**Siting the Material Plane Suite of the Citadel near the Adarbrent Estate**

1. **Disguise and Concealment**: Use powerful illusion spells and wards to disguise the Citadel as a natural feature, such as a hill or forested area, making it difficult for ordinary passersby to notice its presence.
2. **Arcane Nexus**: Situate the Citadel near a natural source of magic or ley line, enhancing Xaryn’s spellcasting abilities and providing an energy source for his magical defenses and experiments.
3. **Underground Connections**: Create a series of hidden tunnels and portals connecting the Citadel to key locations in Cormyr, allowing Xaryn to move undetected and quickly respond to threats or opportunities.

**(b) Furthering Xaryn’s Motives**

1. **Political Manipulation**: Use his intelligence and charisma to manipulate influential figures in the Adarbrent Estate and Cormyr’s nobility, sowing discord and advancing his own agenda.
2. **Gathering Allies**: Summon and control powerful creatures from other planes, such as demons or elementals, to serve as his enforcers and spies.
3. **Research and Experimentation**: Conduct experiments on local flora and fauna, as well as captured adventurers, to create new and more powerful magical constructs and minions.
4. **Arcane Artifacts**: Seek out and acquire powerful artifacts hidden in Cormyr, using them to enhance his own abilities and further his dark ambitions.

**(c) Defending the Citadel from 12th-Level PCs**

1. **Magical Traps and Wards**: Set up an array of magical traps and wards throughout the Citadel, designed to target and incapacitate intruders. These could include glyphs of warding, magical alarms, and powerful curses.
2. **Defensive Constructs**: Employ a variety of golems, animated objects, and other magical constructs to guard key areas of the Citadel and engage any intruders.
3. **Illusions and Misdirection**: Utilize illusions and magical barriers to create false paths, hidden chambers, and decoy defenders, leading the PCs into traps or dead ends.
4. **Summoned Creatures**: Call upon powerful extraplanar beings, such as demons, devils, or elementals, to bolster the Citadel’s defenses and challenge the intruding PCs.
5. **Strategic Retreats and Ambushes**: Use the Citadel’s layout and his own knowledge of the terrain to lead the PCs into ambushes or strategically retreat to regroup and launch counterattacks.
6. **Leverage Weaknesses**: Identify and exploit the individual weaknesses of the PCs. For instance, targeting the cleric of Lurue with undead minions, using anti-magic fields against the artificers, or setting traps specifically designed for the ranger/scout’s skill set.

By employing these strategies, Xaryn Yril’Lysane can effectively site, fortify, and defend his Citadel while furthering his dark ambitions in Cormyr. Would you like any more details or specific examples for any of these points?

The Citadel of the Planes is a fascinating and powerful stronghold described in the Stronghold Builder’s Guidebook, featuring various suites accessible by portals. Here’s an overview of some notable suites:

1. **Material Plane Suite**: The primary suite located on the Material Plane, it serves as the main residence and base of operations for the Citadel’s owner. This suite includes living quarters, a laboratory, a library, and other essential facilities.
2. **Astral Suite**: This suite is located on the Astral Plane, providing a secure and secluded retreat for rest, meditation, and arcane research. It offers enhanced protection against psychic attacks and other mental intrusions.
3. **Ethereal Suite**: Situated on the Ethereal Plane, this suite allows for easy access to the Ethereal and Material planes. It is ideal for reconnaissance and covert operations, offering its occupants the ability to observe the Material Plane without being detected.
4. **Shadow Suite**: Located in the Plane of Shadow, this suite provides a dark and eerie atmosphere. It enhances the owner’s ability to manipulate shadows and darkness, making it an excellent choice for stealthy activities and hiding from enemies.
5. **Elemental Suites**: There are four suites, each situated on one of the Elemental Planes (Air, Earth, Fire, and Water). These suites offer unique advantages and elemental-themed defenses. For instance, the Fire Suite might provide immunity to fire damage, while the Water Suite could grant underwater breathing and improved swimming capabilities.
6. **Outer Planes Suite**: This suite is located on one of the Outer Planes, such as the Abyss, the Nine Hells, or Mount Celestia. It grants the owner access to powerful planar allies and unique magical resources.

Each suite is connected to the Material Plane Suite through portals, allowing the Citadel’s owner to quickly travel between different planes and take advantage of their unique properties. These portals can be keyed to specific individuals or require passwords to ensure security and prevent unauthorized access.

Is there a particular suite you’re more interested in? Or do you need further information on one of these suites?