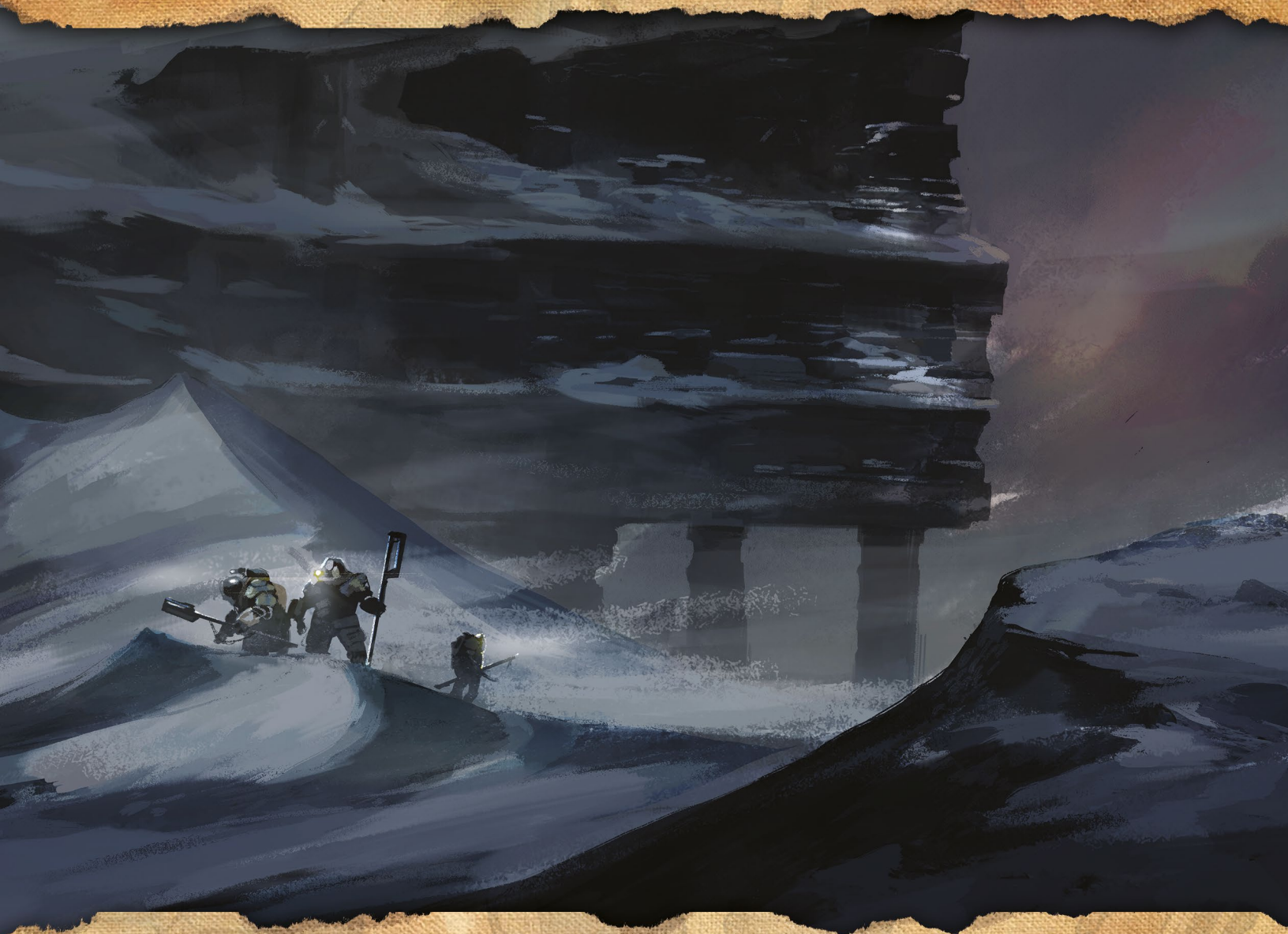


WINTOR ETERNOL



PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE





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**To Mandi, Cadence and Deon.
You are my whole world and I love you very much!**



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THE 8 CITIES

Though each city has its own feel, customs and dangers, they do share certain aspects. All are overcrowded, busy and, in some places, quite smelly. But in each there is beauty and surprises as well. When traveling the streets of these cities, bring your sword and keep your other hand on your gold pouch, just to be safe.

DEADFALLS

THE city of Deadfalls stands on the edge of a high cliff where the Droba River falls into the ocean. Even though is covered by ice it still runs. Nobody is sure why this river hasn't frozen solid like most other rivers on Ehlerrac. As it falls over the edge, it makes a sound that can only be described as "whispers of the dead". When the initial camp was built on the ruins of the city formerly known as World's Edge, the survivors named the camp after the sound coming from the falls.

Today Themara Oakenstaff heads the council, but everybody knows that the real power in Deadfalls lies with the necromancers. Devan Gray sits on the council and is also head of The Voiceless. These mages in gray are always seen walking around the city. Sometimes they appear to be chanting softly as they walk the streets of Deadfalls. There is always one of The Voiceless at the entrance to Deadfalls, for they control a large group of zombies guarding the gate.



Kikara Oakenstaff was the founder of Deadfalls. She founded the camp while she was still in mourning, as she lost her husband and daughter in the cataclysm. When a necromancer called Eriak the Gray approached her and said he could understand the voices at the falls, she jumped at a chance for any communication with the dead. Eriak was also included in the Running Council and the town took a turn for the darker.

Soon after he formed The Voiceless, a group of necromancers that took over many duties in the growing town. Ghosts were seen drifting around even when the camp was started, but as time passed by, more and more ghosts were seen on the streets. It took some time to calm the panicked survivors. The explanation was that the dead flock to the waterfall to communicate with their loved ones.

Ghosts are everywhere in the city. They run down the streets, walk through the walls of houses and stare at you from dark windows. New visitors find it hard to adapt to life in Deadfalls and for good reason. Privacy is hard to come by and it's not always easy on the nerves to see the dead floating around.

Deadfalls isn't as green as some of the other cities. The city seems gloomy, even during the day when the light spells are active. The squat buildings are mostly stone and most resembles large forts more than normal houses. There are not many parks in the city, even in the Summer Zone. The magic lanterns and glowstones also seem dimmer than normal and there are many shadows and dark corners.

The entertainment district is called The Light District and here you will find fine

restaurants, theaters, pubs and other forms of entertainment. The area is filled with light and music and the depressing nature of the city seems to lift a bit.

The Brown Cloaks patrol the city, but they get help from The Voiceless as well. Zombies and ghosts guard some important buildings. Ched Roton, a young commander from Haven, is the current head of the Brown Cloaks. The position has been his for almost five months and he is still finding his way in unfamiliar territory.

Once a week criminals are brought to the Brown Cloak Tower for judgment. There are cells on the edge of the city and the inmates provide cheap labor. Dead bodies of criminals are raised and used as guards. They can pay off their debt to the city in a different way.

The local thieves' guild is small, since many find it hard to hide from the ghosts. That is not to say that there are no opportunities for a smart and careful thief. The sewers and old tunnels under the city are full of hiding places, just be sure to steer clear of the things that live down there.

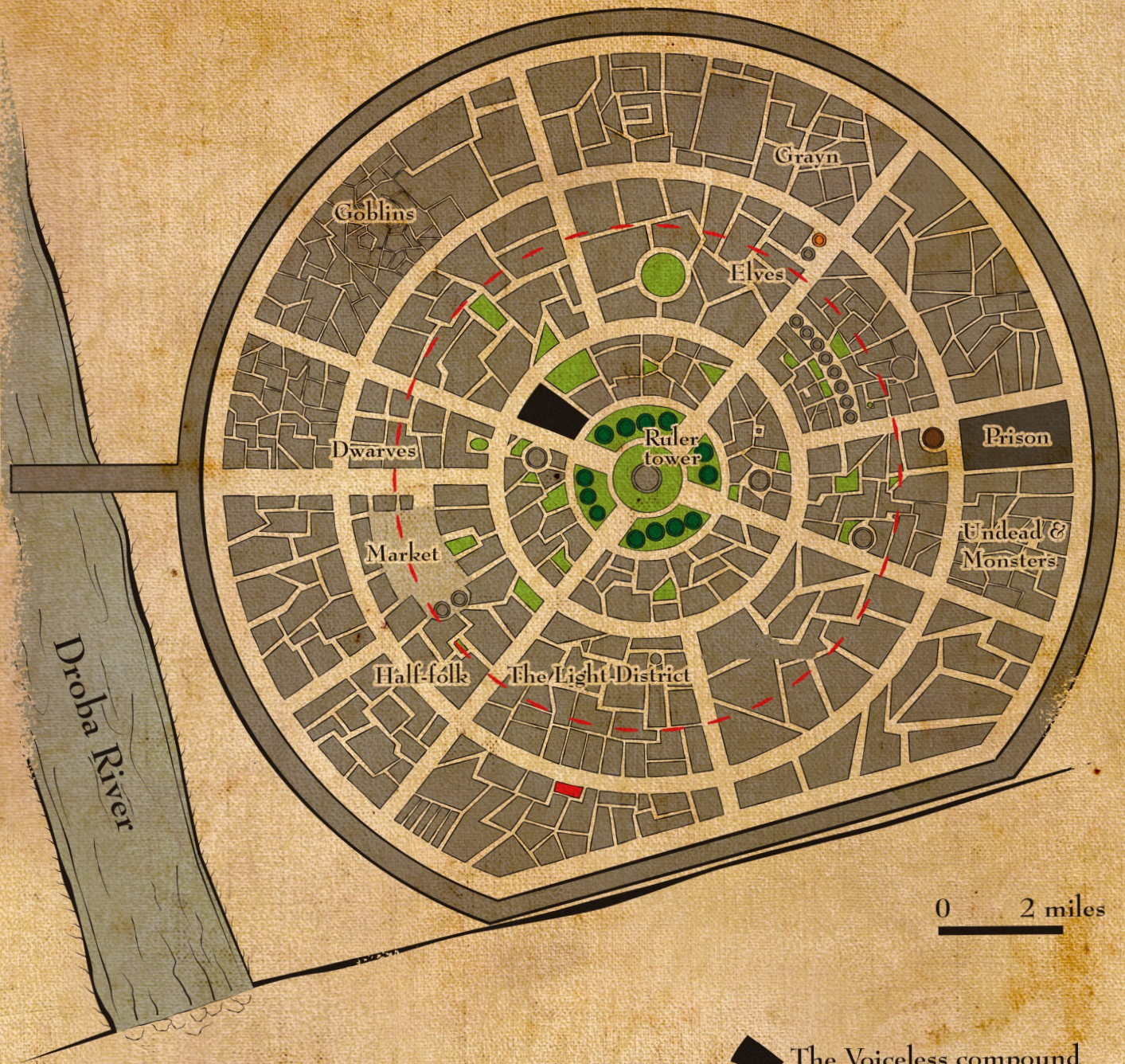
All the races are found in the city, though there are far less elves living here. Most of them dislike the gloomy atmosphere and the many dead.

Deadfalls may seem dark and gloomy, but it's still a very busy city. Many people travel here to try to make contact with departed loved ones. The large Garden Towers provide enough for the city, as well as extra for export. Seems there is place for you in Deadfalls, be you living or dead. Though so far the numbers of the living outweigh the dead and many hope that the balance never tips.




**THEMARA
OAKENSTAFF**
LEADER OF DEADFALLS


Deadfalls





0 2 miles


 Garden Towers

 The Preservers

 Children of the Sun compound

 The Voiceless compound

 Tower of the Brown Cloaks

 Edge of the Heat Spell

 Parks

ECHO

DRADAIN Gharoban was a small dwarven settlement. It was built in a large v-shaped cavern. A large waterfall thunders down the northwestern wall and the Black River flows down the length of it.

The cavern has interesting acoustic properties. Sound is amplified much more than usual and echos bounce around the walls for longer. The sound of dwarven hammers ringing throughout the cavern was a source of inspiration for its citizens.

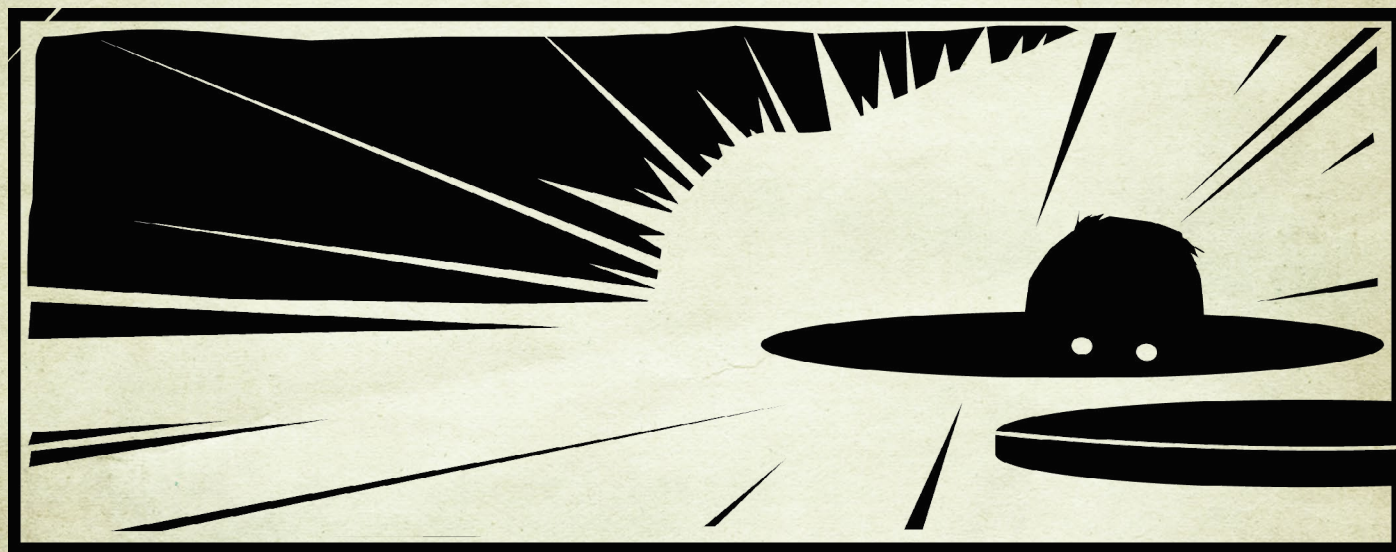
But then came the cataclysm and most dwarven cities were destroyed when massive earthquakes struck. Dradain Gharoban survived and soon survivors flocked to it. The town's resources were

quickly overwhelmed and many died in riots or from starvation.

But with a little help from the Green Council and hard work from the residents, the town survived. Mushroom farms were set up as well as camps with goats and sheep.

Unfortunately the echoes that once made its citizens proud were now a source of headaches.

Hundreds of voices now mix and that makes it almost impossible to have a normal conversation outside. The new citizens started calling the settlement Echo and the name stuck.



Urac Fireforge was the head of the settlement, until his son Grukdar took over 60 years ago. Grukdar is also head of the City Council. His home is right next to the huge waterfall and looks out over the whole cavern.

Large gates protect the southern and northeastern entrances to the city. It's about 3 days' down the tunnel to get to the Archway and 5 days to Drogan. Many torches, lanterns and glowstones light the city. There are no huge globes of light and no Heat Spell is needed. A few bridges cross the Black River running through the center of the city.

Most of the buildings are made of stone. The dwarven buildings are beautiful, with lots of intricate carvings. Not many elves live here. They hate the underground and prefer to live outside.

Dwarves and goblins hate each other, but those living in Echo are a bit more tolerant. There are a small group of

goblins living on the edge of the city. Many mekellions make their home here, since it's far from the cold and snow.

The Stone Guard patrols the city and also stands guard at the gates. They are stern and unforgiving, but that doesn't mean that there is no crime in Echo. The thieves' guild, smugglers and other criminals all find a place here. It is better to keep an eye out for pickpockets when walking in the large market.

There is also a monthly judgment session headed by Nudrin Stoneshield. Many convicted criminals end up working in the animal pens or gardens outside the city. The jail is also located on the edge of the city.

The tunnels around Echo are relatively safe, but the further out you go, the higher the chance to encounter one of the many things that live underground. Sometimes you might meet a Waywalker, but they mostly patrol the Archways outside. Travelers usually wait for the larger goods caravans with their many guards before venturing outside.

There is no place to bury the dead, so bodies are cremated. Small iron plaques with the name and age are given to the family. The tradition is to fix these plaques to the walls of the tunnels leading up to the city. Travelers walk for miles alongside these reminders of the dead.

Echo is a loud, busy city. All outside checks to listen are made with a penalty of -2. It is protected from the cold but being underground doesn't guarantee anyone's safety. Many predators prowl the tunnels around the city and only the brave venture alone to the crypts outside.

It is a beautiful city though, the many small lights looking like an inverted star-filled sky. The city is shaped by the culture of the dwarves that built it, though it is more tolerant than neighboring Drogan.



GRUKDAR
"GRUMBLEPAUNCH"
FIREFORGE
LEADER OF ECHO

Echo



 The Preservers

 Children of the Sun compound

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