give up.

The Daltigoth Tower enjoyed a brief resurgence at the end of the Age of Light, when the Third Dragon War ravaged the continent. Though Ergoth refused to assist the Solamnian Knights in their struggle against the dragons, the High Sorcerers were more active in that war than in any before or since. The Daltigoth Tower’s contribution was essential to the Queen of Darkness’s defeat, for it was Orichan, the Tower’s keeper, who used his magic to find the veins of truesilver running beneath Foghaven Vale. With this magic metal, Huma Dragonbane forged the dragonlances the Knights used to defeat Takhisis.

But then the dark clouds began to gather.

### **THE FALL OF THE TOWER**

The Age of Might was not kind to Ergoth, or to the Tower of Daltigoth. The empire grew more corrupt, ruled by madmen and fools. While relations between the imperial court and the wizards of the Tower were never hostile, the two continued to drift apart, particularly as the Ergothic church grew more prominent. Soon mages no longer fought alongside the soldiers of the imperial armies, and wizards stopped attending the emperor’s court.



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The Tower stood forlorn, the least of the five. Several times, as the age wore on, the Conclave met to debate its fate. Some wanted it torn down, proposing the building of a new Tower to take its place in a grander locale, perhaps Xak Tsaroth. These discussions always ended inconclusively, but it was clear that the Tower would not stand much longer.

This turned out to be truer than anyone imagined.

When word came to Ergoth that war between Istar and the Orders of High Sorcery was

fomenting in the east, the emperor, Gwynned, sent his trusted advisor, Duke Serl Kar-thon, to monitor the situation. Two months later, Serl returned home in a rage, for he had been present when Andras Rannoch tried to assassinate Beldinas Pilofire. The Kingpriest survived, but Serl's two eldest sons, Reik and Parsal, did not. In his thirst for vengeance, he convinced the emperor to join Istar in its censure of the Orders.

Even at this point, the Tower's fate was not sealed. Had Serl been less impetuous, the Tower might have survived the days to come. According



## VINCIL DA JEVRA THE DOOMED HIGHMAGE

**M**ale human Wiz5/Red6/Lore5/Arch5; CR 21; Medium humanoid (human); HD 21d4; hp 70; Init +0; Spd 30 ft.; AC 15, touch 15, flat-footed 15; Base Atk +9; Grp +9; Atk +12 melee (1d4+4/19-20, +3 dagger); Full Atk +12/+7 melee (1d4+4/19-20, +3 dagger); SA spells; SQ arcane research +3, high arcana, loremaster secrets, moon magic (Lunitari), order secrets, lore, spells, summon familiar, tower resources; AL LN; SV Fort +7, Ref +5, Will +17; Str 13, Dex 11, Con 11, Int 20, Wis 17, Cha 14.

**Skills and Feats:** Appraise +9 (+11 w/ alchemy), Craft (alchemy) +29, Concentration +24, Decipher Script +29, Knowledge (arcana) +35, Knowledge (history) +25, Knowledge (the planes) +25, Knowledge (religion) +17, Search +17, Spellcraft +37; Brew Potion, Craft Staff, Craft Wand, Craft Wondrous Item, Empower Spell, Greater Spell Focus (transmutation), Scribe Scroll, Skill Focus (Knowledge (arcana)), Skill Focus (Spellcraft), Spell Focus (evocation), Spell Focus (transmutation), Spellcasting Prodigy.

**High Arcana:** Arcane reach, mastery of counterspelling, spell-like ability (arcane sight 6/day, permanency 4/day), spell power +1. Vincil has permanently sacrificed two 5th-level, one 6th-level, two 7th-level, one 8th-level and one 9th-level spell slots to master these abilities.

**Lore:** Vincil has the ability to know legends or information regarding various topics, just as a bard does with bardic knowledge. This lore check has a +12 bonus and functions otherwise exactly like a bardic knowledge check.

**Loremaster Secrets (Ex):** Applicable knowledge (Greater Spell Focus), dodge trick, secrets of inner strength.

**Red Robe Order Secrets (Su):** Magic of Change, Magic of Independence.

*Wizard Spells Prepared* (4/6/5/5/3/4/2/3/3; base save DC 16 + spell level, 17 + spell level w/

evocation spells, 18 + spell level w/transmutation spells): 0 — *arcane mark, detect magic, message, read magic*; 1st — *burning hands, enlarge person, erase, expeditious retreat, identify, reduce person*; 2nd — *bull's strength, cat's grace, continual flame, knock, locate object*; 3rd — *arcane sight, blink, dispel magic, fireball, haste, shrink item*; 4th — *dimension door, minor creation, polymorph, resilient sphere, summon monster IV*; 5th — *cone of cold, fabricate, telekinesis*; 6th — *analyze dweomer, contingency, chain lightning, true seeing*; 7th — *greater arcane sight, instant summons*; 8th — *incendiary cloud, polymorph any object, sunburst*; 9th — *refuge, shapechange, teleportation circle*.

**Spellbook:** As one of the most prolific spell scribes in the history of the Orders, Vincil's knowledge of spells and his collection of arcane writings are legendary. He can be assumed to have access to any common spell from the *Player's Handbook* and most of the unnamed spells in the *DRAGONLANCE Campaign Setting, Age of Mortals* and *Towers of High Sorcery* sourcebooks.

**Note:** Vincil has chosen not to take an arcane focus as a Wizard of High Sorcery.

**Possessions:** *Staff of transmutation* (50 charges), *ring of protection +4*, *wand of summon monster III* (50 charges), *ioun stone (pale lavender ellipsoid)*, +3 dagger, *crystal bowl with telepathy* (as *crystal ball* but bowl-shaped), robes, spell components.

The two hundred and thirty-second wizard to sit at the head of the Conclave, Vincil da Jevra was one of the most brilliant mages who ever lived. His contributions to the practice of the Art are still felt through all three Orders, for without his tireless work, many of the spells wizards treat as commonplace might not exist, or would be much more primitive in form. Despite this, it is

to the Kingpriest's plan, the Tower of Daltigoth was to be the second attacked in the Lost Battles. Instead, Serl demanded that he lead the first attack against wizardry.

With Gwynned's blessing, Serl gathered an army to assail the Tower's gates. He used an enchanted seed provided by the Kingpriest to grow a tree that opened a path to the Tower through its grove. The Ergothian troops poured into the Tower, their minds on bloodshed.

The wizards had expected this move, however. The Conclave had decreed that any Tower coming under direct attack should be destroyed, rather

than risk having its secrets fall into the wrong hands. The Tower's master, a Black Robe named Iriale — for the ties between the Tower and the Red Robes had long since broken — saw that the situation was hopeless. Unable to hold back the enemy, she led the remaining mages in the spell to undo the Tower.

The ensuing explosion not only eradicated both sides in the battle — Iriale and Duke Serl were among the dead — but also laid waste to Daltigoth itself. The blast smashed or burned more than a quarter of the city, and killed thousands of people. Its destruction was the death knell of

his tragic term as Highmage — which led to the Lost Battles and his own death — that is most often mentioned by sages when his name arises.

Vincil was born Vincillo Phalmas, the third son of one of the wealthiest sea-merchants in Ergoth. Like many younger sons in noble families, he took up the staff as a means of supporting himself, for the empire's inheritance laws dictated that his family fortune would go to his elder brothers. His parents sent him to a renowned college of magic in the city of Jevra, and he proved a quick and creative study. While still an initiate, he created several new cantrips for cleaning rooms and mending broken objects, which became the basis for much of what is taught in magic schools today.

At twenty-one, Vincillo was deemed old enough to take the Test, making him the youngest ever to do so — an honor that would fall only when Raistlin Majere took the Test at twenty. On the eve of the ceremony, he received word from his father: both his brothers had perished at sea when a great storm sank their galleons. Vincillo was now the Phalmas heir. To accept his duties, he would have to set aside the practice of his magic.

He did not even think twice, and sent his father's messenger back home alone. Knowing he would be disowned, he took a new name, Vincil da Jevra, and went ahead with the Test, which he passed easily. He emerged unmarked, for the archmages deemed that he had already proven his devotion to the Art. Taking the Red Robes, Vincil went to the Tower of Daltigoth to aid in the development of new spells.

For the next twenty years, Vincil was the Orders' pre-eminent researcher and inventor. His studies were broad, ranging from illusion to teleportation, from conjuring monsters to spells of war. He created more than two hundred new spells in that time, and crafted a dozen artifacts of great power, including a form of scrying-bowl that mages still use today, nearly four hundred years later. His brilliance led him to become the

Ergoth. Now the old empire is long gone, and its capital little more than a heap of wreckage, populated by ogres and even fouler things. And the Tower is gone forever, its secrets lost to the world.

## DESCRIPTION

The Tower of Daltigoth's appearance is best summed up by the name given to it by the people of Ergoth: Rathfast, the Crimson Keep. While the other four Towers all soared above their cities, the Keep was short and stout, in keeping with the early Ergothic style. Greytooth designed it out of respect for his homeland, and so its style blended with its surroundings. As the Ergothic style changed, growing more ornate in latter years, the Tower

Master of the Tower of Daltigoth at forty-one — the youngest in its history — and many of his apprentices became renowned mages in their own right.

After ten years as keeper at Daltigoth, Vincil joined the Conclave, and was made head of the Red Robes. At fifty-six, he was named Highmage in a unanimous decision. Throughout his rise, he continued to craft new spells and relics, a practice he continued until his death.

Six years after becoming head of the Conclave, Vincil sowed the seeds of his own undoing. Following the death of Marwort — the Orders' envoy to the Kingpriest's court in Istar — Vincil sent his former apprentice (and lover) Leciane do Cirica as a replacement. Shortly after, the renegade Andras Rannoch launched his first attack against the Kingpriest and his men. In a tragic miscalculation, Vincil decided to seize Andras for punishment by the Orders, and stole him away from the Kingpriest. This, and Andras's subsequent escape, brought the church of Istar and High Sorcery to the brink of war.

Knowing the Orders could not win such a war, Vincil agreed to meet with the Kingpriest to discuss a truce. As the meeting was taking place, Andras struck yet again, causing a battle to erupt between the wizards and the Knights of the Divine Hammer. As Vincil was casting a teleportation spell so his fellow wizards could escape, one of those knights, Sir Marto of Falthana, struck him down from behind with an axe.


Vincil held onto the spell long enough to return himself and the other wizards to Wayreth, but he lived only a few minutes longer. Thus the Orders lost one of their most brilliant minds, and plunged headlong toward the Lost Battles, the doom of the Towers, and the end of the Art's golden age. But Vincil's legacy remains. Every wizard owes a debt to Vincil for the work he did over his remarkable, though tragically shortened, career.

came to seem archaic by comparison. For its day it was the most opulent structure in Daltigoth, save for the imperial palace itself.

Only a little more than two hundred feet tall, the Tower was at least three times as broad as those of Palanthas and Istar. Built atop one of Daltigoth's tallest hills, it loomed above the edifices of the Old City. It was also square, rather than round like the other Towers, and supported by massive buttresses. Gargoyles and crenelated battlements completed the effect, making it look more like a nobleman's castle than a sanctuary for wizards.

The Tower's walls were a deep, brilliant red, almost the color of blood — markedly different from the austere, limestone gray that dominated





the other buildings in the city. The exact nature of this red stone is unknown, and it confounded even the dwarves, who had never seen its like. The best guess was that it was some sort of jasper. Its faces were mottled, and marked here and there with whorls of inky black, which were forever twisting and turning. To the close observer, these markings looked like stormclouds that occasionally flared with silver lightning.

Crowning the Keep were five parapets, each crenellated. Those at its four corners were slender and white. The parapet in its center was wide and black. Each was tipped with a slender needle of electrum; magical lights often ran up and down these spires, sometimes leaping from one to the next when the moons were full. Other lights played in the Tower's windows, which were high and narrow, sealed with bars of black iron.

Surrounding the Rathfast, within its grove, was a stout wall, also of red stone. The wall had no gate, only an open passage through its barbican that led to a wide lawn of emerald grass, marked with a maze of white stone paths. The broadest path led to a flight of twenty-one steps that led, in turn, to a double door of black oak, inlaid with copper runes.

Beyond the front door lay a wide, open hall with vaulted ceilings and a central pool that shone with the captured light of Lunitari. On either side of the pool were broad stairs that led up to twin balconies. Unlike the central stairs at its brother towers, the Keep had four flights, one at each corner, which opened to different quarters of the Tower. The lower levels were devoted to laboratories and studies, many of which pertained to illusions and spells of charming. Any visitor who tried to map these chambers soon failed in confusion, for they overlapped one another, such that two, three, or as many as five separate rooms existed in the same space at once.

Above these floors were the private chambers of the Red Robes, with those of the Tower's master nearest its apex. Farther up still, within the black parapet, was the Heartroom — a chamber that was featureless, save for a startlingly lifelike replica of the Tower itself, resting on a plinth in its center. The Heartroom was where the Tower's magic ran strongest. Here Iriale disrupted the flow and so destroyed both the Tower and the city beyond. At all other times, the Heartroom remained quiet, undisturbed.

Close to the top, just below the master's apartments, were the Halls of Shifting Shadows. These halls were as important to illusionists as the Chamber of Eyes was to diviners. They had no set form, no certain layout, and were composed instead of shadowstuff, which the wizards could shape into whatever form they wished — from the dwarf-halls of Thorbardin to the expanse of the Sea of Shifting Sands, from the bustling streets just outside the Keep's walls to the rolling waves

of the Turbidus Ocean. When the Tower's keepers administered the Test — something rare in its later years — they did so in the Halls.

Certain historical chronicles state that the gargoyles atop the Crimson Keep were not merely cold stone, but had a tendency to leave their perches to fly about the city on moonless nights. There is no authoritative word on the matter, however, and the mages refuse to comment.

Nothing remains of the Tower of Daltigoth in the present age, save for a deep hole in the earth, which even the ogres and hill-giants avoid out of fear. No man has descended into this chasm and lived to tell what lies at the bottom.

## THE KADOTHAN GROVE

Unlike the groves around the some of other Towers, there was nothing sinister-seeming about the Kadothan Grove. Rather, it was peaceful — even soothing — to behold. Composed entirely of tall pine trees, which swayed in the highland winds that often gusted across Daltigoth, the grove had little undergrowth. Only a few ferns coiled amid a deep carpet of brown needles. Standing outside the grove, one could see through the trees to the Tower's curtain wall. The grove seemed simple to cross, a pleasant walk through an easeful bower.

As with much wrought by Harald Greytooth, the Kadothan Grove was a deception. Kadothan means “long walk” in dwarven. Once one steps within the grove, the distances elongate. One could walk for days among the pines and never seem to make any progress. Indeed, the farther one walked, the longer the journey seemed. Still, the destination always remained in sight, luring one onward.

In time, as an intruder grew more and more lost within the Kadothan, its true magic took hold. The scent of the pine needles grew intoxicating; the chirping of the crickets became a lulling drone. Bit by bit, drowsiness would grow — even for elves, who normally resist such enchantment. Each step would be more difficult than the last. Eyelids would droop, limbs would grow heavy and listless. Finally, the intruder would fall asleep, cushioned by the needles.

When the intruder awoke, he would be outside the grove, stripped of any weapons he bore, but feeling deeply rested. What was more, long stretches of time would have passed — a week or more for every hour he walked among the pines.

The Kadothan was stripped of its power by Duke Serl, who planted a magical seed at its edge to force open a path to the Tower.

### GROVE EFFECTS

**Sleep:** The Kadothan Grove generates a magical field from every tree that emanates for 500 feet outward (but not inward—the Tower itself is unaffected). All living creatures within the area of the magical field must make a Will save every

minute (DC 30). For magic effects that work against such spells and effects (such as the *bracelet of magic resistance*), the spell is the equivalent of a 9th level spell cast by a 20th level wizard with an Intelligence of 20. If the saving throw is failed, the affected creature immediately falls asleep and cannot wake while still in the affected area. Creatures normally immune to sleep effects (such as elves) are still affected. Sleeping creatures are helpless. If successful, the creature suffers no ill effects, but feels tired and lethargic. The save must be repeated every minute spent within the grove, regardless of success or failure.

**Guardians:** The gargoyles perching upon the Crimson Keep are actually gargoyles who have been charged with protecting the Tower against intruders who somehow manage to penetrate the Kadothan Grove. The gargoyles answer to the Tower's master and will viciously attack any uninvited visitors who pass into the inner grove.

**Daltigoth Gargoyles:** Gargoyle Bbn4; CR 8; Medium Monstrous Humanoid (Earth); HD 4d8+4d12+40; hp 84; Init +2; Spd 50, Fly 60 (Average); AC 16, touch 12, flat-footed 14; Base Atk +8; Grp +12; Atk +13 melee (1d4+4, claw); Full Atk +13/+10/+10 (1d4+4, 2 Claws; 1d6+2, Bite; 1d6+2, Gore); SQ DR 10/magic, darkvision 60 ft., freeze, grove immunity; AL LN; SV Fort +13, Ref +7, Will +2; Str 18, Dex 14, Con 20, Int 11, Wis 11, Cha 8.

**Skills and Feats:** Hide +8, Listen +2, Spot +2; Flyby Attack, Multiattack, Skill Focus (Hide), Weapon Focus: Claws.

**Freeze (Ex):** A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

**Grove Immunity (Su):** Daltigoth gargoyles have been branded with a charm that makes them immune to the sleep effect within the Kadothan Grove.

## LOCATIONS WITHIN THE TOWER

The red fortress of the Tower of Daltigoth held many wonders contained within its walls. From the red pool in the hall of entry to the parapets at the highest level, the Crimson Keep is full of surprises.

### HEARTROOM

The Heartroom is always kept shut with an arcane lock and a permanent image disguising the door as another part of the Keep's wall (both with a caster level of 20). It is a small circular room only 20 feet in diameter. A rune-covered stone table rests in the center of the room, displaying the only feature of the room—a miniature replica of the Tower of Daltigoth. Unseen magical energy flows through this room, and a Spellcraft (DC 30) check reveals that by turning both the model of the Keep and the table it rests upon at a precise angle, the magic that flows through the Tower of Daltigoth will

feed back upon itself for one minute, creating the incredible magical blast that will annihilate the entire structure and much of the surrounding area.

### HALLS OF SHIFTING SHADOWS

The halls are normally a dark, shapeless void, though they are rarely encountered as such, since illusionists continually alter their appearance.

All arcane Illusion spells cast within this room are at +5 caster level, and receive +10 to all skill or ability checks in the use of such magic. These bonuses fade the moment the caster leaves the chamber, though effects set in place (such as duration) remain the same as when the spell is cast.

