

# Citadel of the Wandering Stars





<http://creativecommons.org/licenses/by-sa/3.0/us>

By: Caroline Berg

It was said once, long ago, a mad wizard trapped a constellation within a great citadel. The stars, desperate to make their way back to the heavens, wandered the halls trying to get free. Those who catch a glimpse of those stars are burned to a crisp from its rage - but those who avoid them may discover many other wonders the wizard had stolen and stockpiled over the years...

All the doors between rooms in the citadel are locked, and each have four symbols on the door. These symbols give a hint as to what is located inside the room. When encountering a door, one player makes an Intelligence check with a difficulty of 17 to determine the first symbol on the door. If the player fails, only one symbol is revealed. If the player succeeds, two symbols are revealed. If the player has skills related to Arcana, Astronomy, Knowledge (Planes), Nature, or Religion a third symbol is revealed if the player is successful. Other players may assist with the roll and if they succeed an additional symbol is revealed, however no more than three symbols are ever revealed before entering a room.

Roll 2d6 to determine what each symbol on the door is.

- 6, 7, 8  is a star. Too many stars on the door is bad.
- 4, 10  is a collapsing star. This is neutral.
- 2, 3, 11, 12  is an eclipse. These counter the effects of the stars.
- 5, 9  is a moon. Many moons means the room is safe.

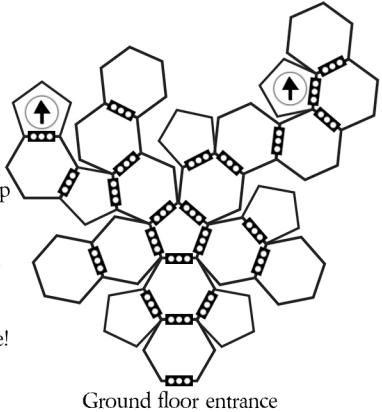
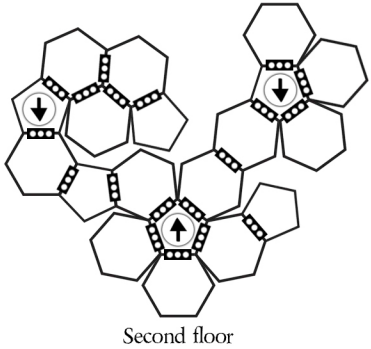
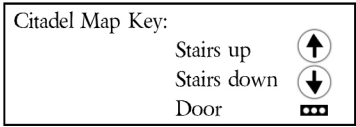
After determining the first 1, 2, or 3 symbols, decide if the party enters the room. After entering the room, the party rolls for the rest of the symbols on the door. Only once in the room are the final symbols are revealed.

If there are an equal or greater number of star symbols on the door to moons or collapsing stars with one or no eclipses, the party has found a wandering star! Everyone makes a Dexterity saving throw with a difficulty of 20. If failed, take 18d6 fire/light damage. If the roll succeeds, take 6d6 fire/light damage. Anything cloth or paper the party carries burns away, while anything metal the party touches (lockpicks, weapons, armor) does another 2d6 damage. Draw a star symbol in the room.

If there are an equal or greater number of eclipse symbols than stars, the room is safe and the party may rest there. Draw an eclipse symbol in the room.

If there are a majority of collapsing stars, the party has discovered a group of creatures that call the citadel home. Roll 1d6 once on the **Citizens of the Citadel** chart to determine who calls this place home, and how they react to intruders. Draw a collapsing star symbol in the room.

If there are a majority of moons, the party has discovered a treasure trove! Roll 1d100 twice on the **Treasures of the Citadel** chart to determine what treasures are in the room. Draw a moon symbol in the room.



## Citizens of the Citadel

- 1 *Undead Astronomers Guild* - a recreational group of liches, skeletons, wraiths, and ghouls who are purely here to observe the unique phenomenon. They will not attack first. If provoked they fight with antique telescopes, which have the bludgeoning power of maces.
  - 2 *Rigel Ascendent* - a fringe organization that believes in harnessing the power of the trapped stars. They are extremely suspicious and will attack anyone with paranoid frenzy.
  - 3 *Society for All Freedoms* - a group dedicated to freeing all things, especially the trapped stars. They will open doors blindly, leading to their own immolation if it means letting the stars out.
  - 4 *Followers of the Seven Suns* - a religious group which sprang up around the Wandering Stars. They administer first aid and light healing spells often with a side of sun-made iced tea.
- If the party stays with the Followers to rest, roll 1d4. On a 1, 5 members of the Undead Astronomers Guild arrive and the Followers get into a fight with them. On a 2, 10 members of Rigel Ascendent come in fighting! On a 3, the Society for All Freedoms enters with 6 heavily wounded members. On a 4 nothing happens.
- 5 *Minions of Thragul* - The true followers of Thragul, the mad wizard who trapped the stars. They are highly unpredictable and always three levels higher than the highest level of a party member.
- After encountering them, roll 1d4. On a 1, they ignore you. On a 2, they attack! On a 3, they flee. On a 4, they transport the party to the nearest unexplored room where the party must make symbol rolls immediately.
- 6 *Arcane Order of Ntarex* - Thragul is a member of this order, and is in residence! Roll 1d100, on a 95-100 he is in the room! Otherwise the room is empty and filled with his arcane scribbling.

## Treasures of the Citadel

- 01 - 50 *A Bag of 1d6 Semi-Precious Yellow Star Sapphire*. Worth 15 silver per sapphire.
- 51 - 60 *Chalcedony Circlet*. The party may roll to determine another door symbol before entering a room.
- 61 - 70 *Celestine Signet Ring*. Reroll one die when determining the symbols for the doors. Worth 5 gold.
- 71 - 80 *Lens of Reflection*. Take half damage from any attacks that use light or fire.
- 81 - 88 *Moonstone Compass*. Activated after entering three rooms with a majority of moon symbols, it teleports the party to the top of the citadel.
- 89 - 94 *Sunstone Studded Shield*. Purely decorative, worth 500 gold and weighs 20 pounds.
- 95 - 100 *Two Chrysoberyl Cuffs*. Tapping the cuffs together causes the wearer to become invisible. Once the cuffs are taken off, the wearers are visible again. Two people may each wear one cuff and tap them to activate.

## Top of the Citadel

- Should the party make it to the final room at the top of the citadel, they discover the orrery that powers the citadel. Count all the symbols that were drawn in the various explored rooms.
- If a majority of the rooms were stars, Thragul the mad wizard is in the orrery and is in the process of capturing another star. He is a wizard 10 levels above the highest party member's level.
- If a majority of the rooms were eclipses, the orrery is empty. An Intelligence check with a difficulty of 20 figures out how the orrery works and may be used to set the wandering stars free. Gain 750 XP.
- If a majority of the rooms were collapsing stars, Rigel Ascendent controls the orrery! This is a sacred room to them, and they attack any defiling their mysteries!
- If a majority of the rooms were moons, the room is filled with various treasures, roll four times on the Treasures of the Citadel chart and add 15 to the roll. Anything over 100 counts as 100.