

Bladechapel

The battlemaps associated with this file detail the mansion headquarters of the Knights of the Pale, a martial order dedicated to opposing evil creatures from other planes of existence. This file describes the various locations within this structure, as well as general information about the location.

Though intended for use with the campaign setting of *Ptolus: Monte Cook's City by the Spire*, the maps should be generic enough to use with any campaign.

REFERENCES

Official information about the building and the people in it can be found with the main *Ptolus* book:

- Bladechapel, pg. 317
- Knights of the Pale, pg. 25 & 125-127
- Knight of the Pale prestige class, pg. 654
- Oldtown, pg. 312-341

CREDITS

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The basic shape and dimensions of Bladechapel taken from the main Ptolus city map, designed by Ed Bourelle.

Textures provided by Seamless Pixels.

Most objects used on the map were downloaded from the Dundjinni forums, posted there by their creators, so all credit and thanks to them.

The maps, and this key, designed and written by Lester Ward, intended for the free use of all Ptolus fans. If redistributing the maps, please include this file.



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INTRODUCTION

While technically a private residence, Bladechapel serves as a fortress headquarters to the Knights of the Pale, its towers and fountain providing a minor landmark within Oldtown.

The above ground portion of the mansion formed entirely through the casting of *wall of stone* spells over a period of several years, each casting fusing seamlessly into the previous stone. The end result gives the impression that the whole building was carved out of a single giant block of granite.

Windows in the building are, by the standards of Oldtown, unusually large and fairly numerous. Fashioned from an alchemical transmutation, they appear as transparent panes of glass, but with the durability of thick hardwood.

Structurally, a three-story atrium forms the center of the building, the topmost section consisting entirely of magically hardened stained glass windows supporting a tiled roof. A two-story inner core surrounds (and looks into) this atrium. This, in turn, is surrounded by a single story outer section. Ceilings in this outer section are much lower than the first story of the inner core. The grounds outside host a carriage house and stable, as well as a public fountain. Under all this lies a number of catacombs and, even further down, a cistern.

Much of the cistern predates the construction of Bladechapel, though it was expanded and extensively repaired as part of the construction of the mansion. Likewise, some areas of the basement existed before the upper building, but most were tunnelled out through magical and other means prior to Bladechapel's construction.

Gutters collect rain water from the roofs and route it through pipes down into the cistern. In the catacombs, magical machinery pumps water from the cistern, then purifies and pumps it to various parts of the house.

A magical orb mounted in the atrium ceiling protects the entire mansion, including the catacombs and cistern, as if by a *forbiddance* spell, cast by a 20th level lawful good caster. As the house occasionally receives guests of differing alignments, the main and upper floors allow a password spoken on entry to bypass this protection. The password is changed every few weeks via a minor ritual performed in the atrium. The orb also prevents scrying within the mansion.

GROUND FLOOR



Atrium

This large, open room extends all the way to the roof three stories above, though pillars support a ten foot wide balcony around the perimeter, 25 feet off the floor. Fountains in the north side supply fresh water, while a large fireplace in the south wall provides heat when needed. Adjacent storage rooms include enough tables and chairs to turn this room into a feasting hall, ballroom, lecture hall or other similar uses.

Inner Core

Ceilings in the area around the atrium rise an exaggerated 25 feet high. Locations include:

- **Armory:** Protected by two strong locks (DC 30) on steel doors, though these are often left open when the Knights are in residence. Wide stairs lead down to the main chambers of the armory in the catacombs below. This floor holds mostly mundane weapons and armor used for training.
- **Baths:** Two communal bath houses, one for the servants, one for residents and guests.
- **Domestic rooms:** Various rooms used by the servants for household tasks (e.g. washing and folding laundry, keeping the books, planning and staging events, off-duty recreation, etc.)
- **Kitchen:** Fully stocked and connected to two pantries. Magic heats the ovens and cools one of the pantries.
- **Memorial:** Statues of fallen Knights.
- **Trophy room:** Hunting trophies, including a phase spider.
- **War room:** Planning room for “situations”, well stocked with maps. A bookcase here may be moved aside, revealing stairs down into the workshop area of the catacombs.

Outer Section

Ceilings in this area rise to a more typical 15 feet, though the chapel, the foyer and the training room all span to the next floor.

- **Barracks:** Squires and guards bunk here.
- **Chapel:** An officially sanctioned chapel to Lothian, reserved for the Knights and their guests. Occasionally, the Knights offer its use for weddings in need of security or privacy. Much of the room is open to the floor above, where a balcony looks down.
- **Dining room:** Used mostly on formal occasions (for regular meals, the atrium is usually set up with tables).

- **Drawing room:** For entertaining resident guests.
- **Foyer:** The main entrance. The portion within the inner core is open to the next floor, with a marble staircase leading up to it.
 - **Guest quarters:** Well-appointed guest rooms, largely used by those wishing to avoid stairs.
 - **Knight quarters:** Lower ranking Knights.
 - **Lounge:** A favorite room of many Knights, particularly in the evening.
 - **Parlor:** Used to receive official dignitaries and unknown or unfriendly visitors.
 - **Pool:** Well heated and magically lit.
 - **Servant quarters:** Residence of cooks, maids, valets, stable hands and so on.
 - **Training area:** Large and configurable, with a balcony around the perimeter. Connected rooms also offer physical and mental training.

Towers

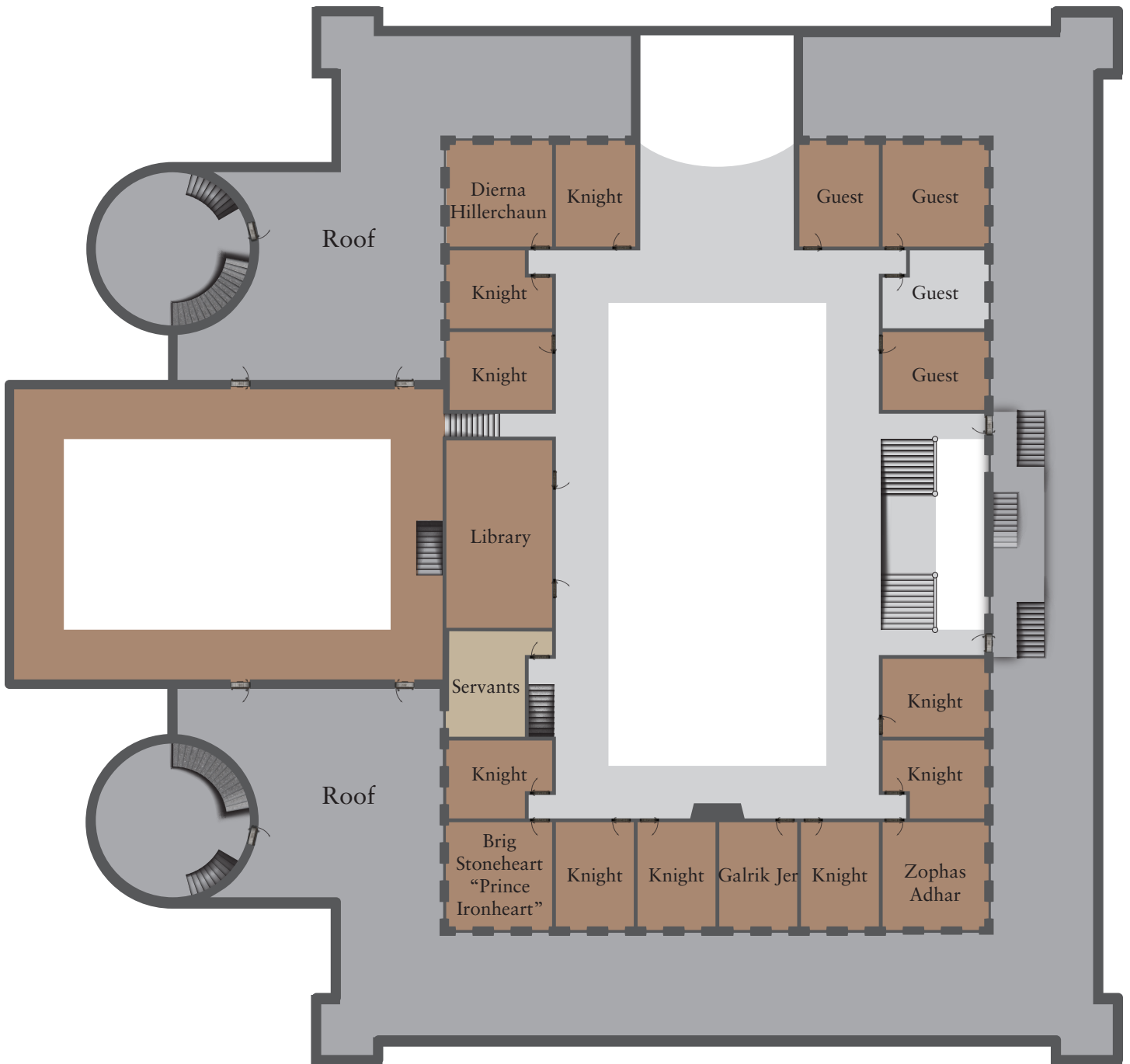
North and south towers are rooted in the catacombs below, and rise past the roof. On this floor, they connect to duty rooms, where guards are always on post, controlling the back entrances.

Grounds

Being locked into an urban neighborhood, the grounds of the mansion are minimal. While some care is taken to keep the front of the building well-groomed and impressive, the areas at the rear of the building are entirely practical, mostly dedicated to the delivery of goods, management of horses and so on.

- **Fountain:** Located on the corner of the street, the public is encouraged to make use of the fresh water provided by the fountain. The design embodies the crest of the Knights of the Pale: a sword thrust into a blue vortex.
- **Carriage House:** The Knights maintain two carriages for their own use, and the house can hold one more easily, and yet one more with a bit of cramming. A small workshop allows minor repairs to wheels and such. Barrels conceal a stairway leading into the catacombs, connecting to the north tower.
- **Stables:** Some knights keep their horses on the grounds at all times. Some visitors arrive on horseback.

UPPER FLOOR



Atrium

A ten foot wide balcony circumnavigates the atrium, looking down onto the floor below. To the north, the marble floor extends into another balcony which looks down into the chapel.

To the east, one can take stairs down to the foyer, or look down to see who is there.

Inner Core

Ceilings here extend 15 feet. Like much of the house, the walls here are decorated with weapons and armor.

Note that the floors of this section are a good 10 feet above the level of the adjacent roof, allowing guards to patrol the roof without being able to peek into the windows. On the east side, doors open onto a platform that contains stairs leading down to the roof below, as well as another staircase leading up to the roof of the inner core.

- Guest quarters: Well-appointed guest rooms dominate the northeast corner. Usually at least one of these rooms is occupied.
- Knight quarters: The main living spaces of most of the Knights, with corner suites reserved for the leadership.
- Library: Probably the largest collection of outsider lore and demonology in the city. Also contains an impressive range of history texts, particularly those with a military slant, as well as books on various martial arts.
- Servant quarters: The single servant room on this floor acts as a duty station for overnight needs. Each bedroom on the floor contains a small bell that seems silent to the one ringing it, but actually causes a series of tones to be heard in this room. Each room has its own sound, so the servants know to where they've been summoned.

Training Room

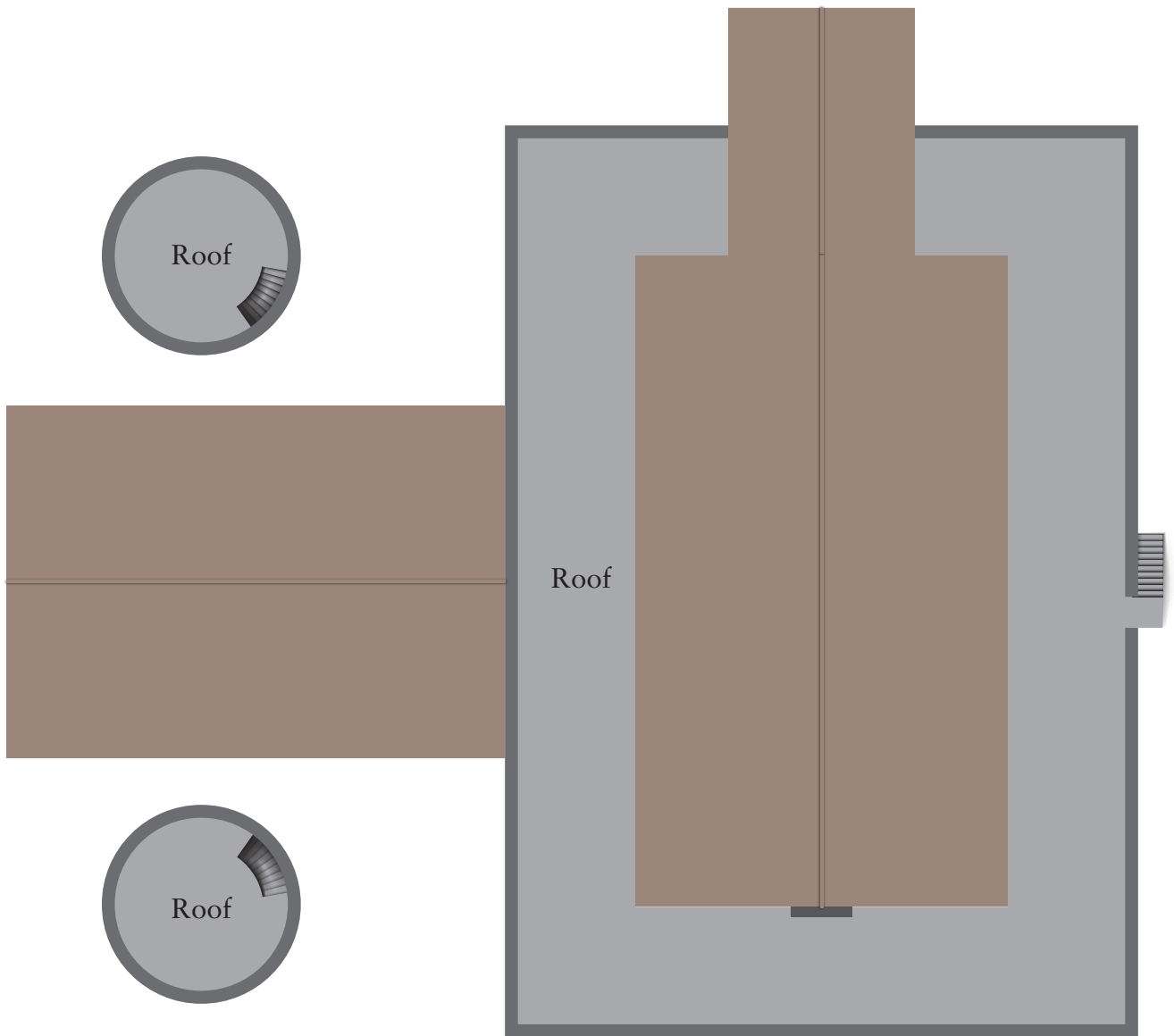
A ten foot wooden balcony overlooks the training room below. From this balcony, doors lead to the roof.

Roof

The flat stone capping the outer section of the ground floor allows guards to patrol. The outer walls are formed much like castle battlements and the main corners overhang the rest of the building, allowing patrols better vision of the street.

Doors leading into the building are metal and may be locked (DC 25).

ROOF



Atrium & Chapel

The sloping, tile roof above both the atrium and the chapel sits atop an eight foot wall of stained glass windows. Light through these windows illuminates the rooms below. The windows are not intended to be opened. Like all windows in the building, they are made of an alchemical glass, making them as durable as thick hardwood.

For good measure, permanent *walls of force* have been cast just outside the windows.

Inner Core

The roof of the inner core is flat stone, allowing guards to climb the outside stairs on the east side and patrol the rooftop. Since the windows of the atrium begin only a few feet higher than where they walk, they can look into the windows down into the atrium when necessary.

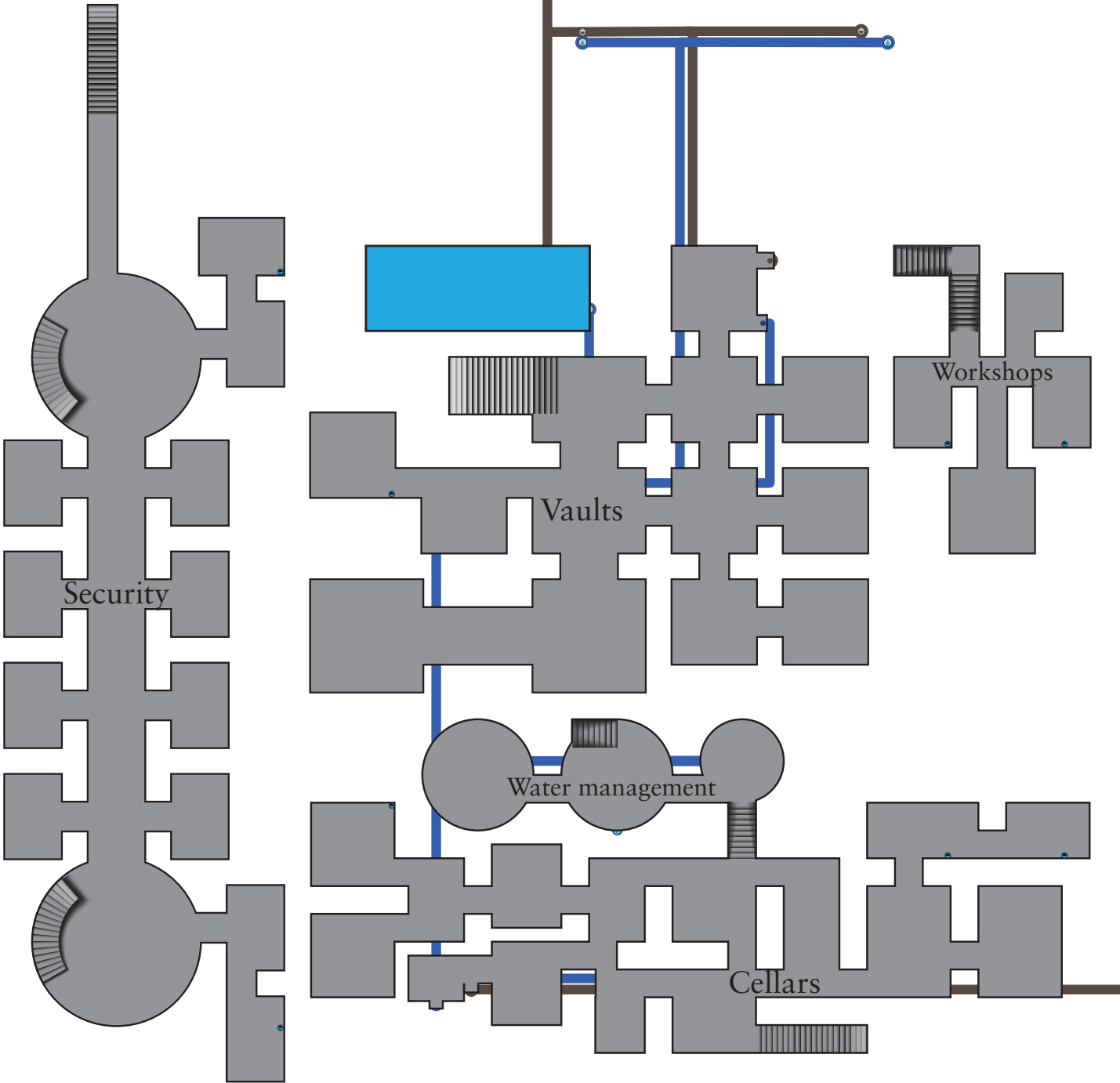
Training Room

The highest point of the training room's sloping, tiled roof rests a couple feet below where guards walk the inner core's roof. If necessary, guards could leap onto this roof, slide down and drop onto the roof section of the upper floor.

Towers

The flat stone roofs of the towers are open to the air and elements, rising a bit higher than the inner core roof.

CATACOMBS



Cellars

Stairs from the domestic areas of the house lead into the cellars. These are mostly used for various kinds of storage, particularly wine.

Water Management

The eastern-most room in this section contains a well, allowing someone to pull up water from the cistern below with a bucket and pulley. This well is rarely used, due to the other two rooms.

The western-most room is packed with strange magical apparatus with three duties. First, to pull water from the cistern up into the purification pool in the next room and, second, to pump water from this pool into piping that feeds the rest of the house. Lastly, the water fed into one set of pipes is heated.

The central room contains a large pool with a metal symbol of Lothian embedded in the bottom. This symbol is a magic item which continually cleans the water as if by a *purify food and drink* spell. During drought or other times when the cistern water is unavailable, this pool can be filled with *create water* spells instead.

The piping runs between the catacombs and the cistern. Fresh water (in blue on the map) runs into the house, while waste water (in brown) runs out into the sewers. Though the pipes are shown on this map, horizontal runs of the piping cannot be accessed from the catacombs, but spots where the pipes turn vertical to feed the house above are exposed on this level.

Security

The security section is isolated from the rest of the catacombs, and is used mostly by guards. The bottoms of the two towers are connected by a wide hall, and each leads to some rooms set aside for the use of guards (or as overflow barracks).

Off the main hall are a series of cells with barred doors (DC 25). The Knights of the Pale don't have much use for private incarceration, but occasionally use these cells to hold captured criminals until they can be turned over to the City Watch. Once in a while, someone (usually a lycanthrope) asks the Knights to hold them in a cell for their own safety.

The stairs to the north lead to a concealed entrance in the stables. Guests keeping a low profile are sometimes escorted in or out through this entrance.

Vaults

A wide set of stairs lead down from the armory on the ground floor into this series of rooms holding the treasures of the Knights of the Pale (and, occasionally, favored guests).

Most of these rooms hold rare and/or magical weapons and armor. While some of these are heirlooms or held for historical interest, some are treated as an extension of the armory, particularly those which aid the Knights' cause, such as *outsider bane* or *planar* weapons.

An important minority of the items here are historical relics used to fight threats in the past. One such section, for example, is almost a museum about the Ghulwar, with items used for fighting in the Utterdark.

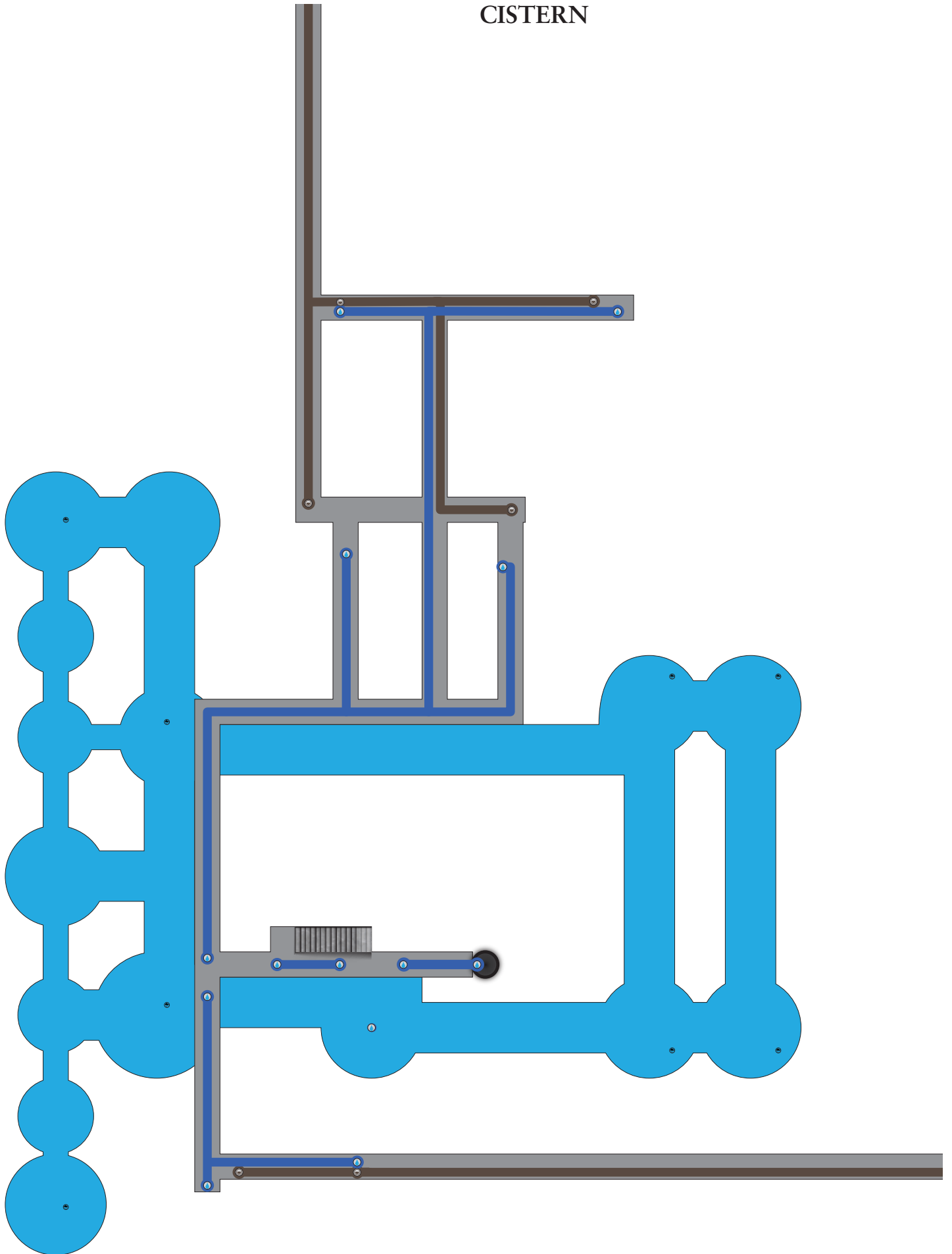
The eastern-most vaults contain additional security, each with its own door (DC 30).

The Knights have dedicated the southwest room to destroying chaositech in a somewhat safe manner. An lawful magical circle empowers a ritual which bathes the item in pure order, causing it to unravel. At least, that is the idea. Occasionally, something explodes

Workshops

A concealed staircase leads down to this area from the "war room". The rooms in this area contain tools and materials for various types of crafting, alchemy and so on. One room is reserved entirely for scroll crafting, with storage protecting the scrolls from fire and water.

CISTERN



Collection Chambers

Channels from the gutters on the roof route rainwater down into these interconnected chambers, all of which have waterproof linings. Water depth tends to be around three feet, but depends on rainfall and is sometimes supplemented from other sources.

The cistern predates the house, with ornate decoration from an earlier era. Generations of *continual flame* spells keep these chambers warmly lit. Some Knights occasionally swim down here.

Walkways

The stone walkways are built above the level of the water to provide access to the house's piping, which runs across the ceiling.

Walkways also connect to the sewer system via strongly locked metal doors (DC 30). A permanent *alarm* spell covers the area just inside each door. Outside, each door is currently marked with *symbol of sealing* and warnings not to touch the door in various languages.