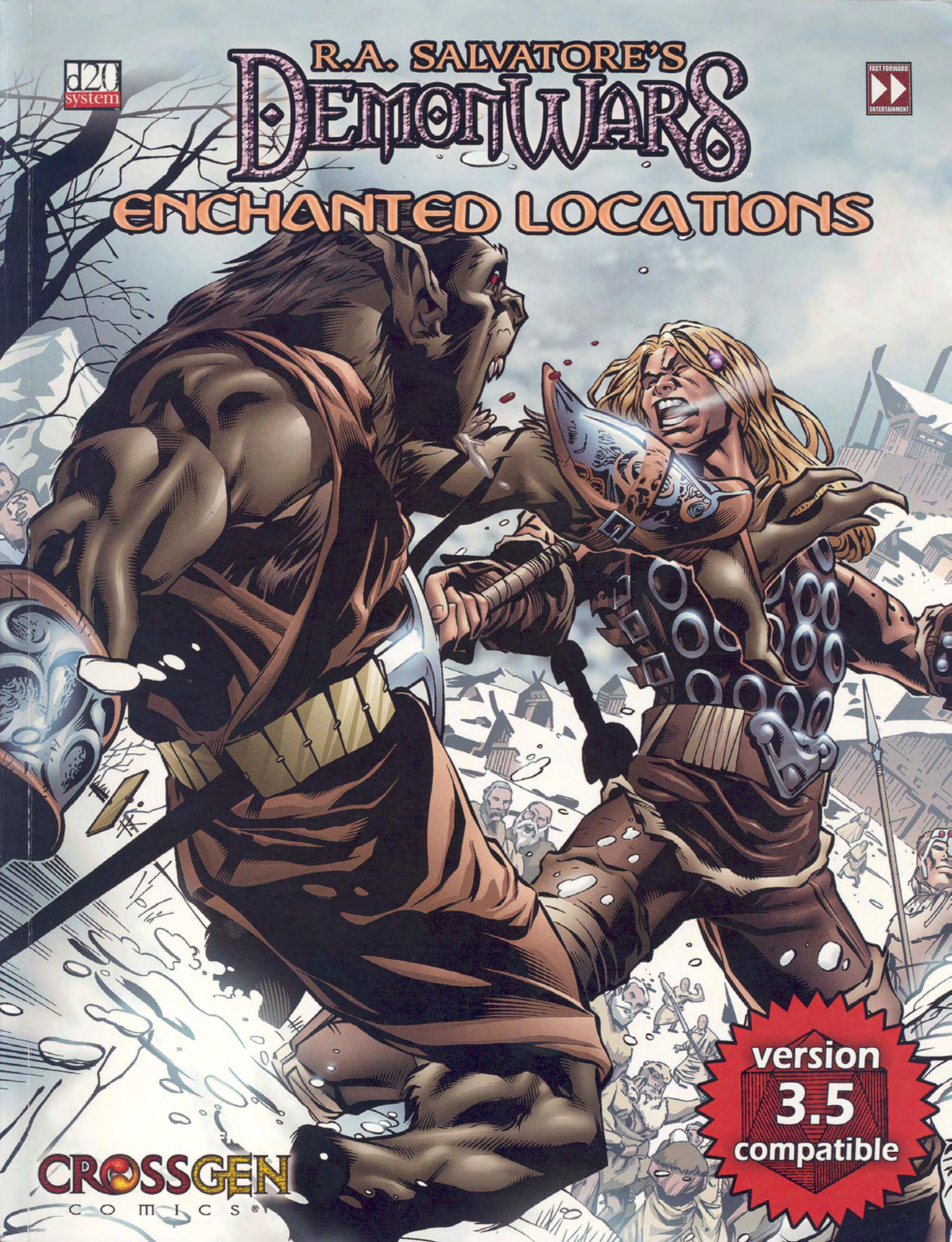
d20 system

R.A. SALVATORE'S DEMONWARS

ENCHANTED LOCATIONS



version 3.5 compatible

CROSSGEN COMICS®



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Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®, Inc. This product utilizes updated material from the v.3.5 revision.

Printed in the United States.

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PREFACE

They say a picture is worth a thousand words, but sometimes not even several hundred thousand is enough to do the trick. Even when they're really, really good words.

I sweated through this project more than I thought I would.

Not because I wasn't excited about the book, or because I didn't think it would be any good. On the contrary, I was totally enthused about the opportunity, and I wanted to make the best product I could. Once I was fully immersed in this work, though, I felt a weight of responsibility settle on my shoulders that I hadn't realized would be there when I started. I was being asked to interpret pictures of the mind's eye of RA Salvatore, using only the words at my fingertips. No small feat, I quickly learned.

Bob's prose is wonderful. His imagination is special, and what he sees as he writes comes forth onto the page in such a manner as to take the reader's breath away in awe, or laugh in delight, or shiver in chilling horror. They're great descriptions, revealing that Bob has a clear idea of what he's writing about. He can see it as if it's right before him and he's just taking notes.

And yet, every time I poured through his *DemonWars* novels, hunting for more information about each of these places I was to detail, it became obvious to me that I was never going to be able to capture definitively the imagery that Bob was seeing as he wrote. It's just not possible, even with a thousand-thousand words.

Oh, sure; I could come close, but there would always be that nagging suspicion that how I interpreted something was just a little bit off from what Bob himself saw.

For example, I spent the better part of a week fretting about how high the walls of St.-Mere-Abelle, the massive monastery of the Abellican Church, were supposed to be. I had flagged descriptions of them in several places in the novels, and at first blush, I seemed to have incomplete and possibly conflicting information. I knew I could piece together what I had and make a best fit, but there would always be that tiny doubt that I might have misinterpreted Bob's intentions.

At first, I didn't want it to be that way. I wanted to get it *right*. I wanted to have Bob draw me a picture, send me copies of a dozen maps, email me a bundle of notes explaining in exacting, painstaking detail precisely what each locale was supposed to look like. I wanted it straight from the horse's mouth that I was seeing it the way it was supposed to be seen.

I resisted that urge. First of all, I knew I already had everything that Bob had documented from my work on the *DemonWars Campaign Setting*. Second of all, if Bob was going to go through all the trouble to create such artifacts for the sake of my work, he might as well do the design himself, rather than having Fast Forward do it for him. And lastly, I heard him say something at the GEN CON Indianapolis Game Fair earlier this year that reminded me of why I got involved in this project in the first place.

To paraphrase, RA Salvatore said that when he decided to open up the world of Corona to other contributors, he knew he would get different interpretations from what he, himself, might have done, but that he welcomed that, because he was working with people whose talents he admired and whose end results would fit well with the essence of the intellectual property. He *welcomed* that. Those three words stuck with me as I reexamined what I was trying to do by describing these very special locations within his world.

After that epiphany, I returned to the task at hand with a renewed sense of eagerness, convinced that I could, indeed, capture the essence of each place. Perhaps I wouldn't get every stone wall the right height at St.-Mere-Abelle, or map out the tunnels in the heart of Mount Aida exactly as Bob saw them when he wrote of them, but I could recreate the *feel* of them. I could let the gamemaster and players take these enchanted locations and use them and still feel like they were exploring the world of Corona alongside the heroes of Bob's novels.

So that's what you're holding in your hands right now; a book of places from RA Salvatore's *DemonWars Saga*, put together as I saw them when I read the novels the very first time. Are they mapped out just as Bob envisioned them when he wrote those descriptions? I don't know. But I do know that they reflect what Bob gave to me in writing those descriptions. They reflect the powerful and emotional experience I gained from immersing myself in his world.

And perhaps that is even better; that way, you're getting the best that I have to offer, just like I got the best of what Bob had to offer.

Thomas M. Reid
September 2003

Introduction

From the bitterly cold, windswept slopes of the Barbacan to the scorching sands of Behren, from the Wilderlands of the west to the Broken Coast along the Mirianic Ocean in the east, the world of Corona is vast and varied. Along every highway, road and trail, tucked into deep woods or forbidding mountains, special places were built. Some still stand, a testament to the stubborn perseverance of their makers, while others fell into ruin long ago. Some such places are renowned across the world, others have never been looked upon by any save their creators.

This book details six such prominent locales from RA Salvatore's *DemonWars Saga,* six enchanted locations of Corona. Inside these pages, you will find a set of maps and detailed descriptions for each, along with adventure ideas for using them in your own *DemonWars* campaign. Each place has been chosen for its uniqueness as well as the important role it played in the storyline of the novels. By including them in this product, we've given you the opportunity to create even more tales of adventure and heroism with these special locales as the focal point. Enjoy!

What You Need to Play

In order to use this book, you need the core d20 3.5 rulebooks, the *Player's Handbook,* the *DMG,* and the *MM.* In addition, you need a copy of the *DemonWars Campaign Setting,* which contains additional rules as well as important information for running a roleplaying game set in the world of Corona. You might also want to include a copy of the *DemonWars Player's Guide* and the *DemonWars Gazetteer*, which contain even more character classes, special rules, setting features, history and more.



Using These Locales in Your Campaign

The places described in these pages are already a part of any *DemonWars* campaign, but until now they have never been mapped out in any detail. With this book, you now have a thorough set of information for each locale so that you can now use some or all of them in your own adventures. Each site has a complete set of maps that show every part of the location. In addition, every entry has both game and background details about the site and the surrounding area.

This information has been broken down into clearly defined sections. Each entry follows the same format, which is set up as follows:

Introduction

The beginning of each entry provides some basic information on the background of the location and gives you a quick summary of what it is, why it's worth being included in the book, etc.

Location in Corona: This describes where the site is located in relation to the world of Corona, coupled with a more thorough description of its immediate surroundings.

Game Significance: This provides an explanation of how the location is significant to the DemonWars Saga, and how you can use it in your own campaign.

History

This section describes the history of the place, from its founding through its early years up until the present time.

Today

This section picks up where the History entry leaves off, explaining the current state of affairs at the site. Additionally, as some of these sites underwent substantial alterations during the course of the novel series, this also offers a simple explanation of where in the timeline the site as presented is set.

Population: This entry gives a rundown of how many people are living at the site, what their roles are, and a breakdown of character classes and levels of the population.

Game Function: This entry details roles this site can play in the ongoing campaign, as well as what prominent activities have occurred there in the novels.

Prominent Individuals: This entry provides a description of one or two well known individuals who are associated with the site, accompanied by their game statistics.

Layout

This section provides a quick summary of the physical layout of the site. Where appropriate, it also includes construction techniques, methods of defense, interesting landmarks nearby and other similar important information.

Unique Characteristics

Anything unusual (magic, weather, etc.) that is helpful or interesting and not location-specific is listed in this section.

Details

This is the meat of each site entry. The labels for this section are unique to each site (thus, they are not entitled Details, but rather Surface Levels or Key Locations, etc.), based on the layout.

Bridge Adventure

This product includes an adventure concept that permits all of the sites included in this book to be tied together and used. It is not a fully detailed adventure with a precise plot and a full set of encounters. Instead, it is a summary idea, more than a simple adventure hook but still sketchy enough to allow for maximum flexibility. The overarching story is detailed later in this introduction, and the portion of the adventure that is pertinent to each site is listed at the end of that site's section.

Using the Sites in Other Campaigns

Even if you're not running a campaign in the world of Corona, the unique and interesting sites in this book can be dropped into other game settings. It might be necessary to tweak a few details and change some of the characters that appear in the entries, but the overall concept of each site is suitable to serve a similar purpose in any setting. And even if you don't intend to use the full site as it is written, you can still find useful new game rules to use elsewhere. The new monsters are self-contained, meaning you can use them in your own game without having to adjust much at all.



Bridge Adventure

What follows is a concept for using some or all of the various sites in this book in a larger adventure. The places listed in these pages are spread far and wide across the face of Corona, and getting from on locale to another can take many weeks of normal travel. For that reason, this adventure has been set up to be a starting point, a summary of a possible storyline, rather than a full-fledged adventure that adheres to a strict plot and set encounters.

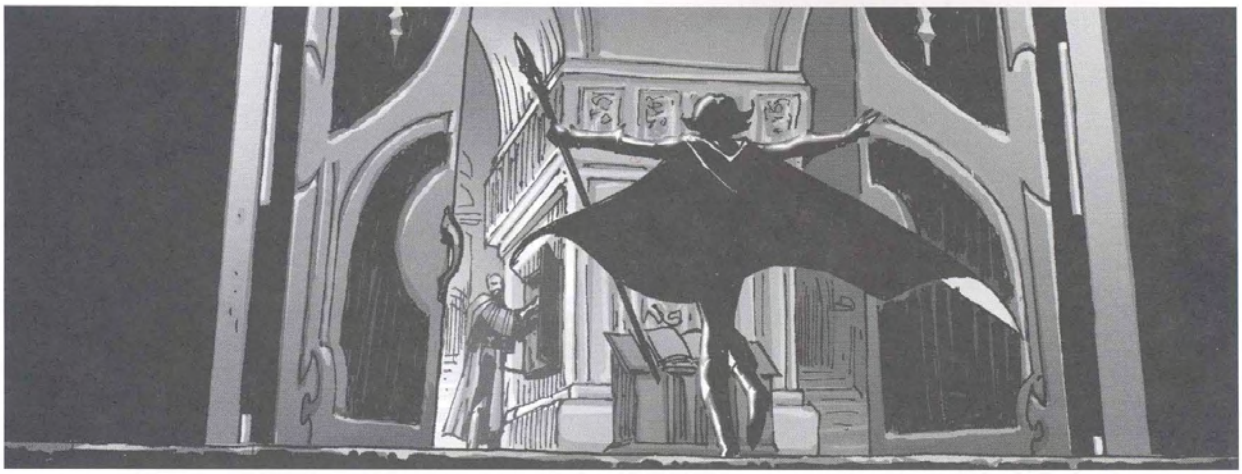
This bridge adventure is designed so that you can use as much or as little of it as you desire, in whatever order you choose. You can use a section when the characters reach a particular site, then leave the open-ended tale alone for a while as the characters do other things, coming back to it again later as the opportunity arises.

The bridge adventure is suitably sketchy so that you have the ease of flexibility to make it fit your party levels. You can also introduce your own villains in place of the one provided (see below) to more strongly tie the story into your own plots and give your players even greater incentive to see it through to its conclusion. You'll need to flesh out the particulars of the adventure yourself, creating NPCs, treasure, and monsters to fight for specific encounters. The bridge adventure is really merely a jumping-off point, a collection of ideas to get your own creative juices flowing.

The Background

Two decades ago, a young man entered the Walk of Clouds to study under the tutelage of the Jhesta Tu mystics who resided there. This young man, Drebi'lar by name, believed that he would find power through the study of the chi. But he was full of pride, and he sought to be the best, most feared among the Jhesta Tu.

When it became apparent to Drebi'lar that he would not fulfill his destiny solely from his education among the mystics, he began to study history in the books of the Walk of Clouds libraries, reading of older heroes who he might



emulate. In one such tome, he discovered the story of a madman. In that madman's ideas, Drebi'lar discovered the path to his own fame. He would summon and possess a Demon Dactyl.

Drebi'lar needed to grow strong in the ways of the gem magic to ever hope to succeed in his quest. So he began to learn the powers of the gems, in secret, while he still trained with the mystics. Eventually, he believed himself strong enough to complete his outrageous quest, and he left the Walk of Clouds to seek out the items he believed he would need.

Somehow, along the way, the characters have crossed his path, and things are about to get interesting.

Running the Adventure

Drebi'lar believes that he needs an item from almost every location included in the *DemonWars Enchanted Locations* book, and the adventure revolves around him visiting and absconding with those items. The characters get involved (see Adventure Hooks, below) and the chase is on. Thus, the bridge adventure becomes something of a scavenger hunt, a set-up for the characters to visit each site.

The items Drebi'lar needs are listed after each location below:

Andur'Blough Inninness—essence of the valley
St.-Mere-Abelle—a book on sorcery
The Barbacan—Terranen Dinoniel's sword
Tymwyvenne—alchemical agent used to make peat zombies
Path of Starless Night—a special containment vessel lost among the dread wurm's treasure
Walk of Clouds—important clues to Drebi'ar's intentions/where the final ceremony is to take place

Whether or not you choose to use all or just some of the sites, or all or just some of the adventure parts in each listing, is completely up to you. It's there for you if you want it, but removing sections does not detract from the whole.

Drebi'lar

Drebi'lar is a powerful monk and gem sorcerer. His ego is such that he believes he has the power to do what no man or elf has ever done in the history of Corona, which is to control the Demon Dactyl. Of course, he's probably deluding himself, but who's going to convince him of that?

Drebi'lar is a Behrenese by birth, tall and dark-skinned with a thin moustache and goatee. He dresses flamboyantly, and he doesn't care that this attracts attention to him everywhere he goes (especially in Honce-the-Bear). He has a commanding presence and personality that has made it easy to overcome the prejudices of others.

Drebi'lar also has managed to attract a small horde of followers, typically mercenaries and lesser gem sorcerers who see the possibilities of greater things for themselves by their association with him. Many of the adventure sections revolve around one or more of Drebi'lar's minions (which you will need to create, in order to balance the encounters with your average party level).

Drebi'lar: Male human Mnk6/Gem Sorcerer12; CR 18; Medium humanoid; HD 6d8 plus 12d4; hp 61; Init +6; Spd 50 ft.; AC 18, touch 18, flat-footed 16; Base Atk +10/+5; Grp +11; Atk +12 melee (1d8+1/19-20, unarmed strike); Full Atk +12/+12/+8 melee (1d8+1/19-20, unarmed strike); SA flurry of blows, Ki strike (magic); SQ evasion, fast movement, purity of body, slow fall

(30 ft.), still mind; AL LE; SV Fort +11, Ref +13, Will +16; Str 12, Dex 15, Con 11, Int 20, Wis 13, Cha 16.

Skills and Feats: Balance +13, Climb +10, Concentration +21, Craft (Alchemy) +26, Diplomacy +5, Jump +12, Knowledge (arcana) +26, Move Silently +11, Profession (herbalist) +2, Scry +20, Spellcraft +26, Swim +10, Tumble +13; Deflect Arrows*, Combat Wielding*, Dodge, Gem Focus (diamond), Great Fortitude, Improved Critical (unarmed strike), Improved Initiative, Improved Trip*, Iron Will, Leadership, Lightning Reflexes, Ring Stone Affinity*, Ring Stone Combination*, Ring Stone Manipulation*, Stunning Fist*, Weapon Focus (unarmed strike).

Feats marked with a * are bonus feats.

Possessions: ring of protection +4, garnet headband (30 ft.)

Gems (save DC 20 + gem bonus): agate (+1), aquamarine (+2), celestites (+1, four), diamond (+4), graphite (+2), hematite (+1), peridot (+2), zircon (+4)

Magic Points: 57

Height: 6 ft. 3 in.; **Weight:** 184 lbs.

Tactics: Drebi'lar almost never engages in combat himself. He much prefers to stay back and let his minions handle such mundane issues while he puts the power of his gemstones to full use. Even when he is faced the threat of combat one on one, Drebi'lar usually attempts to parlay his way out of fighting, even to the point of surrendering—for the moment. He figures there will always be an opportunity for escape later.

Minions

Drebi'lar understands the value of subordinates very well. He believes in the value of delegating responsibility and trusting in his underlings to take care of business effectively. He treats his minions well, knowing that showing them consideration earns him respect and dedication back. He isn't afraid to send an underling off on an important mission, because he believes he has hired competent individuals in the first place. In effect, he trusts his own judgment in evaluating talent.

Besides himself, Drebi'lar has brought a circle of three lesser gem sorcerers close to him, allowing them to study his methods and learn some of his skills in exchange for their talents. You should generate these three so that one is one level below that of the characters' lowest-level party member, one is the level of the average of the party, and one is one level higher than the highest-level party member. They should have a collection of ring stones that varies from those possessed by Drebi'lar himself, though he will not take them for himself unless the owner dies (assuming the characters don't get to them first).

Drebi'lar has also brought in some bodyguards to protect himself with, a group of mercenaries whose sole job it is to keep him out of harm's way. There are eight of these, led by a King's Trooper two levels higher than the highest party member. The rest are fighters and rogues two levels below the average of the party.

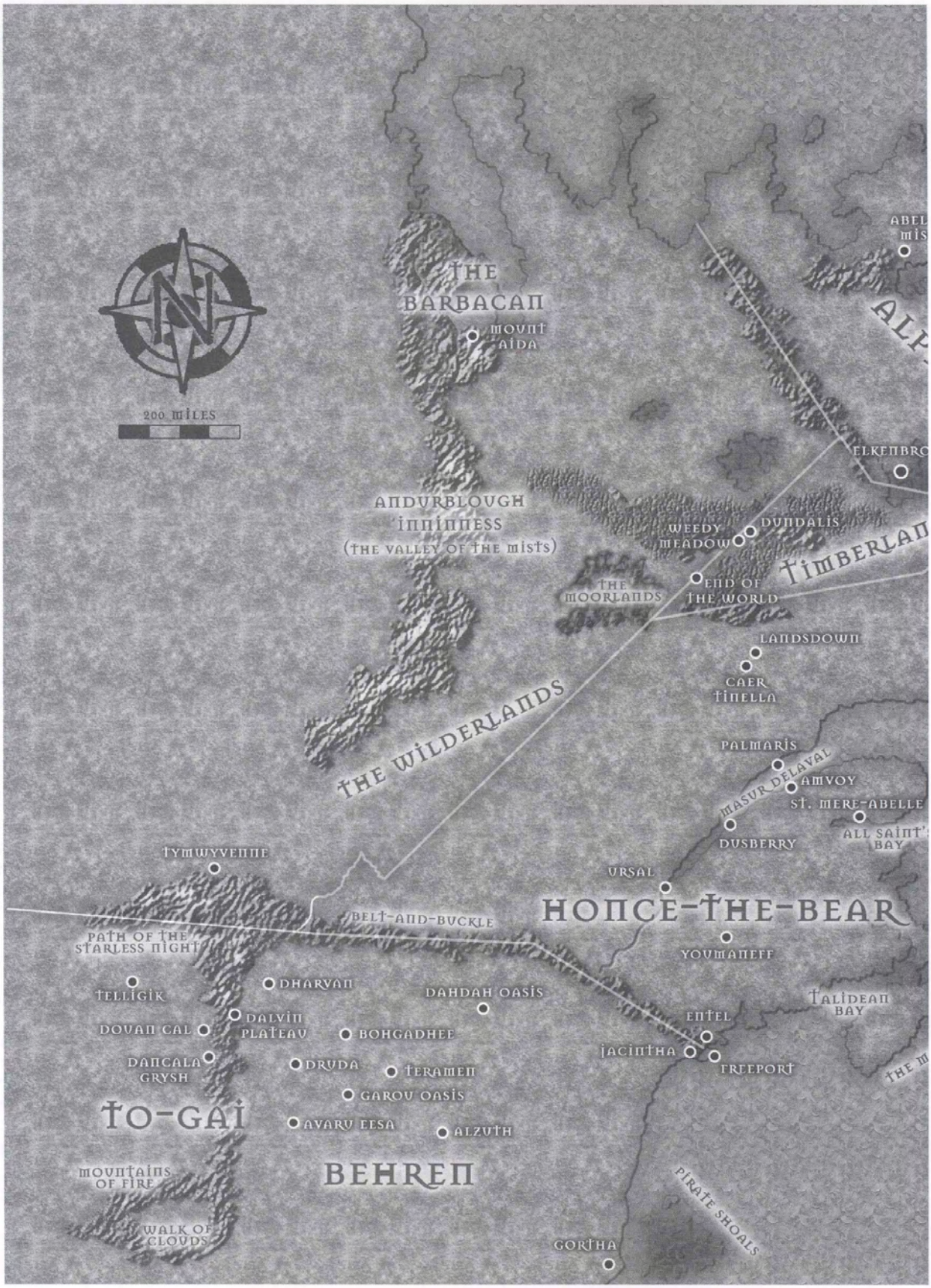
Lastly, Drebi'lar has an advisor, something of a second in command, who stays by his side at all times, and also serves as a messenger in delicate negotiations. This advisor, Gurnoel by name, is an aristocrat two levels higher than the highest party member. Gurnoel's specialties include numerous ranks in Diplomacy, Gather Information, Sense Motive and a wide variety of suitable Knowledge skills.

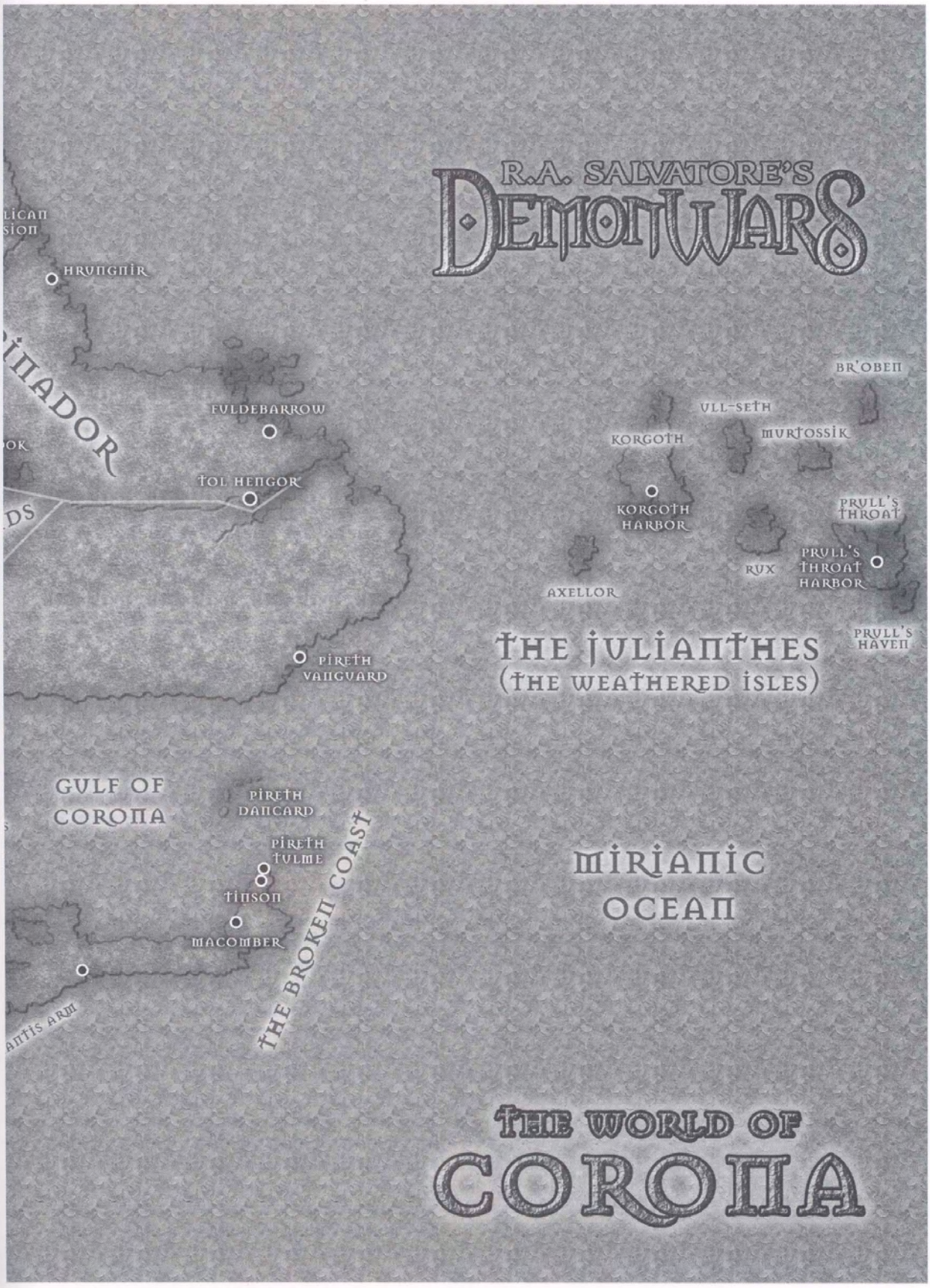
Suggested Order

If you intend to run the bridge adventure all the way through, using each of its parts and having the characters visit every location listed within this book, there are a number of ways you can do it, for the order is flexible. However, here is a suggested sequence you can use, depending on when in the DemonWars timeline you have chosen to run your campaign. Note that these are only suggestions; if you see a better way to order the adventure parts to suit your tastes, by all means go with that instead.

Andur'Blough Inninness 1: Memory Theft
St.-Mere-Abelle 1: The Fugitive
St.-Mere-Abelle 2: Insurrection
The Barbacan 1: All That Glitters
The Barbacan 2: Dinoniel's Sword
Andur'Blough Inninness 2: Pawns
Tymwyvenne: Desperate Diplomacy
Path of Starless Night 1: Crossing the Divide
Walk of Clouds 1: Research
Path of Starless Night 2: Lock and Key
Walk of Clouds 2: Final Confrontation

You may decide that this order needs to be tweaked, depending on when in the timeline you are running your campaign. For example, if your game is set during the years immediately after the destruction of Mount Aida, the portion of the bridge adventure that revolves around the lost monks (The Barbacan 1: All That Glitters) is not logical, and the area around the Barbacan itself is going to be far more dangerous. You also might need to avoid using Tymwyvenne: Desperate Diplomacy, since you don't want the characters changing the timeline with regards to when the Doc'alfar become known again.


200 MILES
THE BARBACAN
MOUNT AIDA
ABEL
MIS
ALP
ELKENBRO
ANDURBLOUGH INNINNESS
(THE VALLEY OF THE MISTS)
WEEDY MEADOW
DUNDALIS
TIMBERLAN
THE MOORLANDS
END OF THE WORLD
LANDSDOWN
CAER TINELLA
THE WILDERLANDS
PALMARIS
AMVOY
MASUR DELAVAL
ST. MERE-ABELLE
ALL SAINT'
BAY
DUSBERRY
TYMWYVENNE
URSAL
HONCE-THE-BEAR
BELT-AND-BUCKLE
PATH OF THE STARLESS NIGHT
YOUMANEFF
TELLIGIK
DHARVAN
DAHDAH OASIS
TALIDEAN BAY
ENTEL
DALVIN PLATEAU
DOVAN CAL
BOHGADHEE
IACINTHA
FREEPORT
DANCALA GRYSH
DRUDA
TERAMEN
GAROU OASIS
TO-GAI
AVARU EESA
ALZUTH
BEHREN
MOUNTAINS OF FIRE
WALK OF CLOUDS
PIRATE SHOALS
GORTHA


R.A. SALVATORE'S
DEMON WARS
HRUNGNIR
FULDEBARROW
TOL HENGOR
PIRETH VANGUARD
BR'OBEN
ULL-SETH
KORGOTH
MURTOSSIK
KORGOTH HARBOR
PRULL'S THROAT
PRULL'S THROAT HARBOR
RUX
AXELLOR
PRULL'S HAVEN
THE JULIANTHES
(THE WEATHERED ISLES)
GULF OF CORONA
PIRETH DANCARD
PIRETH TULME
TINSON
MACOMBER
THE BROKEN COAST
MIRIANIC OCEAN
THE WORLD OF
CORONA

ST.-MERE-ABELLE

Introduction

Rising out of the gray rock along the north shore of All Saints' Bay, the Abellican Monastery of St.-Mere-Abelle is a massive, brooding structure that has stood on the site, in one form or another, for a millennium or more. It is both a testament to the enduring perseverance of the brothers who have built it over the centuries and a monument to the rest of the world of the power and majesty of the Abellican Church. Though there are other grand structures throughout Honce-the-Bear, none compare to the splendor and sheer presence of St.-Mere-Abelle.

Location in Corona

The monastery is perched upon a cliff face rising up out of the foam-flecked waves of All Saints' Bay, a small inlet off of the Gulf of Corona along the eastern seaboard of Honce-the-Bear. There is little else of significance in this rather sparsely populated region of the country. Only a handful of villages, the closest of which is St.-Mere-Abelle's namesake village some three miles inland from the front gates, dots the countryside for leagues around. To the northwest, across hilly terrain with scattered copses of trees—as well as the Masur Delaval, a vast channel of water that cuts inland from northeast to southwest—is the city of Palmaris, some 150 miles away. The monastery is indeed alone, a fitting circumstance to the devout mood of its residents.

Game Significance

St.-Mere-Abelle is perhaps the single most important religious site of the Abellican Church in all of Honce-the-Bear. In addition to being the largest structure dedicated to that religion and bearing the name of the founder of the order, it also boasts of being the seat of power for the Father Abbot of the entire church, the single most prominent figure among the brotherhood, and it is the largest repository of the precious ring stones, the magical gems that fall from the heavens as proof of the one deity's favor upon the Abellicans. The responsibility rests upon the shoulders of the monks of St.-Mere-Abelle, and no others, to travel to secret Pimaninicuit, the island where the sacred stones are gathered.

History

The history of the site of St.-Mere-Abelle stretches back further than that of the order itself, for a structure has sat upon the cliff faces upon the bay at this spot since before the order's founder walked the land. When the lands of what is now Honce-the-Bear were merely wild, unsettled country, local tribes of men set watch towers all along the coast, keeping a sharp lookout for what they hoped would never come—marauding powries and Alpinadorans. The cliffs overlooking the tiny cove served as one such site.

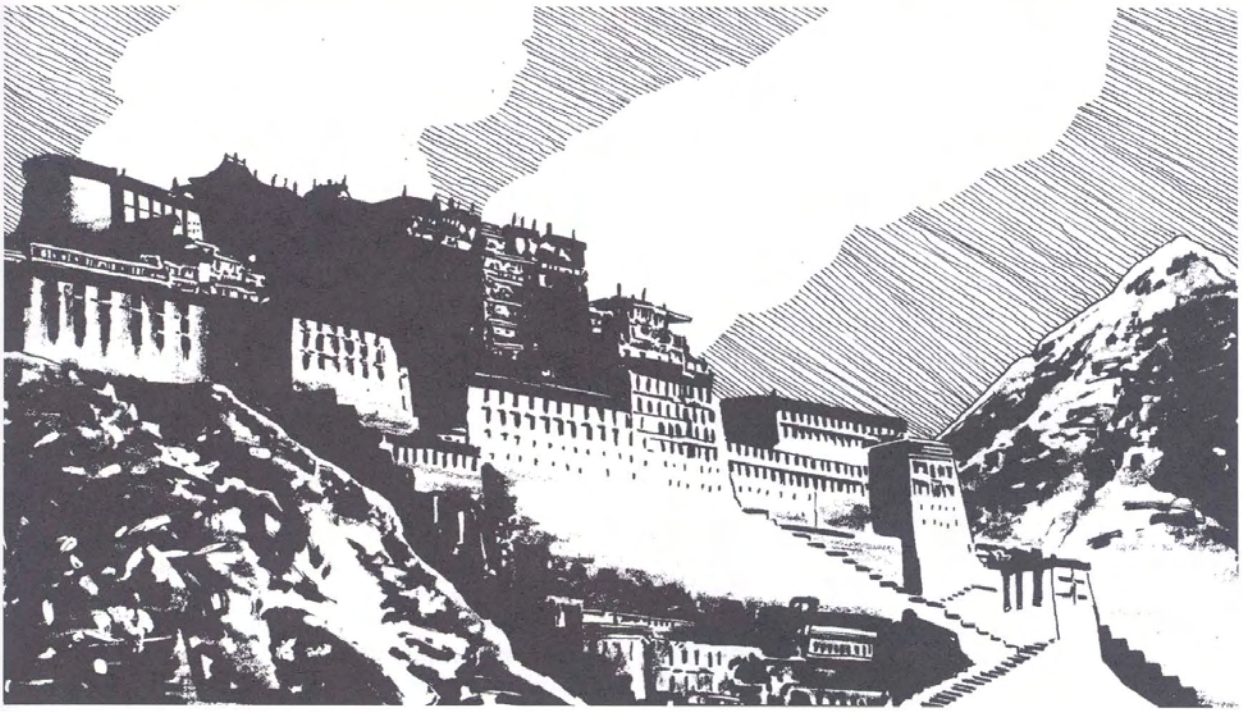
Initially, the watch tower at the site was nothing more than a sturdy dwelling, a house of wood and thatch built upon the highest rocky outcropping to be found. Eventually, a stone foundation replaced that wooden dwelling, with a wooden tower raised atop it and surrounded by a palisade of logs. Over the years, the watchtower was razed or burned many times, but always it was rebuilt, for the location was particularly choice for watching the distant waves of the ocean for signs of trouble.

Eventually, the first stone building was erected at the site, though the blocks used in that construction were simply loose stones gathered from the land and roughly fitted together. That first stone structure was again nothing more than a simple tower with a low wall surrounding it, though it stood for several decades, not coming down until the first monks began their own construction of what they hoped would be a place of knowledge and wisdom.

Founding

The first monks appeared nearly a century before the current Abellican calendar was established, though the records of that period are sketchy and conflicting. Nonetheless, these men, willing to spend their lives in meager surroundings for the purpose of contemplation of things far more spiritual, began to bring to reality a grand vision, little by little.

The very first of these monks lived in temporary dwellings on the tops of the cliffs, huddled each night around their fires to keep warm against the ever-present wind and going down to the beach each day to work. They began with a small cave (where the current-day beach gate now sits), widening the entrance and tunneling back into the rock from it.



Slowly, over several generations, they dug a hallway, straight and square, into the side of the cliffs, widening it in places to serve as living chambers. Their labors were not easy, and more than once they were forced to abandon the work when war came to the region, but each time they returned to their tents above and their diggings below. Slowly, over the decades, they carved out a suitable beginning to their dream.

Eventually, there was enough construction completed that the monks were able to move from the top of the cliffs to the inside of their tunnels, and thus, the monastery was born.

Early Days

In the beginning, the monastery was totally underground. The monks lived in small and austere quarters, tiny rooms barely larger in length and breadth than a man's height, inside the stone. They attended their services every day in a chapel carved out of the rock, their voices echoing in the chamber as they offered up their prayers and songs to the one deity.

There were only a few brothers then, during the first and second centuries of the Abellican calendar, for life was still harsh and the location lonely. Few traveled to or from the abbey, and goods were difficult to come by. Food was often scarce, and the monks had difficulties in maintaining their supplies. They farmed on the tops of the cliffs, though set back from the edge where the wind was not quite so fierce. They also relied on local hunters and trappers who lived in the area for sustenance, repaying such men at first with worked goods of cloth and leather, eventually providing them gemstone healing.

Growth

Over time, the brotherhood grew, and though the actual number of monks present would rise and fall with the turning of fortune and war in the region, more and more brothers flocked to the site of the great abbey, for the dream of what might someday be was kept alive throughout the decades.

Of course, from the outside, little appeared to have changed. The cliffs still seemed harsh and barren, with the only telltale signs that anyone was there existing as the tiny docks, broad tunnel, and fields of crops above. It might have been a grand dream in theory, but in reality, the brothers had little to show for their tireless work.

Still, they continued unabated, carving several levels into the cliffs, until they had dug out enough rock to begin construction on the surface. Suddenly, the site began to take on more form, began to exhibit a presence to the outside world. First, a wall was built around the perimeter of the rocky outcropping. It was nothing compared to that which stands as the first line of defense for the monastery today, for at the time, it encircled only a mere acre of land, and it was but three feet thick and ten feet high.

It had a single gate of wood that faced to the west, and wooden platforms sat behind its protection so that men might peer over its top and see threats approaching.

Inside this meager wall, the first abbey structure rose. It was a simple chapel, one story tall with an adjoining bell tower, but it was visible for quite a distance on both land and sea. By this point, a small village had sprung up a few miles inland, where the hunters and trappers were soon joined by more sedentary folk—farmers and herders, a few craftsmen, and a couple of inns—all people recognizing that here they could trade with the monks and with each other. Slowly, the abbey grew.

A second gate sat at the northeastern spot of the circular wall. For many years the only way to travel between the upper level and the tunnels below was by way of a narrow, rocky trail that wound along the cliff face to the north. The stone the monks dug out of their subterranean tunnels was used for construction of the works above, and each block had to either be hauled by hand (or mule—the monks had a few beasts of burden even in those early days) or hoisted by a great wooden crane and pulley system. Eventually, the monks cut a sloping hall from the interior of the subterranean levels to the surface, exiting inside their first tower, and the rocky path fell into disuse.

Today

In the ensuing years, St.-Mere-Abelle grew from those humble beginnings to the grand structure that it is today. Expansion was always slow but steady, and as older monks grew too infirm to continue to help build, younger monks were accepted into the order to replace them. For the next 750 years, the monastery would grow from a single-story chapel surrounded by a low stone wall to a bastion on the cliff top, a formidable dwelling and place of worship fully seven levels tall and with a labyrinthine maze of corridors, halls, and passages inside.

The monastery walls that today encircle the whole complex stretch for over two miles; the portion of the building inside that wall that faces the sea runs along the cliff top for nearly a mile all by itself. Construction continues still today, though little is being added to the monastery itself; maintenance of the whole keeps the brothers busy enough.

When characters are traveling in the region around St.-Mere-Abelle but are not inside the safety of its walls, there is a chance of an encounter. Refer to the *DemonWars Campaign Setting* encounter tables and use the Honce-the-Bear chart.

Population

Over 700 monks live in St.-Mere-Abelle today, ranging from 20 or so first-year novices all the way up to the handful of masters and the father abbot. In between are several hundred novices who have been with the abbey for a decade or less, plus several hundred more accepted and immaculates. The monks who are permitted inside the walls of the abbey come from many walks of life, and indeed their great variety of skills are welcomed and even needed for the self-sufficient order to continue on.

In addition to the monks, the abbey houses approximately 200 servants of various types, from laborers to soldiers, from kitchen staff to housekeepers, and even a number of expert craftsmen. Though these folk are limited in where they are allowed to roam, they are welcomed with open arms by the monks for the services they provide. Often, the lowest of the lowly servants are commoners from the village to the east, folks with little skill with which to provide for themselves. They are often given jobs by the kind-hearted monks simply as a means of offering them some hope (rather than because of any true industrial value they possess).

What follows is a breakdown of the population of Abellican brothers/Gem masters (in some combination of levels) in the abbey:

Level	No. Appearing
1st–2nd	456
3rd–4th	123
5th–6th	70
7th–8th	34
9th–10th	15
11th–12th	10
13th–14th	4
15th–16th	2
18th	1

Note that many of these brothers may have come to the abbey with one or more levels in another class (usually aristocrat, commoner, expert, or rogue) before they began their formal training with the order. The breakdown of the servants and civilian craftsmen is: Ari4, Ari2 (2), Ari1 (2); Com11, Com9 (2), Com7 (2), Com5 (10), Com3 (16), Com2 (35), Com1 (102); Exp7, Exp5, Exp4, Exp3 (4), Exp2 (3), Exp1 (2); Ftr3, Ftr2; Rog6, Rog4 (2), Rog2 (4); War3, War1 (8).

Game Function

The monastery serves as home and center of learning for the brotherhood that resides there. In addition to being a well-protected home to over 900 individuals—it could easily house twice that many during times of need, though food stores would diminish quickly—the abbey also functions as a storehouse of knowledge and history. Its great libraries contain innumerable volumes on a wide variety of subjects, including records of the history of the Abellican order.

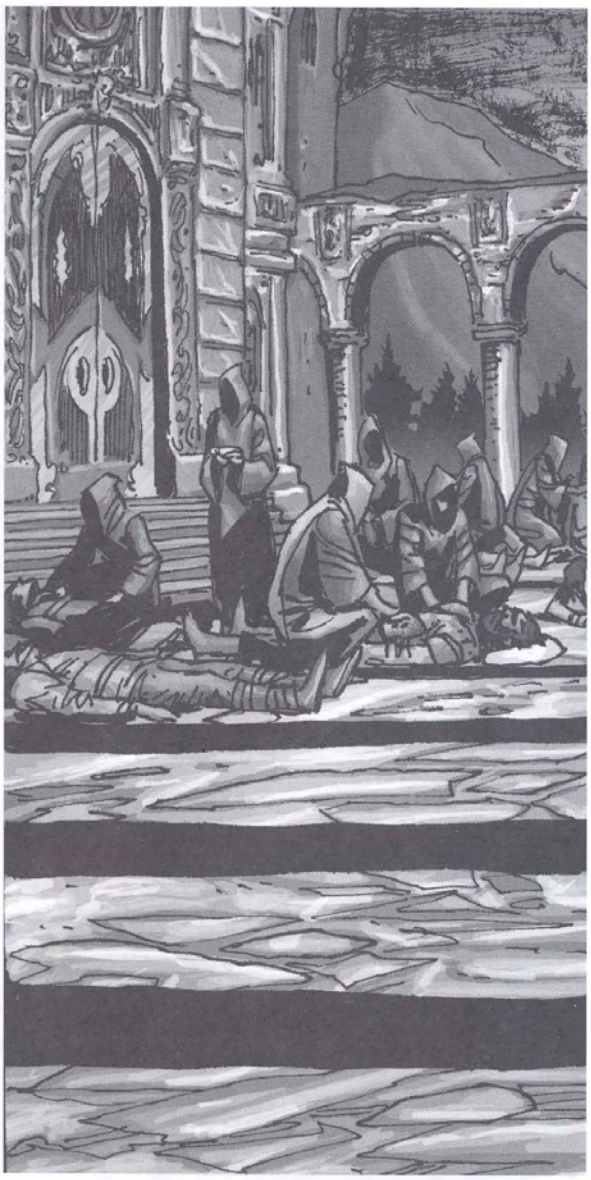
St.-Mere-Abelle also guards the most coveted treasure of the whole of the order, the sacred ring stones of the Halo. Deep in the monastery's bowels, in a well-protected chamber in a restricted area, the vast majority of the land's magical gems are housed. For that reason alone, St.-Mere-Abelle is perhaps the second-most important locale in all of Honce-the-Bear, deferring only to the king's palace in Ursal in order of prominence.

The monastery also serves as the center of power for the Abellican order, for it is here that the Father Abbot resides, and it is within these walls that the College of Abbots convenes to address major issues concerning the order. Though other monasteries within the order may be considered by outsiders as more connected with the hearts and minds of the common people, it is St.-Mere-Abelle that serves as the focal point of the collective vision of the brotherhood itself.

Prominent Individuals

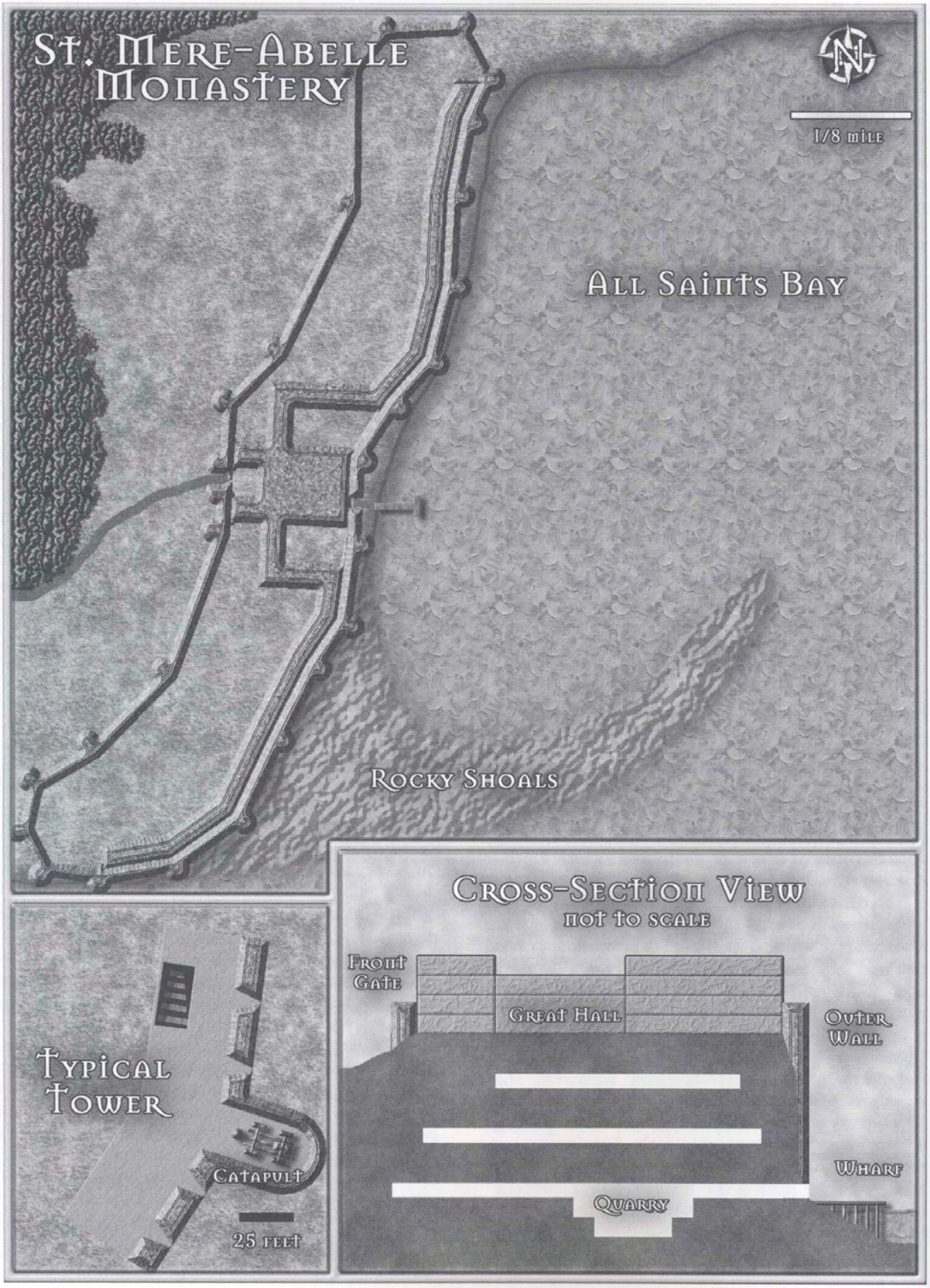
The monastery of St.-Mere-Abelle is known for its prominent individuals throughout history. The father abbot of the order has almost always ruled from this place, and there have been more than a few of the highest recognized brothers who have made a rather memorable mark on the Abellican faith.

Recent times have proven to be no exception to this truism. In addition to Avelyn Desbris and Marcalo De'Unnero (both of whom have been detailed in the *DemonWars Campaign Setting*), there are other notable individuals worth mentioning. Father Abbot Markwart presided over the place during the early years of the DemonWar (and became perhaps one of the most infamous—and dangerous—gem sorcerers the kingdom of Honce-the-Bear has ever known). Brother Francis Dellacourt went from serving as Markwart's lackey in his early days to serving as the bishop of Palmaris, and finally as a selfless healer during the Rosy Plague, giving the ultimate sacrifice of his own life for the sake of the common people.



Dalebert Markwart: Male human Abellican Brother8/Gem Master4/Gem Sorcerer6; CR 18; Medium humanoid; HD 8d8+32 plus 4d4+16 plus 6d4+24; hp 128; Init +3; Spd 50 ft.; AC 12, touch 12, flat-footed 12; Base Atk +11; Grp +9; Atk +9 melee (1d10-2, unarmed strike); Full Atk +9/+4/-1 (1d10–2, unarmed strike); SA: Stunning attack (8/day); SQ: Evasion, Leap of the Clouds, Purity of Body, Slow Fall (50 ft.), Still Mind, Wholeness of Body; SV Fort +15, Ref +10, Will +19; AL LE; Str 7, Dex 9, Con 18, Int 17, Wis 15, Cha 18.

Skills and Feats: Bluff +12, Diplomacy +25, Gather Information +12, Intimidate +21, Knowledge +24, Concentration +23, Profession (scribe) +13, Sense Motive +17, Wield Ring Stone +23; Combat Expertise, Combat Wielding, Deflect Arrows*, Dodge**, Gem Focus (hematite)*, Great


St. Mere-Abelle Monastery
1/8 mile
All Saints Bay
Rocky Shoals
Typical Tower
Catapult
25 feet
Cross-Section View
not to scale
Front Gate
Great Hall
Outer Wall
Wharf
Quarry

Fortitude, Improved Initiative, Improved Trip*, Iron Will, Leadership, Lightning Reflexes, Remote Stone Manipulation*, Ring Stone Affinity*, Ring Stone Combination*, Ring Stone Expertise*.

* indicates bonus feat.

**no longer usable due to age/lowered Dex

Gems: One of each type of gem (+4)

Magic Points: 92

Height: 5 ft. 5 in.; **Weight:** 167 lb.

Tactics: Though the father abbot trained as a monk during his early days in the monastery, mastering the skills of the arts martial, it quickly became apparent to one and all that his true forte lay in his passionate ability to lead. Because his path took him in another direction, and even more so because of his advanced age, the father abbot no longer actively practices his combat skills. He instead chooses to rely on his superior skills with the gem stones, leaving the more physical confrontations to his younger minions.

Francis Dellacourt: Male Human Abellican Brother4/Gem Master2; CR 6; Medium-size Humanoid; HD 4d8+8 plus 2d4+4; hp 39; Init + 2; Spd 40 ft.; AC 14, flatfooted 12, touch 14; Base Atk +4; Grp +4; Atk +4 (1d8, unarmed strike); Full Atk +4 melee (1d8, unarmed strike); SA: Stunning Attack (4/day); SQ: Evasion, Slow Fall (20 ft.), Still Mind; AL LN; SV Fort + 8, Ref + 6, Will + 9; Str 10, Dex 14, Con 15, Int 16, Wis 15, Cha 17.

Skills and Feats: Balance +11, Diplomacy +12, Gather Information +7, Heal +6, Knowledge (cartography) +7, Sense Motive +7, Tumble +6; Combat Wielding*, Deflect Arrows*, Gem Focus (hematite), Gem Focus (topaz), Gem Stamina, Great Fortitude, Ring Stone Affinity*.

* indicates bonus feat.

Gems: agate (+2), amber (+1), diamond (+1), hematite (+3), topaz (+2), turquoise (+3).

Magic Points: 22

Tactics: Brother Francis was never considered particularly skilled as a combatant by the more militant members of the order who trained with him. He prefers to debate issues and avoid physical confrontations whenever possible. He is a shrewd negotiator.

Layout

The whole of St.-Mere-Abelle has often been described as a fat and twisting snake that follows the shore of All Saints' Bay (see the accompanying map of the entire abbey for details). Though the shore of the bay itself runs generally east and west, the monastery was built at a slight bend in the cliff walls, so that it actually runs more north and south. To the east and south is sea, and to the north and west is rocky, broken land. A small cove sits on the eastern side, protected by a jut of rocky shoals, with a small wharf available for ships to put in from time to time.

Note: the abbey is far too massive and expansive to be exhaustively detailed room by room within the confines of this product. Instead, the map has been divided into major sections or areas. Assume that, within each section, many smaller rooms, passages, and doors further divide the place up. Unless otherwise specified, these smaller areas all conform to the standard features listed below.

In addition, though they are not regularly included in the descriptions below, there are a number of hidden passages leading from one section to another, narrow corridors that pass through the thick walls, drop down steep stairwells between levels, and pass through carefully hidden doors in the stone. Some of these routes are known by but a few monks, while others have been forgotten entirely.

Construction

St.-Mere-Abelle as a physical structure has been under continual and vigorous development during its entire existence. The monks that reside there, as part of their duties, work tirelessly to both build new sections and to restore those existing areas that are in need of repair or improvement. As the abbey has grown, the pace of new construction has slowed down somewhat, overtaken by the need for refurbishing old and crumbling walls and facades, but it is unlikely that St.-Mere-Abelle shall ever truly be considered finished.

Walls

The entire structure is enclosed by a thick wall constructed of the same gray rock the cliffs are formed of. Rising 50 feet high on the inland side, the amazingly thick walls seem to be one with the jagged cliffs on the seaward side, often rising more than 100 feet right out of the stony foundation. At each bend in the wall, a stout tower juts out, another reminder that the monastery is a formidable bastion of defense, as well as a place of quiet reflection and solitude.

Towers

Each tower, rounded and crenellated, houses a number of soldiers in the employ of the monks of St.-Mere-Abelle. The surfaces of these towers are pierced with narrow windows at every level that allow the soldiers and their masters to

fire crossbows upon any who would stray too close. Formidable artillery rests on the top level of each tower, ready to rain destruction down upon enemies, whether they approach from land or sea. To the east and south—which face the sea—each tower sports a heavy catapult (6d6, 200 ft. range increment), while to the landward side, each tower supports a ballista (3d8/19–20, 150 ft. range increment). Sufficient ammunition is also kept ready near each weapon, with additional stores of ammo inside the lower levels of the tower.

Open Space

In all, the walls enclose about 75 acres of land, only some of which is actual structure. Much of the monastery is open ground, pasture and orchard, farmland and meadow, for the monks who live here are self-sufficient and grow much of their own food. They maintain a collection of livestock on the premises, along with a number of horses and mules for travel and heavy work. They also grow grains and vegetables in gardens and farmland, and they supply themselves with fresh fruit from a number of orchards and vineyards.

Inner Buildings

The main structure of St.-Mere-Abelle, the actual building itself, houses most of the monks, as well as their offices, places of worship, and workshops. The structure rises four stories tall, taking it above the top of the walls that surround it, so it is the most prominent feature when viewed from a distance. The various levels, both above and below ground, are detailed later in this section.

Standard Features

Though the monastery has grown over a period of nearly 1,000 years, the residents have nevertheless maintained a continuity of style and features throughout the building process. Thus, the casual observer will not notice that he has passed from a section of newer construction into one far older; only careful examination can reveal the age of any particular area. Perhaps the stone has worn down a little more where many pairs of feet have trod, or maybe the accumulation of soot from torch smoke is a bit thicker, or the wood of a door or its frame might be a bit darker, more aged.

Most hallways above ground are 20 feet wide and with arched ceilings that rise to 30 feet overhead. Interior walls are generally 5 feet thick, or 10 feet if they are load-bearing. External walls may be 15 or even 20 feet thick. Underground, the passages are square tunnels, most often 10 feet wide and high, though occasionally some are doubly wide, and in certain areas (listed specifically elsewhere), passages narrow to 5 feet wide and only 6–8 feet high.

Most doors in the place are stout wooden affairs bound in iron (hardness 5, hp 20, Break DC 23), and few are locked. Those that are (generally storage rooms or the chambers of the more affluent masters, and then only to keep servants out—any brother of immaculate level or higher carries a key to fit these locks) are usually padlocked (hardness 15, hit points 35, Open Locks DC 25) and kept clean and oiled. Only a few specific doors have permanent locks built into them (listed below where applicable).

The doors themselves are typically set into wooden frames, though some are set right into the surrounding stone doorway, and the gaps around them are sufficient that drafts in the monastery are common. Most doors are decorated with carvings depicting scenes from the order's history, and a few are even embellished with colored inks or gold leaf. A small handful of doors (guarding important areas of the abbey) are carved of stone rather than made of wood, carefully balanced so as to be easy to open. These are always locked with fine locks set into the door (Open Lock DC 30).

Most hallways are kept lit, though some more thoroughly than others. Those passages that are main thoroughfares are bright with torchlight, while seldom-used or smaller side passages typically have torches spaced more sparsely. A few passages are actually lit up with the brilliant white light of magical diamonds, though this effect is generally saved for special areas (such as the Abbot's Maze, below). Rooms used throughout the day and night are lit by either torches (when fairly large) or candles (for smaller areas and personal quarters), while less frequently visited chambers have no light. A number of servants and novices are assigned the task of keeping chambers lit and replacing torches or candles as they burn down. The abbey makes its own torches and candles on the premises.

Materials

All of the stonework of St.-Mere-Abelle is constructed of rock quarried right on the site, taken from the foundation of cliffs upon which it is built. Wood for doors, furniture, and tools comes either from the nearby copses of trees (in the early days) or via merchants bearing goods from the distant timberlands. Mortar for the

stonework is taken as sediment from the floor of the bay, again worked on site as part of the building process.

Other goods, such as leather (for tack and clothing), cloth (for both outfits and decorating), metal (for hardware and tools), inks and parchments, crock ware and porcelain, and a whole variety of others are either manufactured on the premises or judiciously purchased from time to time from passing merchants. The storerooms of the monastery are filled with reserves of all these goods, though, so it is not often that the monks see need to buy new wares from the outside world.

Building Techniques

The monks of the abbey have had many years to perfect the art of construction. Through trial and error, they have come to know the best way to mine the rock for construction, to dredge the cove for the rich silt that is used as a mortar to fill in the cracks between blocks of stone, and to measure, level, and plumb all of the surfaces, ensuring that St.-Mere-Abelle withstands the test of time.

The monks spent centuries carefully and lovingly crafting each part of the place so that joints are flush and straight, walls are sturdy, and floors are level. The brothers are not in any hurry to complete their tasks—indeed, there is no finish line in their eyes, and so the journey is more important than the arrival. The masters of the order give careful consideration to the decision to begin a new wing or level, usually over a number of years and weighing many factors.

Once the masters give their approval for new construction, brothers of the order who have been trained in engineering draw up plans and instruct novices in the ways of their craft. At the same time others, trained in the practice of stonemasonry, begin the process of choosing stone for the work. Of course, construction consists of far more than merely stacking stones; scaffolding and other wooden supports must be raised, and the brothers must also build elaborate hoists and winches in order to move the immense blocks about.

Each block must be mined from the quarry, checked for integrity, and only then shaped. Often, a single block of stone is worked for a great deal of time before it is ready to be added to the site, especially if the stone is to be carved for decorative purposes. Indeed, most surfaces of the great, towering buildings, both inside and out, bear some manner of carvings, from abstract fluting and scrollwork to delicate bas relief depictions of the history of the monastery, order, or land.

Only when a block of stone is deemed ready for placement is it raised into position, hoisted into place by means of sturdy wooden ramps, elaborate wooden cranes, and the muscles of the monks themselves. Even then, a stone might be moved three or four times, into position and then away again, so that imperfections in the seams can be chiseled away.

In addition to the stonework, other monks accept the task of constructing doorways, windows, and furniture of wood, and of fashioning decorations—weaving tapestries and draping cloths, painting triptychs and portraits, carving panels, and forging accoutrements and service ware out of fine or even precious metals—for the interior of the new addition.

There are many different tasks involved in adding to the great monastery, but the brothers of St.-Mere-Abelle take to each one with the same stoic determination their predecessors did. In a single brother's lifetime spent inside the walls of St.-Mere-Abelle, perhaps only a single new wall is raised or a single new level is added to a hall. It is merely one step in the eternal path of their spirituality.

Unique Characteristics

In times of strife, the abbey is well protected not only by its physical defenses—stone walls and formidable weapons—but its inhabitants, too. Nearly every brother in St.-Mere-Abelle has at least some passing level of skill with the sacred ring stones, and when necessary, each one of them can man the walls, armed with an appropriate stone. Though the monks wisely withhold such power until the need is urgent, a line of several hundred figures stretching across the top of a battlement, each with the capability of sending forth a bolt of lightning or a blossoming burst of flame is impressive, indeed.

Surface Levels

The surface levels of St.-Mere-Abelle monastery rise prominently over the surrounding lands. Its uppermost story, including its twin bell towers and its sea wall hallway, can be seen for more than a mile inland and for several miles out to sea.

First Floor

The details of the ground floor of the abbey proper are detailed below. See the accompanying map of the first floor.

1. Entry & Grand Courtyard

The main gates that lead into the abbey open here. The gates themselves are stout affairs, consisting of a pair of huge iron-bound wooden doors three feet thick (hardness 5, hp 200, Break DC 35) that swing inward.

These are backed by a wooden portcullis, fashioned of thick wooden posts the size of tree trunks (hardness 5, hp 75, Break DC 30) and bound together with iron bolts as thick as a man's wrist and as long as his leg.

Behind this great stone is a great stone block (hardness 8, hp 500, Break DC 50) that can be raised or lowered by means of massive winches and a system of pulleys in chambers overhead. The stone block is two feet thick and slides in a set of grooves cut into the walls that bracket the stone. Ordinarily, the stone would be nearly impossible to lift, even with the aid of the pulleys and winches, but it has been modified with a series of very powerful (+5) citrines that have been embedded into the stone and the surrounding walls and permanently enchanted to repel stone (Strength Check DC 30 to raise via the winches under these circumstances, DC 75 otherwise). When the stone barrier is in its lower position, a pair of large steel bolts can also be slid into shafts on either side of it, locking it into place (Strength check DC 100 to lift—thus breaking the bolts).

Once all three of these defenses are bypassed, visitors find themselves in the great courtyard of the monastery. It is here that newly arriving novice monks must endure the Gauntlet of Willing Suffering as they enter service in order, passing through the twin rows of second- and third-year monks.

The courtyard itself is both broad and wide, a vast expanse of carefully laid flagstones set between the twin bell towers, which rise up incredibly high on either side. Otherwise, it is devoid of furnishings and other accoutrements.

2. Stables

In the main floor of the north tower resides the stables. Here, visitors may house their mounts. This is also where the monks themselves maintain the order's complement of horses and mules—some for traveling, others for work in the fields beyond. The stables are large and filled with far more stalls than are ever actually put to use.

In addition to the stalls themselves, the stables contain a hay bin for fresh straw and feed, a tack room for harnesses, bridles, blankets and saddles, and quarters for the grooms—half a dozen commoners who work under the supervising eye of a pair of monks with equine experience.

At any given time, there are typically between 30 and 40 horses, and half again as many mules, housed in the stables.

3. Corral

On the opposite side of the stables from the great courtyard is the corral, a large open area where the horses and other animals are exercised. It is fenced off from the meadows and orchards beyond, though there is a wide gate leading out into that part of the abbey. There are separate feed and watering troughs.

4. Orchards & Farmland

A large portion of the fields on the north side of the abbey are dedicated to crop and orchard growing. The monks maintain a fairly large orchard, with a variety of apple, pear, plum, and nut trees included. They also manage a small vineyard, growing a special variety of grapes that is hardy enough to survive the cooler climate. Additionally, they work a large vegetable garden, growing a number of tubers, green leaf vegetables, and beans to supplement their meals, as well as maintaining sizable fields of wheat, corn and barley.

Not all of the foodstuffs grown in these fields are taken straight to the abbey's larders; there is a mill on site for grinding some of the crops into meal for bread, some of it is made into feed for the animals (see 6. Pastures, below), and some of the fruits and vegetables are dried or made into preserves for storage and later use.

5. Wagon Room

The large, open area is a place where various vehicles can be parked, whether they are carriages or coaches belonging to prominent visitors, wagons the monks use for travel, or even farm implements such as plows or sleds for use in the maintenance of the abbey. In addition to the space for storing the vehicles themselves, a full blacksmith shop is housed here; the brothers and other workers that staff this shop most commonly re-shoe horses, mend tack and harness, repair broken axles and springs, and manufacture and repair tools, though they do also have the skill to craft weapons and other metal implements that the abbey does not normally have at its disposal.

6. Pastures

To the south of the main building is the open pastureland of the abbey, where livestock is maintained. The monks raise sheep, goats, oxen, and cattle here, which roam in the open meadows of this area. There is a large barn that

houses chickens and pigs and also sports a dairy, butchery and salting area, and smokehouse. The monks enjoy a variety of cheeses, eggs, and smoked meats at mealtime, and also gain wool and feathers for textiles, as well as tallow for candles.

7. Great Hall

This hall sits on the opposite side of the main courtyard from the front gates, and it is the first chamber truly considered part of the monastery itself that a visitor can enter. It is a grand and intimidating place, which is by design. Its ceiling stretches out high overhead, fully two stories tall, supported by thick wooden beams that stretch impossibly long across the distance. High, narrow windows let in only a bit of sunshine from above, but the place is hardly dark, for numerous candles, torches, and even magical lights keep the displays on the floor of the place well illuminated.

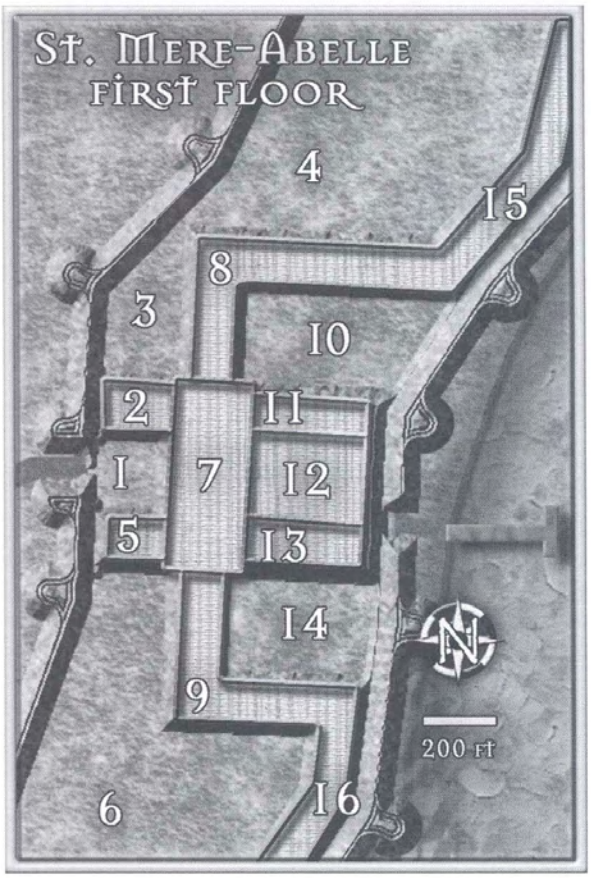
Standing prominently along every wall of the room—which could easily contain a small hamlet inside it—are a variety of weapons, armors, and shields from numerous cultures and periods of history throughout Corona. In addition to the military stylings of soldiers in the army of Honce-the-Bear, there are equipment displays from Behren and To-gai-ru far to the south, as well as Alpinador to the north.

Humans are not the only species represented in this massive place, either; life-size wax statues of the other races of Corona—including the Touel'alfar, or Coronan elves, powries, and fomorian giants—are presented here. Each has been carefully sculpted and equipped to appear as lifelike as possible. More than a few visitors in the history of the monastery have been caught by surprise at these visions.

Covering every available wall surface not already taken up by the weapon and statue displays are countless tapestries. Woven over many years by monks, these impressive wall hangings depict numerous scenes within their multitude of threads, pictures within pictures, such that anyone studying them can see one set of images when standing close to them, and an entirely different and larger-scale picture when stepping farther back. The tapestries are quite heavy and have been anchored on the walls with large iron hooks embedded into the stone. Each one easily weighs several hundred pounds.

8. North Hall

No fewer than three parallel sets of passages pass through this hallway, sectioning off the whole of the north hall into novices' quarters.



Each chamber is small and Spartan, only 10 feet on a side. It contains nothing more than a wooden bench/bed that folds down from the wall on a pair of chains, a low stool for sitting or for holding a candle, a wooden peg on the wall for hanging robes, a small broom, and a bucket and scrub brush. Each day, in addition to all other chores assigned to him, a novice must sweep his tiny room and then scrub the floor. Novices are permitted no other decorations.

9. South Hall

This area is identical to Area 8, above. This particular area of novice quarters is only half-filled at the current time.

10. North Courtyard

The north courtyard serves as a gathering place for monks who wish to exercise or to practice with weapons. Like the main courtyard, it is a vast, open area, though unlike the entry area, this open ground really more a large field than a true courtyard, for it is not paved. In the northwestern corner of the courtyard, the monks maintain a well. The shaft of the well is a mere

10 feet in diameter, but it plunges straight down, past all of the sublevels of the monastery, to near the ocean level far below.

The shaft is surrounded by a low stone wall, over which has been constructed a housing for a winch system. First-year monks are given the duty of bringing up buckets of water each day, such that there is a pair of the brothers manning the winch during all daylight hours. While not the only source of water in the monastery, the well is nonetheless one of the most important features of the entire abbey.

11. Masters' Quarters

The monks of master level, along with the father abbot, maintain their quarters in this section of the main building. The father abbot's own chambers consist of four rooms—a main room or office as the hub, surrounded by (from left side to right side) a conjuring room, a bedroom, and a sitting room. The sitting room has a cozy hearth in it.

The door to each of the masters' quarters are locked, and the door leading to the conjuring room in the father abbot's chambers has three additional locks, one set into the door and two padlocks. The permanent lock has a poison needle trap set into it.

Poison Needle Trap: CR 2; mechanical; location trigger; automatic reset; Atk +17 melee (1 plus poison, needle); poison (blue whinnies, DC 14 Fortitude save resists, 1 Con/unconscious 2d4 hours); Search DC 22; Disable Device DC 17.

The other masters' chambers are only slightly less opulent, and many of them have decorated their abodes with numerous treasures of both monetary and historical value, islands of creature comforts in a sea of austere spiritual contemplation

Assume the treasure value of any given room is equal to the EL of the resident, made up of goods and items.

12. Chapel

This high, vaulted chamber is where the monks of St.-Mere-Abelle attend their daily worship services. The entirety of the place is elaborately yet elegantly sculpted—columns and supports are fluted so that their lines soar to the ceiling, areas between supports are divided with filigreed stone lattices, and many other surfaces are carved in bas relief with images of a holy nature. Finely woven cloth threaded in gold, silver and vibrant colors hang as tapestries or are draped across altars and balustrades. Vast candelabra hang on thick chains from the ceiling and sit in every corner, casting a warm, vibrant glow about the place, further accented by the brilliant gleam of strategically placed magical diamonds. The whole place has a hallowed, celestial feel to it.

Two lines of columns run the length of the chapel, to either side of the main area, where rows and rows of wooden pews face toward the altar on the east side. The altar itself sits behind a great balustrade of stone columns and more filigreed lattice, and high off the floor on a raised dais. Overhead to either side, supported by the columns, is a balcony. The father abbot and other masters sit in the north balcony during services. The other (south) balcony holds the choir loft.

Services are held throughout the day and evening, and include mid-morning prayers (after morning chores are completed), vespers (at sundown), and vigil (a more private time of reflection at midnight, but with choir). At other times, monks come and go for personal worship and reflection throughout the day and night.

5d10 monks, each with 1d10 levels, can be found in the chapel at any given time.

13. Guest Quarters

Within this area of the main building, visiting masters from other monasteries throughout Corona, as well as the occasional dignitary, are provided quarters. Though not as opulent as the father abbot's rooms, each suite includes a front entry room with a sitting area near a fireplace and private bed and bath attached. Some of the suites also include a separate chamber to house any servants who might have accompanied the visitor, assuming the guest wishes to have such attendants in the quarters, rather than housed with the other servants elsewhere.

14. South Courtyard

This open area is similar to Area 10 in appearance, and it is used in much the same way. However, its one notable feature is the great shaft in the southwestern corner that leads down to the quarry far below the surface of the ground. Constructed around this shaft is a great winch and hoisting arm. This machine is built of stout timbers lashed together with iron bands, and consists of a platform upon which the cranks and gears of the winch are mounted, as well as the pivoting hoist. Thick chains dangle down into the shaft, weighing close to 1,000 pounds by themselves.

The winch and hoist are used to raise blocks of stone that have been cut from the quarry below, and they require several monks to operate (Strength check DC 25 to raise a 1-ton block). Once a block has been brought to the surface, it is worked right there in the courtyard; a masonry setup is situated nearby, with a full compliment of stoneworking tools. Also near the hoist is a water trough, where the monks can cool themselves during periods of intense work (or where mules or oxen can be watered, when they are used to raise particularly heavy stones).

15. North Wing

A number of operations that aid in the running of the abbey are situated along this wing of the building. These operations include a carpentry area (for crafting furniture and doors for the monastery), a glassmaker and potter with kiln (for manufacturing dishes and storage containers), a vintner and canner (using goods from the orchard and vineyard), and a leatherworking area, among others. Older immaculates are in charge of each of these areas, drawing on experience they learned earlier in life (before they came to the abbey) and from years of serving under a previous immaculate. They are assisted by novices who are learning the craft themselves.

16. South Wing

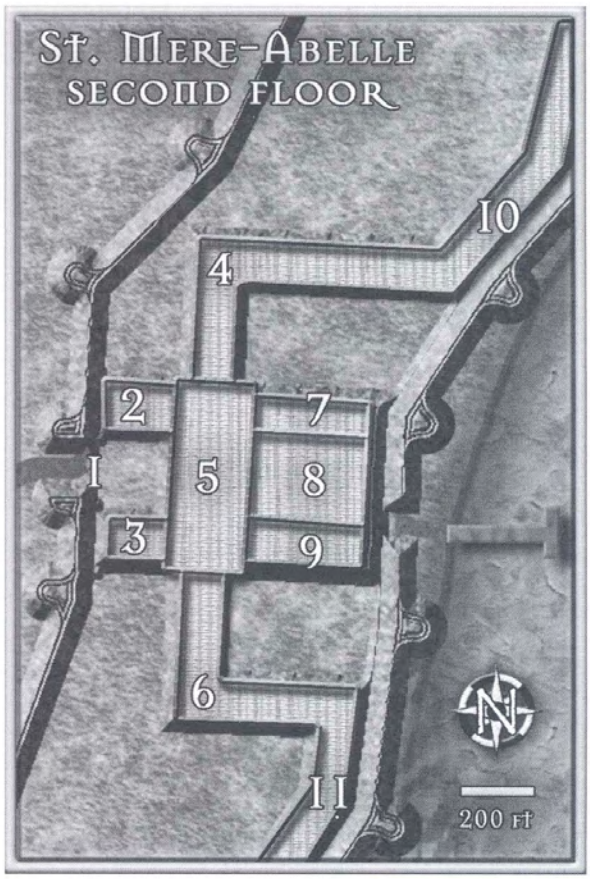
More of the abbey's self-sufficient operations line this level, including a candlemaking shop, a barrelmaker (provided to the saltery and smokehouse), a soapmaker, and a tannery.

Second Floor

The details of the second level of the abbey are listed here. See also the accompanying map.

1. Father Abbot's Balcony

A small balcony sits directly over the front gates of the monastery, overlooking the pathway leading up them. Although it was constructed primarily as a point of defense, it has earned its name for those times when a new group of first-year novices arrive to be received in the abbey. The father abbot stands at this balcony and presides over the entry ceremony, questioning the new monks' resolve to enter into a life of piety, dignity, and poverty. He continues to watch as the line of new brothers enters, enduring the Gauntlet of Willing Suffering as they pass through the gates and into the main courtyard beyond.



2. North Tower

At this level of the north tower, armaments are stored here for the defense of the west walls. In addition, a narrow stairwell rises up to the top level, to the bell tower.

3. South Tower

This level is identical to the north tower, housing additional missiles for the ballistae on the west wall, as well as stores of crossbows, bolts, spare strings, and so forth. There is also a narrow stairwell to the top of this tower.

4. North Hall

This section of the abbey houses more novice quarters, as with Areas 8 and 9 of the first level.

5. Great Hall

The great hall of the first floor is tall enough that it reaches to this level here. Balconies from Areas 2, 3, 7, and 9 look down upon the ground level here. The hooks upon which the tapestries hang can be reached from these vantage points,

ostensibly to take them down for cleaning and repair, though none have been moved in several decades.

6. South Hall

More novice quarters are constructed here, as with Area 4, above. Currently, there are no novices residing in this section of the abbey, and it is closed off and dark.

7. Accepteds' Quarters

Once novices have been raised to the level of accepted, they are permitted slightly more spacious chambers. A trio of hallways runs the length of this section, accessing the 12-foot by 12-foot rooms. Each chamber has the similar fold-down bench/bed, stool, and broom and bucket, but in addition, an accepted is permitted a small writing desk with a shelf and drawer, and a straight-backed chair.

In addition to the accepted's quarters, the father abbot's balcony to the chapel is reached from here.

8. Chapel

The high ceiling of the chapel brings the room to this level, where the father abbot's balcony and the choir loft sit. It also along the eastern wall that the chains for the candelabra are secured, reached from the walkway next to the outer wall. When the candles must be replaced or relit, a pair of novices come here and crank small winches, lowering the candelabra to the floor, where another novice restores the light. The candelabra and then hoisted into the upper reaches of the chapel again.

9. Immaculates' Quarters

Similar to the transition from novice to accepted, when an accepted attains the rank of immaculate, he is permitted to move into this wing of the monastery. Here, the personal quarters are relatively luxurious, with a room 15 feet on a side, an actual bed and nightstand, and a set of bookcases to go along with the writing desk. Immaculates are permitted oil lamps rather than just candles, and they are allowed to adorn their rooms with a few simple decorations, though these are always limited to holy tapestries or paintings and other symbols of the faith.

10. North Wing

Like the level below this one, part of this length of building houses numerous craftworking areas. These include a parchment and inkmaking area, a weaving area with several looms, a bookbinding shop, and a dyemaking facility.

There are also numerous libraries and storage rooms here, as well as chambers where experienced monks oversee younger novices engaged in the process of duplicating books the monastery has in its vast collection. Some of the brothers are copying old tomes before they fall into ruin, while others are penning copies of newer works that the Abellican order deems worth spreading to the populace at large.

The books, scrolls and engraved plates housed within the libraries represent as close to a complete assembled knowledge of the world of Corona as possible, and every text is carefully cataloged and organized in a system unique to the Abellican Church. Additionally, numerous chambers hold various specimens of preserved animals and plants, equipment fashioned by early tribes and thousands of other similar items, effectively making this wing of the abbey into a museum unrivaled by anything else on Corona; on the other hand, these collections are not set up in displays for browsing, but instead are housed on shelves and in crates in dozens of storage rooms, with a handful of private rooms available for in-depth study of these items. Only members of the order and select individuals belonging to the Church are allowed access to this incredible knowledge base.

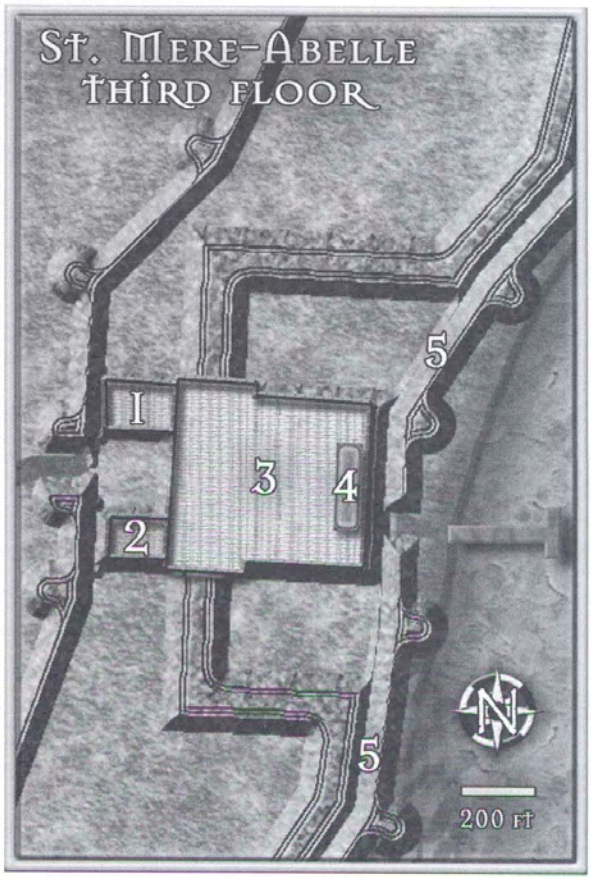
11. South Wing

The second floor of this long and winding section of the building holds additional manufacturing areas, including a cobbler, a basketweaving area, a fine metalworking craftroom, and an artists' nook with adjoining paintmaking shop. Monks who exhibit some level of skill in creative painting or metalworking are assigned to this facility so that they may glorify the one deity through their works. Many triptychs, portraits, chalices, candlesticks, and other works of art are created here.

Assume that enough partially or wholly finished works of art to make up an EL 5 treasure horde can be found here (no coins or gems, double goods and items).

Third Floor

The third floor of the monastery consists of only the main building and a walkway that follows the west wall, looking out over both the sea and the courtyards to either side of the main structure. See the accompanying map.



1. North Tower

Narrow windows pierce all three outer walls of this portion of the main structure. From here, the monks can maintain a strong defense of the front portion of the abbey, even if the lower floors have been overrun. Two pairs of ballistae are kept here, which can be positioned to fire either at targets on the grounds beyond the western walls, in the main courtyard, into the corral to the north, or even at enemies on the rooftops of the north hall.

The mechanism for raising and lowering the stone and the portcullis of the main gate is located here and in Area 2, below. There is also a large steel bolt that can be slid into a shaft in the stone to lock in it its up position here.

In the center of the tower, the narrow stairwell continues to rise toward the north bell tower above.

2. South Tower

This level is identical to the third floor of the north tower. The four ballistae can be fired at targets to the west (beyond the walls), into the pasture to the south, into the main courtyard, or at the rooftop of the south hall. The mechanism for raising and lowering the gate defenses are here and in Area 1, and the second locking shaft for the stone door is here.

The central stairwell to the south bell tower rises up through the middle of this tower.

3. Gallery

This ring-shaped chamber is actually a whole room, and it contains Area 4 inside it. It has an arched ceiling with high windows set into it near the roofline, allowing sunlight to reach this place, giving the whole place a lofty, airy feel. The interior is segregated into different sections, but the whole of it is for displaying some of the most prized treasures of the monastery.

Paintings, cut glass and stone sculptures, ancient tapestries, illuminated manuscripts, and relics from the history of the order are stored in glass cases all the along the winding pathway through this area, guarded at all hours of the day and night by a combination of brothers and soldiers. Note that none of the items on display here hold any magical properties (see the Abbot's Maze in Sublevel One, below).

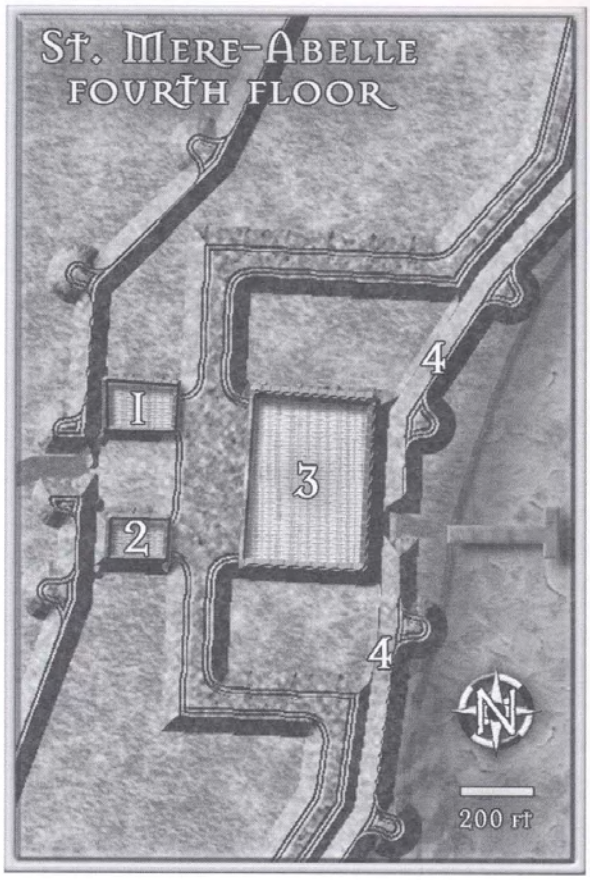
Secular visitors to the monastery are typically brought here to walk among the treasures and be inspired by the reverence and holiness of the place.

4. Shrine

A shrine sits in the center of the gallery (Area 3, above). Enclosed by its own filigreed lattice walls and lower ceiling but pierced with doorways on all four sides, it is a burial crypt devoted to the first monks to begin living at the site, when the first tunnels were dug into the cliff face. Their remains are interred in cairns spread throughout this smaller chamber. All along the surfaces of the cairns, the individual monks' names have been inscribed, along with prayers and blessings for their spirits.

5. Great Walk

At this level, the monastery actually sits higher than the wall to the east, which overlooks the bay far below. From here, a brother of the order can walk for nearly a mile, following the



long, snaking passageway from one length to the other, peering out through the windows that face the sea. On the western side of this mile-long passage, doors open onto a series of small rooms, cubicles set up for study groups or quiet contemplation. At several spots along the western wall, the wall becomes a balcony that looks down upon the north and south courtyards.

Numerous doors along this walk lead out onto the roof of the north and south wings. Large cisterns have been set up here, built to catch rainwater and maintain a ready supply of bathing and drinking water for the inhabitants. Novice monks are charged with bearing many buckets of water from these great reservoirs each day for use in the laundries, kitchens, baths and cleaning their own quarters.

Fourth Floor

The details of the topmost floor are described here. See the accompanying map.

1. North Tower

The topmost level of the north tower houses both defenses and the bell tower. The outer walls are again pierced for firing missiles, with one ballista on each side. In the center is a chamber that is open to the pinnacle above, with a series of ropes dangling down from bells high overhead. The monks assigned to ring the bells to announce summons to prayer services and other daily events come here (and to the identical chamber in the south tower) and ring the bells in sequence, playing the appropriate songs. This tower contains the bells to ring twelve notes, one full octave.

2. South Tower

Like the upper level of the north tower, this area is a fortified defense position as well as the ringing chamber for the south tower bells. This tower contains twelve bells, which ring a set of notes exactly one full octave higher than those in the north tower.

3. College Hall

This large chamber is set up like an amphitheater, and it is here where the monks gather when the College of Abbots is assembled to conduct order-wide business. A podium on a raised dais stands high on the east side, and seats are positioned in a series of concentric semicircles to the west and facing the podium.

At the back of the chamber (on the west side), a separate room looks out toward the front gates and the twin bell towers. From this vantage point, a conductor keeps time where watchers in the two bell towers can see him, relaying the beats of the music to the ringers, who pull the bells in time to the music.

On the roof of this chamber, the highest point (other than the peaks of the bell towers), the monks have painted a great image. Facing skyward, toward the heavens and the Halo from which the sacred gem stones fall, the image depicts a set of four arms (two pairs), each of which holds aloft a ring stone. This image cannot be seen anywhere from inside the abbey; the only way to view it is to somehow hover overhead (physically, via levitation or by spiritwalking with hematite).

4. Great Walk

Like the great walk on the third level, this winding passageway follows the course of the outer walls and the cliff face, with windows peering out over the cove and the bay beyond to the east, on out over the grounds of the abbey to the west. Many monks come to this level to peer out onto the waves of the ocean, or to partake of the series of study rooms that are spaced at intervals on the western side of the passage.

The series of doors that lead into these study rooms have been carved with images, and studied in succession, depict a great story, the history of the Abellican order. Each carving is finely detailed, and a brother can spend an hour or more studying a single door without seeing every last image hidden there.

The candlesticks inside the rooms have had sunstones set into them, some of which have the magical property of creating a permanent *antimagic field* about them. The masters use this area to test the younger monks, using the magic-suppression zones to prevent cheating with gem-stone magic. There are fifty such candlesticks, though only the masters know which ones (or rather, know the secrets to discovering which ones radiate the *antimagic field* without testing each candle).

Underground Levels

The subsurface levels of the monastery are the oldest of levels, cut from the rock long before the visible structure overhead was even begun. The tunnels are low and square, though they are lit fairly well (when required) by means of torches set at regular intervals. The layer of rock between levels is fully fifty feet thick, so there is little concern of collapse.

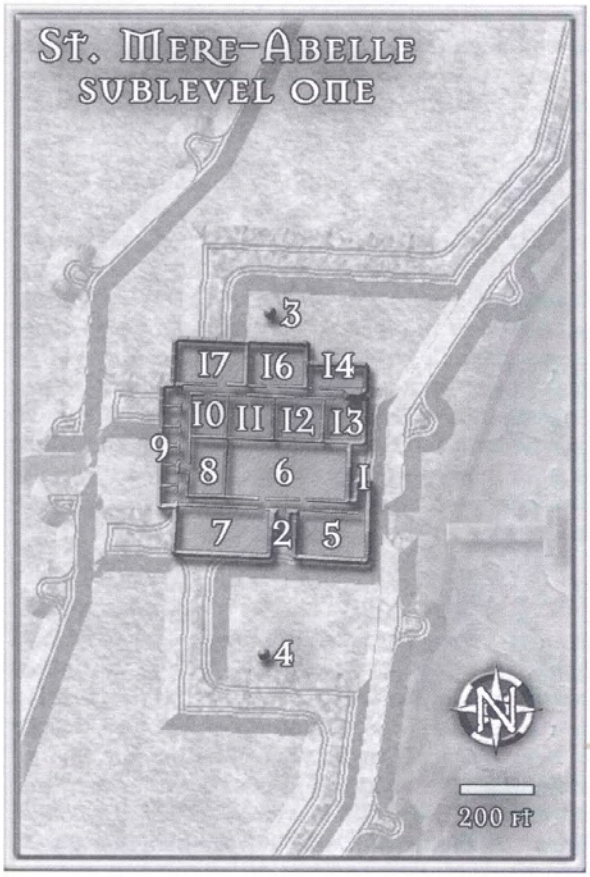
The passages are drafty enough that the monks have no fear of stale air or suffocation, though even with such breezes, the atmosphere tends to be smoky and hazy. Some sections of the lowest levels have been sealed off because of disuse; these sections are indicated on the maps with broken, rather than solid, lines.

Sublevel One

The first level below the surface is detailed as follows; see the accompanying map.

1. Ramp Up

At this spot, a ramp leads up to the surface, exiting near the western walls of the abbey. The monks figured out early on that ramps would serve them far better than stairs in these places, as they would need to be able to move goods up from the lowest level (where the sea doors open to the wharfs) without having to unload wagons and carts beforehand. The slope of the ramp is gentle enough that members of the order can pull vehicles themselves, rather than needing beasts of burden to do the work for them, although the passages are wide enough that, given the need, a pair of oxen or mules can easily navigate the route.



2. Ramp Down

This leads down to the second sublevel of the monastery, exiting at Area 1 there.

3. Well Shaft

At this point, the circular, 10-foot-diameter shaft of the well descends through the rock. It is not reachable from this level.

4. Quarry Shaft

Similar to the well shaft, the large hole that descends from the south courtyard into the quarry located on the lowest level passes through the rock here, though it is not accessible from this level.

5. Larders

This large area is divided into sections, and the vast majority of the foodstuffs used to feed the monks are stored here. Everything imaginable that is edible can be found in the storage bins that line the walls, from smoked meats to flour and wheat for bread, to pickled fruits and vegetables, to cheeses and eggs. Barrels and

barrels of foodstuffs that have been preserved are stacked together, while fresher goods share a special section in the chill room, a chamber that is kept cold through the use of inverted diamond magic.

6. Dining Hall

This massive chamber's ceiling rises a bit higher than any of the rooms around it, and it is further supported by thick, square columns set at regular intervals throughout its area. Three times each day, the monks of the order gather here to partake of the meals. Trestle tables stretch out as far as the eye can see here, each one lit by a handful of candles. When the whole host of monks gathers at one time for a meal, the chamber resonates with their voices, though they are bidden to speak quietly.

7. Kitchens & Laundry

The food needed to feed 700 hundred Abellican brothers and 200 servants almost needs an army to prepare it, and that preparation is done here. Great cooking fires burn in dozens of hearths, and huge kettles of soups, stews, and steaming vegetables hang over the flames, while dozens and dozens of loaves of bread turn golden brown in ovens right above those hearths.

On tables that stretch out for hundreds of paces, ingredients are chopped, sliced and ground, ready to be added to whatever meal is to be served. Platters of cheeses and bread, fresh fruit and smoked meats are set up next to large bowls of soups and stew, waiting to be carried out to the dining hall. Wooden mugs and pitchers of water and weakened beer wait to join the food.

Off to one side, scullery maids stand before vats of steaming water, endlessly scrubbing hundreds of dishes piled high around them. As one stack of platters, bowls, or mugs dwindles down, a freshly soiled stack seems to appear to take its place. More servants at another set of vats also wash the multitude of linens and other cloth items that exist in the monastery, including table cloths, napkins, robes and so forth.

Once the water in the vats becomes too gray and sudsy to be considered clean, they are drained, right into channels in the floor that lead to drains through the walls. Those drains deposit the filthy water into the sea beyond the cliffs. More fireplaces heat cauldrons of clean water, waiting to be added to the vats.

8. Lumber & Furniture

Within this storage room, the monks keep their supply of raw lumber to be worked, as well as any unused furniture. The lumber is stored on long platforms in this cool, dry area so that warping and cracking is kept to a minimum. The cache of lumber provides the raw materials for repairing or replacing everything from wagons and carts to doors and tables to shelves and bed frames. It's also used to construct scaffolding when new construction begins, or to replace worn parts on the portcullises and heavy lifting machinery in various places within the abbey.

Some of the furniture throughout the abbey wears out over time and is simply replaced with new pieces, and sometimes the carpentry shop produces a whole collection of one type of furniture that won't be needed immediately. In both of these cases, the unused items are kept here, as well.

9. Miscellaneous Storage

This series of small rooms is used to store a variety of smaller items, or items that are not needed in such great variety. Candles, sealing wax, inks and dyes, parchment and other bookbinding goods, soap and so forth can be found in these rooms. Anything that could be harmed by exposure to the elements or too much light is sealed away behind tightly closed doors here, such as vinegar for pickling, salt, glue, etc.

The rooms also keep dangerous or volatile materials safely tucked away, including such things as lamp oil and tanning acids. Rooms with potentially hazardous goods are locked, and only the masters or the appropriate craftsmen have the necessary keys to access them.

10. Glassware & Crockery

This storage room houses the abbey's supply of glassware and crockery, as well as the raw goods needed to manufacture more. Everything from window panes to display case panels to finely blown goblets, decanters and serving dishes get stored here, some of which are used internally, others of which are sold to merchants. Jugs, platters, mugs and bowls are among the items of crockware that the inhabitants make and use or sell.

There are also barrels of sand for blowing into glass, including numerous colored types, as well as dried mud bricks that can be rehydrated and used in crafting pieces of crockery. The raw sediment which is dredged from the bottom of the cove and used to make mortar is also stored here.

11. Linen & Leather

Every type of cloth good, from fine linen to the coarsest wool, along with threads of every strength and hue, along with other raw materials like spun wool, get safely stored here. Finished goods are also brought here until they are needed. Such items include throw cloths, mattresses and pillows, robes, holy vestments—for abbey leaders, the choir, etc.—and uniforms, rugs, tapestries and so forth.

Leather goods also make their way here, whether such items are simply the tanned hides waiting to be worked, or finished items like belts, tack and harness for the stables, shoes and boots, pouches and so forth.

12. Tools & Hardware

Tools of every imaginable sort are stored in this chamber for use in building and repairing the structure, farming and gardening, cleaning, etc. Such items that might be found here include block and tackle, buckets, lengths of chain and rope, axes, ladders, picks and shovels, hammers and so forth. In addition, there are kegs of nails, sets of hinges and locks, dowels, hooks, all set aside for use in maintaining the structure.

13. Iron & Steel

The raw materials needed for crafting everything metallic in the abbey is kept here. The blacksmith shop draws upon this supply in order to make everything in the abbey made of metal, including axles on wagons and carts, hinges, latches, and locks for doors, horseshoes, armor and weapons for the soldiers, pulleys and gears for the machinery and so forth.

14. Wine Cellar

The monks keep a variety of bottled wines here, most of which is produced in the winery on the premises, but some of which is purchased from passing merchants. There are more than a few bottles of elven Boggle tucked away for very special occasions. This room is locked, with only brothers of the order retaining keys.

15. Training Room

The center of this room is actually lower than the hallway outside, and there is a balcony that encircles the whole central pit. Inside that pit, a series of practice riggings have been assembled so that the members of the order can train in the arts martial, honing their skills at unarmed combat, or with simple weapons, such as the quarterstaff or crossbow. Observers can watch from the balcony.

16. Miscellaneous Storage

All manner of perishable goods get stored here, for this entire place has been subdivided into smaller compartments, and the whole place has been magically enchanted through the use of diamonds embedded in the stone and with their magic inverted to keep the temperature below freezing. In addition to foodstuffs that will spoil unless kept frozen, blocks of ice are made in part of this area, which are then chipped and used in various capacities, such as chilling wine, making custards, or even in certain penitent rituals where dunking in icy water is necessary.

Sublevel Two

The descriptions of the middle underground level of the St.-Mere-Abelle monastery are detailed below. See the accompanying map for reference.

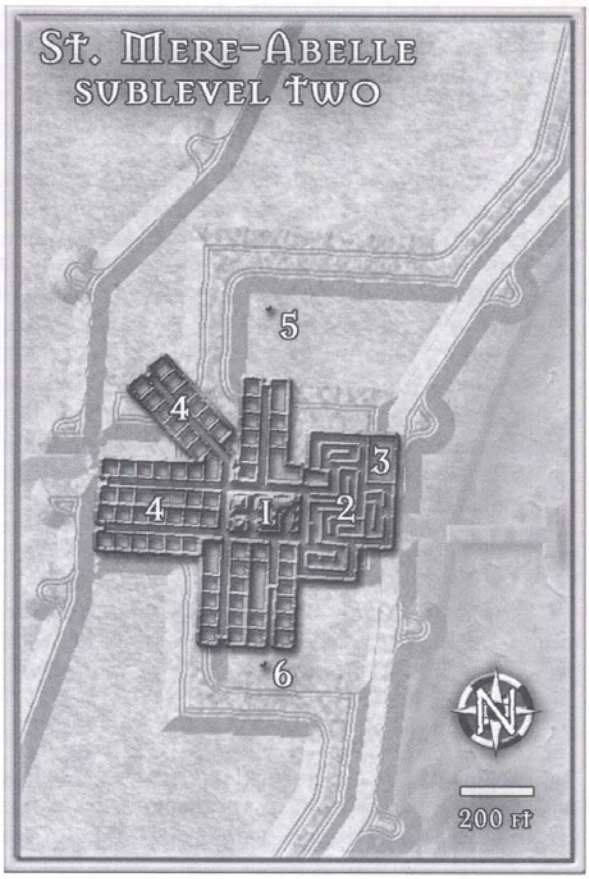
1. Ramps Up & Down

At this juncture, ramps join the two levels that sandwich this one; to the east is the ramp leading up to the higher sublevel, while to the west is the ramp that leads down, then divides into three separate ramps, each leading to a different section of the lowest of the sublevels.

2. Abbot's Maze

The abbot's maze is perhaps the most revered and private area of the entire monastery. Most novices are not permitted in this section of the abbey at all. A single corridor winds through this area, dividing and rejoining on a couple of occasions, with stout contingents of guards at each end to keep those unwelcome from going further. The floors of this corridor are decorated with a rich mosaic pattern of tiles, and the doors are of the richest, darkest wood, delicately carved in bas relief and enhanced with gold leaf. Tapestries hang on every wall between the recessed doorways. It is truly an affluent section of the abbey.

The true prizes of the monastery are down here, tucked safely away from the eyes of those who would covet them. These are not the trinkets on public display elsewhere in the monastery; rather, they are the true wealth of the Abellican order, the magical treasures that have been made over the centuries for the betterment of those whose faith is unwavering. These are the treasure



vaults of the father abbot, the most powerful leader of the entire order. In one such room lies the collected treasure of the sacred ring stones.

3. Ring Stone Room

The door leading into this room has been carved and decorated with gold and silver leaf to show a history of the Abellican church, a tale that begins at one corner and slowly, deliberately advances as the eye wanders across to the opposite side. The fineness of detail is such that a monk can spot new features each time he gazes upon it.

Beyond this door (which is cleverly locked with a hidden catch set into the chamber itself, Search DC 40 to find) lies the ring stone room, a chamber of unparalleled wealth in all of Honce-the-Bear, perhaps even beyond the kingdom's borders. Spread throughout the room are a multitude of display cases, which exhibit the entirety of the abbey's collection of magical gems. An assortment of every type and power level of gem can be found here, arranged by color throughout the room.

Assume that there are 10d20+20 of each type of +1 stone, 8d20+20 of each type of +2 stone, 6d20+20 of each type of +3 stone, etc. present in the cases.

Along one wall of the ring stone room is a large and detailed mural, and it is actually a mechanical marvel. The mural displays the various heavenly bodies that can be found in the night sky outside, but more than that, it is actually a working model of those bodies' motions in the sky. A monk examining the mural closely can spot tiny grooves in the wall, narrow slots where small arms jut forward from delicate machinery behind the wall, slowly moving the various stars, Sheila the moon, and the Halo in its endless, circular motion overhead. Through this magnificent device, the monks are able to both practice their star charting for navigational purposes, and plot when the next arrival of the sacred stones at Pimaninicuit will occur.

4. Storage Rooms

In several areas throughout the second sublevel, passages branch off of the central corridor that encircles the ramps leading to other levels. Off of each passage is a series of narrow locked doors leading into small storage rooms. These were once the primary storage chambers for the monastery, but over time, they have fallen into disuse. Though the masters and immaculates' keys still open these vaults, few of them ever come here to retrieve anything anymore. These days, the series of chambers are more crammed with useless junk—broken furniture, ruined tapestries, old and cracked glassware, and so forth—than with anything of any real value.

If time is taken to sort through any particular chamber, there is always the possibility of finding some still-useful item or some lost and forgotten treasure buried within. However, properly searching requires a number of days equal to 30 minus a Search check. Assume that each chamber so searched reveals an EL 1d6 treasure trove, comprised of goods and items—there may be hidden treasures, but only patience and perseverance will unearth them.

5. Well Shaft

The well shaft continues down at this point in the rock.

6. Quarry Shaft

The quarry shaft continues down through the rock at this point.

Sublevel Three

This is the oldest of the original portions of the abbey, the first tunnels constructed when the monastery was founded. The original monks cut these passages and chambers out of the rock with little more than hand tools, working for nearly a century to carve a home out of the landscape for themselves.

In places where the abbey has been abandoned in favor of newer chambers (shown as broken lines on the map), the passages are uneven and dirty, with stone fragments scattered across the floor, and water sometimes standing ankle deep. In some places, the floors themselves are broken and pitched. Small rodents and other creatures scurry through the shadows, and the passages are thick with webs. At the intersections of abandoned passages with those still in use (where broken lines become solid), the route has often been sealed up with wooden barriers, locked doors, or even hastily bricked-up walls. These barricades will not prevent passage to those who truly wish to pass through them, only warn against it.

For each new section (hallway or room) a character explores in the abandoned sections of the third sublevel, you may opt to roll to see if he encounters anything. The base chance of running into something is 10%; if the dice indicate an encounter, roll on the table below to determine what it is:

Roll 1d100	Result	Avg. Enc. Level
1–8	Giant Beetle, Fire (1d4+1)	EL 1
9–24	Monstrous Centipede, Tiny (4d3+4)	EL 1
25–36	Monstrous Centipede, Small (1d4+1)	EL 1
37–44	Monstrous Centipede, Medium-size	EL 1/2
45–60	Monstrous Spider, Tiny Web (4d3+4)	EL 2
61–72	Monstrous Spider, Small Web (1d4+1)	EL 2
73–80	Monstrous Spider, Medium-size Web	EL 1
81–100	1st level Monks searching for something (1d4)	EL 3

The various rooms of sublevel three are detailed in this section. Refer to the accompanying map for further details.

1. Rocky Beach

At the foot of the cliffs that support St.-Mere-Abelle, the waters of All Saints' Bay crash against the rocks that jut out into the cove, a relentless assault on the foundations of the abbey. When the tide is low, the waters recede enough to reveal a boulder-strewn beach of wet sand filled with shallow tide pools. When the tide rises, the beach disappears beneath the surface once more. The beach itself is not more than a few dozen yards wide when the tide is at its lowest, but it is a safe enough walk during those times.

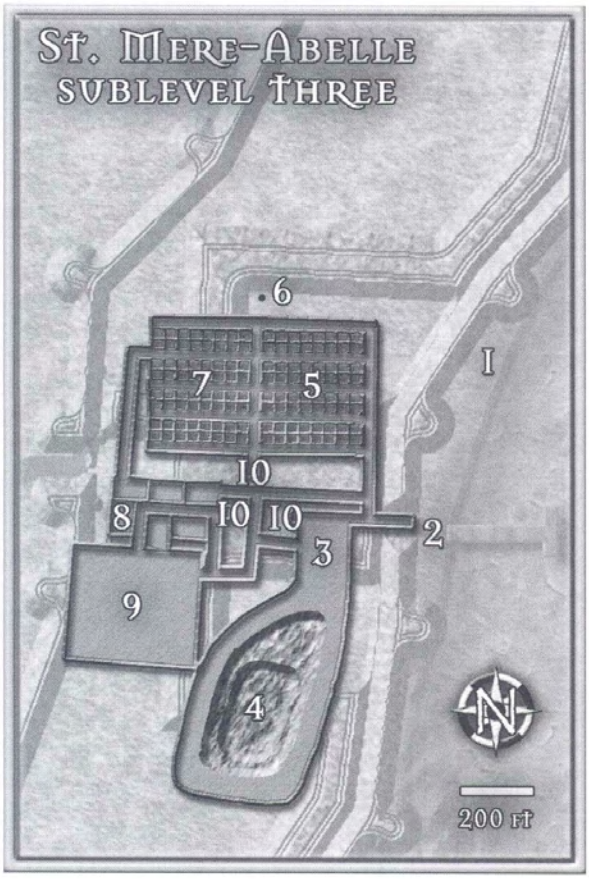
A trail winds down from the top of the cliffs to the north, zigzagging back and forth in a series of switchbacks up the face of the cliff to the top. This trail comes out around the north side of the monastery, and was once the main route to get from the top of the cliffs to the bottom during the earliest days of construction (before the sublevels and the surface were connected by the series of ramps). After the various layers deep in the cliff side were joined, the path fell into disuse, though it is still easily enough traversable on foot. A horse would have a difficult time navigating the trail, but a mule or donkey would find safe enough footing at a slow pace.

2. Gate & Wharf

At the very base of the cliff at this point, a stout gate is set into the rock itself. Jutting out from this gate into the cove is a wharf some 50 yards long, to which a ship can tie up for loading or offloading goods. The gate is set far enough back and high enough up from the shore that the high tide does not quite reach its base and barely laps at the underside of the wharf.

Like the gate on the surface facing west, this portal is stout. The outermost door is made of wood banded in iron, and it is fully three feet thick (hardness 5, hp 200, Break DC 35). Beyond that is a portcullis similar in design to its twin on the opposite side of the abbey (hardness 5, hp 75, Break DC 30), and then a stone barrier that must be lifted out of the way by mechanical aid—though with no assisting citrines this time (hardness 8, hp 500, Break DC 50, Lift Strength check 75). The mechanism for locking the stone in place, as well as the winch used, are both located in a cubbyhole several yards inside the tunnel beyond the gate.

Flanking the gate is a pair of narrow windows, through which ballistae are aimed. Just inside of the doors is an alcove where these ballistae are manned by those defending the abbey. A supply of ammunition sufficient to keep up a steady barrage for a full day is on hand.



3. Old Chapel

This was the very first chamber constructed by the monks of St.-Mere-Abelle. At the time, the idea of a monastery was more a dream than a practicality. The monks still lived on the surface, dwelling in tents at the top of the cliff and coming down to work whenever the tide permitted. They dug their tunnel straight back for a hundred yards or more, than began carving a chapel out of the living rock. This chamber was the result of their work.

Originally, this room was hollowed out so that the roof was perhaps twenty feet overhead, supported by thick columns that ran down the center, to either side of the main aisle. The monks considered this to be the main feature of their home for many, many decades, but as the works expanded and they began to build on the surface, the chapel was abandoned. The monks began to mine the rock at the back end of the chapel, cutting deeper and deeper into the cliff and removing the flawless stone they found there.

Today, the chapel is sealed off from the main tunnel outside (except when the quarry must be drained—see Area 4, below), but its back end opens into the quarry, where the monks still work the stone for blocks with which to build.

4. Quarry

This vast chamber has been the source of the stone used to built St.-Mere-Abelle since the beginning. Some of the finest, most flawless blocks of stone have been dug out of this area, originally carried up the side of the cliff via the rocky trail (see Area 1, above). Eventually, when the demand for larger and larger blocks of stone became great enough, the monks dug a shaft straight down from above, and they now haul the stone up directly.

The pit has three levels, concentric depressions set successively deeper into the floor of each previous one. Each successive pit is 25 to 30 feet deeper than its predecessor, and the bottommost pit is half-filled with water, runoff from the groundwater that leeches down through cracks in the stone from above. Every few months, the water must be removed, a tricky operation that involves a series of troughs leading out through the lower gate, many buckets, and all the able-bodied monks dwelling at the abbey.

5. Abandoned Quarters

These cramped quarters were the original dwellings of the monks after they moved down off the top of the cliffs, in the earliest days of the abbey. The rooms are tiny, only ten feet on a side, and they were dug out in successive rows over time, as more and more monks came to lend their strength and lives to the cause of constructing St.-Mere-Abelle.

These days, the rooms are no longer in use, and they have been sealed off from the rest of the abbey.

6. Well Shaft

At this point, the well shaft descends below the surface, finally ending in a small grotto another 40 feet below this level, where the monks acquire part of their supply of fresh water. There is no access to the well shaft from this point, though if someone were to correctly calculate the distances, it would not be a monumental task to tunnel through to the shaft from the backmost passage of the abandoned quarters (see Area 5, above).

7. Dungeons

These quarters, like those of Area 5, were once the primary dwellings of the earliest monks. Later, as more and more of the abbey was constructed, these chambers were transformed into storage vaults, and then abandoned altogether.

During the DemonWar, Father Abbot Markwart turned some of these chambers into prison cells, holding his enemies (including the Chilichunks—Jilseponie's adopted parents—and Bradwarden the centaur) here for interrogation. Though they were cleaned up considerably compared to their counterparts to the east, the passages and chambers are still dirty and cobweb-strewn, and the lighting is dim, with torches positioned at very sparse intervals.

8. Old Library

During the earliest days of the monastery's construction, half a dozen large chambers were originally dug out of the rock to serve as quarters for the masters of the order. Over time, they were transformed into storage rooms, and eventually half of them fell into disuse. The other three became the repository of the accumulated knowledge of the abbey that was no longer deemed current or fashionable to study. All of the older, more out-of-date books from the libraries on higher levels were moved here, tucked away in the lowest level to gather dust and sit in darkness.

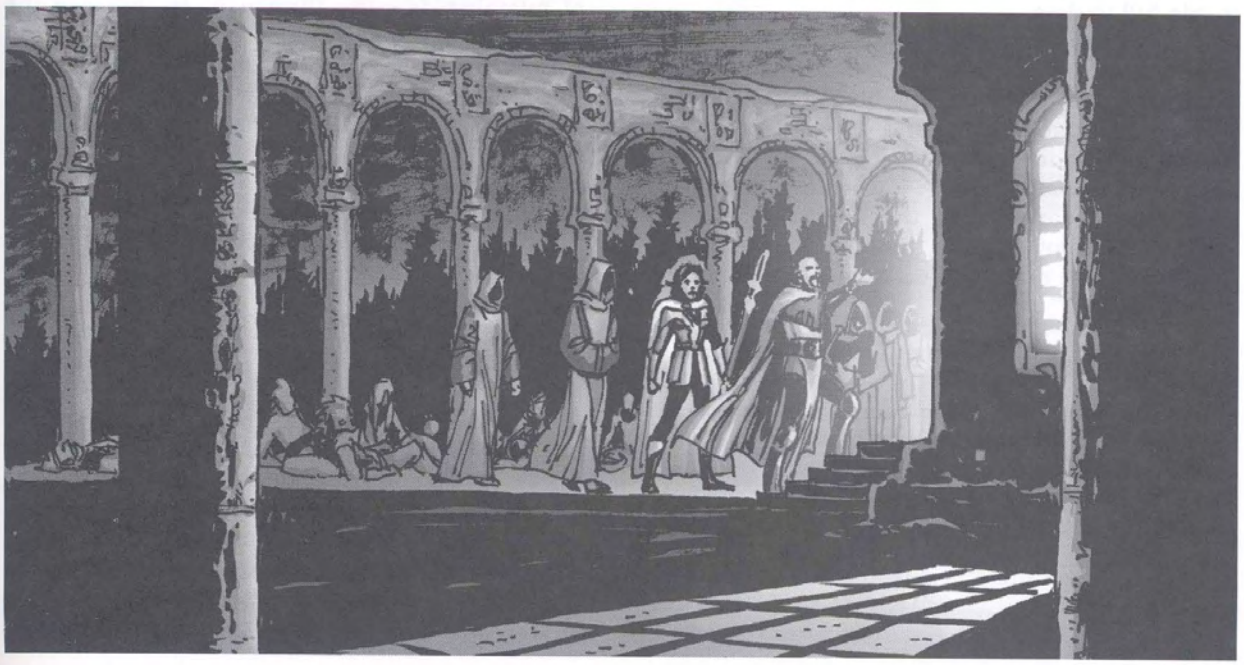
One room in particular became the storage room for the most "questionable" texts, and in that room one section of shelving far back in the corner holds a handful of more sinister volumes, books deemed dangerous to both the brothers of the order and to the public at large. It is the policy of the Abellican order to destroy all but one copy of such tomes, keeping the lone copy safely locked away in this vault. Some of the prohibited books that have been filed away include studies on gem sorcery and manipulating demons.

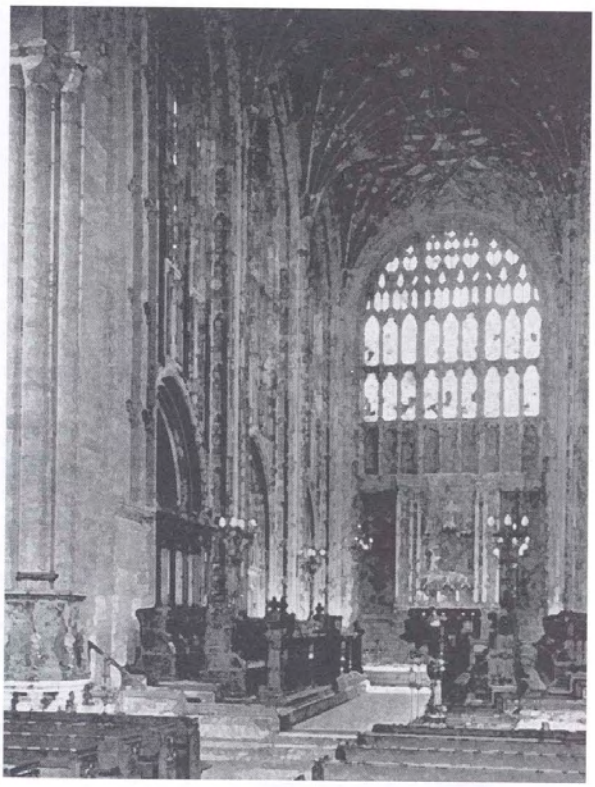
During the DemonWar, some of the brothers who had allied themselves with Brother Avelyn, who destroyed the Demon Dactyl, came down to this chamber to seek out evidence of the older church's beliefs. Some of the documents of the earliest days are still on file here, including diaries of some of the monks who lived during those times. The books are all arranged chronologically.

During Father Abbot Markwart's tenure, he was led to these volumes and learned the forbidden secrets of conjuring and gem sorcery, which he then used against his enemies.

9. Crypts

The deepest recesses of the oldest level of the monastery house the remains of its members. Rows and rows of crypts are laid out here, with narrow walkways passing between them. Inside these stone tombs, the remains of every brother who wished to be buried on the premises (as opposed to being returned to the village of their birth) are carefully sealed inside.





Each large block is filled with a series of narrow shafts, large enough for a shroud-wrapped body to be slid inside, deep enough for the opening to be bricked over. The oldest monks, those who worked the stone in the earliest years of the abbey, are buried along one side, and the chamber has slowly been filled in over the ensuing centuries, though it is still only two-thirds full to date.

In a few instances, particularly notable monks have been granted a special mausoleum all their own, a small chamber that can be entered through a low and narrow doorway. Inside these chambers, the monks so honored have been entombed inside a cairn of stone, with their names carved into the lid. Such honors are rarely bestowed here, though, for monks of true worth are often buried in separate shrines elsewhere.

10. Ramps Up

At this juncture, three ramps join (one each from the east, west and north) together and lead up to sublevel two. Originally, there was only one ramp up, but as the brothers closed off various sections of this level, they dug two additional ramps to access the sections that they chose to keep open.

Bridge Adventure

This portion of the bridge adventure can be used to get the characters involved with the abbey of St.-Mere-Abelle, even if none of the PCs are Abellican brothers. It is divided into two parts; you can choose to use just one of them (either one is fine; they can function independently of one another), though they work particularly well when used jointly, in order.

Part 1: The Fugitive

Either Drebi'lar, or one of his minions, has managed to get inside the monastery to both evade the PCs (if they have been chasing him) and to find a particular book necessary for the completion of his summoning of the Demon Dactyl. Alternatively (if you are not using the bridge adventure), it could be an entirely new NPC you've introduced elsewhere. The NPC finds a way to slip inside the monastery to evade the characters, going into hiding by posing as a young monk or servant.

Preparation

You'll need a fugitive, obviously. If you aren't running the bridge adventure with Drebi'lar as the main antagonist, then you need at least a little bit of preparation in prior game sessions, establishing a character the PCs need to get a hold of and a reason why he doesn't want the confrontation. Perhaps he's suspected of a theft, or maybe he has information that would be useful to the characters. There could be a case of mistaken identity thrown in to increase the tension level (for example, perhaps the fugitive is running away because he's been told by another NPC that the characters actually want to kill him—this sort of misdirection could be set up by Drebi'lar and his cronies, too).

If you are running the bridge adventure, then this fugitive should definitely be a villain, since the whole of that story revolves around stopping Drebi'lar's sinister machinations. Also, if you're running both parts of this adventure together, then the fugitive will be responsible for tainting the water supply in Part 2 (see that section, below).

You'll also need plans to deal with whatever method the characters come up with for getting inside. If they try the direct approach (asking for permission to come inside and search), you'll need a "public-relations" member of the order who will undoubtedly throw up roadblocks to their efforts—some or all of them are not monks, after all. If the characters attempt to sneak inside,

they're either going to have to have a sympathetic presence on the inside who lets them in, or else they'll need some sort of information on ways to climb over the walls, sneak through the gates, or otherwise get past the defenses without getting caught. The PCs could also attempt to get jobs as servants and then seek out their quarry during their free time.

You need to have a handful of Abellican brother NPCs ready to go for the characters to interact with. Regardless of their means of gaining entry, the PCs are going to need to do some smooth talking at some point or another during the adventure. A handful of NPCs, loosely based two to three steps around the average level of your players' characters, should be sufficient.

Getting Started

The characters are chasing their quarry, but he keeps managing to slip away (here's a point where you can fudge results to establish a cinematic tension in your adventure—the players feel like they're on the verge of catching up to their quarry, but he keeps managing to be one step ahead of them). The fugitive leaves a pretty clear trail, though, and it is obvious to the characters that he has made his way inside the abbey. Now they have to figure out a way to go in after him.

Diplomacy

If the characters have an Abellican brother among their number, or if they have ever done any good works on behalf of the church in the past, then they can try the direct approach and ask for permission to get inside. They might even try to explain to the monks the truth of the situation, asking for the brothers' help in tracking down the fugitive. If they have a good relationship with the church, then let this work, but don't make it easy. For whatever reason, the monks are reluctant to just throw open their doors and invite the characters in, and they certainly don't want the PCs just roaming free in the halls and warrens of the sacred grounds. If the characters do not have a pre-established relationship, the monks are not interested in their story and won't let them in. They'll have to try something else.

Sneaking In

The characters can certainly attempt to get inside the walls of St.-Mere-Abelle unnoticed, and in reality, it wouldn't be too hard; a handful of figures scrambling over the top during the dark of night at the far end of the place aren't likely to be spotted. However, once they're inside, they're going to have to come up with some means of disguising themselves. Anyone who is not a monk is going to look suspicious, and during the day, there are enough monks and servants wandering around that the halls of the structure are bustling—there are not many places to hide.

Coming up with a set of disguises isn't going to be difficult. There are extra sets of robes in most of the monks' chambers, and the characters can get away with pretending to be brothers of the order long enough to hunt for their fugitive, but a long-term portrayal of a religious devotee is sure to draw suspicion after a while. The characters might alternatively come up with servant disguises, though with the same set of concerns (but see below).

Getting Work

The monks hire a number of servants to do various chores throughout the place, and it should not be tough at all for the characters to beg for work in order to prowl around and find their quarry. (After all, Roger Billingsbury did this very thing in *The Demon Apostle*.) Keep in mind that most of the kinds of chores the servants are given keep them in a limited area, so characters sneaking off to other parts of the abbey might attract unwanted attention. Be creative in assigning jobs. Let the characters receive assignments for different areas of the monastery, so that they can all cover more ground. In general, the monks don't pay the servants much mind, so don't make it impossible for them to investigate.

Catching the Quarry

Eventually, the characters are going to find their fugitive and resolve the situation. If you are running both parts of the adventure, then he has tainted the water source before they find him (and they might not even know what he has done). If you are running this portion independently of the rest of the bridge adventure, then see Resolutions, below, for more ideas on what happens next. Once they've caught their quarry, the characters have to get him out of the abbey, whether they do it with the help of the monks or in secret, trying not to draw undue attention.

Resolutions

Depending on the setup you used to establish this storyline, you'll need to decide before the characters finally catch up to their fugitive what's likely to happen. If the NPC was running from the PCs because of a misunderstanding, how hard is it going to be for them to convince him to stop and listen to them? If there's no negotiating with the

fugitive (because the PCs are intent on capturing or killing him, for example), what are the monks going to do? Whose side are they likely to wind up on? If the characters get caught in an area of the abbey where they don't belong, how likely are they to be able to talk their way out of it, versus being imprisoned and punished for their trespassing?

Can the characters succeed in catching up to the fugitive at St.-Mere-Abelle, or does he manage to slip away? Does he have anyone working on the inside, protecting him—a less-than-honest monk, perhaps, or a servant who might also be an old friend/cousin/sibling? Will this accomplice subtly misdirect the characters, or actively oppose them?

Part 2: Insurrection

The fugitive the characters were pursuing in Part 1 (or some other malicious entity—see below) has poisoned the water in such a way that those who drink from it become paranoid and suspicious of everyone everywhere. The characters must find a way to put a halt to it and restore order before the whole place erupts into a bloody insurrection.

Preparation

There are always philosophical differences brewing between factions of the order, but for the most part, they are kept to peaceful debate. But with the right sorts of triggers, the debates could spill over into something far more deadly. The taint in the water does just that. It's a magical poison, and any person who drinks from it becomes suspicious, then paranoid, then delusional, convinced that others are turning on him and/or trying to kill him.

The characters can either be monks of the abbey, companions to said monks staying there as guests, or are already here by one means or another because of the events in Part 1. Once the effects of the poison begin to kick in, the various sides of the endless debates begin to square off inside the tunnels of the abbey itself.

You'll need an idea of the number of monks involved on each side of the conflict and their relative strengths. Since you want the characters to put a stop to things before disaster strikes, it's better not to subject them to the poisonous taint. They can try to be the voice of reason, but it becomes clear as time goes by that the monks are acting very strangely, and they need to find a cause for it.

Once the real fighting starts, give some thought to what resources will be considered the most vital—water and food, of course, but also the sacred ring stones and any other magical implements stored away in the Abbot's Maze. The monks may be paranoid, but they're still smart, and they know they must get a hold of the resources before their enemies do. You may find it necessary to draw up some more detailed maps



of some areas of the abbey than those presented in this tome in order to handle tactical combat sequences.

Getting Started

In the beginning, the monks that have become infected with the taint simply seem a little more snippy than usual. Have characters witness outbursts in hallways between monks; if they are servants, a monk or two should snap at them for not getting the job done quickly enough, or for being in the way.

Later, as the poison progresses, the characters should begin to hear stories of fisticuffs between brothers. Everyone seems to be on edge. More and more monks look at them suspiciously as they pass in the halls.

Finally, the father abbot puts a curfew into effect, demanding that everyone retreat to their own quarters until further notice, but of course, the tainted monks have grown suspicious of everyone else and refuse to accept this, thinking the father abbot is trying to get away with something while they are locked away in their rooms.

It should become clear that all is not right in the abbey, and the characters are going to have to try to figure out what's what on their own, as many of the monks (but not all—leave some of them taint-free to be an aid to the characters, as well as allies during the fighting) are too busy accusing one another of everything from espionage to heresy to figure out why they feel so suspicious.

Finding the Source

The characters are going to have to do some investigating in order to determine just what's causing the uproar. If they have the fugitive in tow from Part 1, it's possible they suspect him (and rightly so). They may have to use some gemstone magic to figure out what he did to cause this. Otherwise, they may need to do some deductive reasoning. Don't make it too hard; perhaps all the brothers in one wing of the abbey are affected, allowing the characters to reason it out by process of elimination.

If they can't determine what the source is by the time the fighting gets particularly bad, have an NPC offer a clue or two. Maybe a servant saw someone putting something into the water and didn't think of it until just now. Maybe a very astute monk hits on the fact that all the monks who are acting strangely get their water from the same source. Maybe the tainted monks get really thirsty all the time and keep going back to that same source, "because it's so good." Don't use these clues right away, but throw them in before it's too late (before the monks are all blasting each other with ring stones!).

Cleansing the Source

Fixing the problem is as simple as using a sunstone. The monks themselves can be healed in this manner, anyway, and an enterprising player might just figure this out. Of course, those monks who suffer from the taint aren't going to willingly be subjected to any of their enemies' "demon magic," so getting them in range of a sunstone is going to be tricky.

As for clearing up the water, a character must simply get near enough with a sunstone to eliminate the taint. Once that's done, the monks will slowly return to normal over the course of a few days, once the poison is out of their system. Until then, they will continue to be hostile, but as more and more are cured, the abbey is sure to be saved.

Resolutions

Besides the obvious decision of how the fighting will turn out, you'll want to consider a few other things during your skirmish. Since the conflict is simply the result of evil magic, the monks who are not affected might be convinced of this and thus restrain themselves from deadly force. They may simply try to defend themselves and avoid injuring their paranoid brethren. How will they handle this limitation?

If one side or the other gets a hold of some real firepower during the struggle (such as the cache of stones in the Abbot's Maze), there's a real possibility of doing some permanent damage to the abbey itself. You will have to weigh the impact of a section or two of the monastery collapsing, not just from a physical standpoint, but from a psychological one, as well. How will the monks react to part of their home, this bastion of their faith that has stood for a millennium, being partially turned to rubble? What wonder might they find buried in the stone after the debris is cleared away?

While the monks are occupied with their fight among themselves, what other factions might try to take advantage of the situation? Will the secular powers attempt to hone in on some traditional area of control? Will some of the Demon Dactyl's forces that have been in hiding surface to terrorize the countryside near the abbey? Will other political regions (Alpinador or Behren) feel ripple effects from such an insurrection?

ANDUR'BLOUGH INNINNESS

Introduction

Far to the west of the lands of men, hidden away behind the towering peaks of snow-capped mountains and the veil of ancient magic, lies the mystical valley of the elves of Corona. Andur'Blough Inninness—"The Forest of Cloud" in the elven tongue—is an enchanted place of pristine beauty and gentle nature, the home of the Touel'alfar. Few among the humans even know that it exists, and fewer still have even been there. Of those, only a handful have any memory of it.

Perhaps the occasional map indicates a spot in the mountains labeled The Valley of Mist, but for most humans, the elves are nothing more than a legend, part of the fairy tales of childhood. And that is precisely how the elves intend for it to remain.

Location in Corona

Truthfully, the secret valley where the Touel'alfar dwell is a place out of time, out of the physical restraints of the rest of the world. It is situated in a protected gap in between several tall mountain peaks in the forbidding mountain range to the west of Honce-the-Bear. To the north along this same mountain range lies the Barbacan, with the remains of the volcano Mt. Aida, and to the south, beyond this chain of peaks, is wild lands and peat bogs, the home of the even more mysterious Doc'alfar.

Even if there was no magic surrounding the secret elven valley to keep prying eyes away (see Defenses, below), trying to reach the place on foot is a monumental task. There are few passes through that region, and a traveler could miss the valley altogether by veering even a few miles off course to the north or south. There are no outward signs that the place exists. No markers point the way; indeed no trails even wind their way between the steep slopes.

When characters are traveling in the vicinity of Andur'Blough Inninness but are not yet inside its borders, there is a chance of an encounter. Refer to the encounter tables in the *DemonWars Campaign Setting* and use the Western Mountains chart.

Game Significance

Andur'Blough Inninness is the sole home to the Touel'alfar. They live in no other place in all of Corona (though there are other races of elves that live in other regions). The land in this hidden valley is the source of their magic, and it is here that they sometimes bring human orphans to train as rangers—the elves' eyes and ears. Such notable heroes as Nightbird, Andacanavar, and Brynn Dharielle spent their formative years in this valley.

History

The Touel'alfar did not always live in Andur'Blough Inninness, reclusively hidden away from the rest of the world. Once, many centuries ago, the elves walked the land as did the other races, sharing the world with humans. But as long-lived as they are, the elves propagate infrequently. The ravages of war against the Demon Dactyl, as well as with less scrupulous men, thinned the ranks of the Touel'alfar. Elves succumbed to injuries far faster than children were being born to replace them. It was clear to their queen that there was a very real risk of her species dying out. Creating the secret valley was simply a matter of survival.

To the elves, the time before Andur'Blough Inninness is in the distant past; to the rest of the world, it is before time. But since that decision, the valley has always existed, almost in the state that it does now. Queen Dasselrond used the magic of the land, as well as that of one of her most prized possessions, the great emerald—given to her by Terranen Dinoniel, the elven hero—to forge the Forest of Cloud out of the mountains. She formed it and gave it its protective blanket of fog, and the elves retreated there to enjoy a life of solitude.

Of course, there was also a time in the dim past when the elves were not one species, but two. Many centuries ago they shared their world with the Doc'alfar, the dark-haired counterparts to the golden-tressed Touel'alfar. Together, the Touel'alfar and the Doc'alfar lived together in Andur'Blough Inninness as one. But strife grew between a people with wings and a people without. The Doc'alfar took their leave and vanished from the sight—and almost the memories—of the



Touel'alfar (see the entry for Tymwyvenne later in this book for more information on the Doc'alfar and their secret home).

Little has changed in the intervening years, and the elves of today live much as they did in those early years. The longevity of the species has resulted in a staid, balanced existence, deep set with tradition and with a clear memory of the past.

Today

In current times, life is not much different than it has ever been in Andur'Blough Inninness. Existence in the valley has continued without significant change for much longer than Honce-the-Bear has been a kingdom.

During the closing of the DemonWar, when Aydrian Boudabras marched his army toward the elven valley, Lady Dasselrond made his victory a hollow one by using her magic to steal the place away, hiding it in a pocket domain where the demon-possessed king could not find or touch it. She did so at the cost of her life, though, transferring rulership of the elven people to Belli'mar Juraviel and passing the great emerald of Terranen Dinoniel to him.

After Aydrian was freed of the clutches of the demon dactyl, he returned to the mountains and triggered the enchantments with his own blood that returned Andur'Blough Inninness from its pocket dimension. The Touel'alfar returned to the valley to live in peace once more.

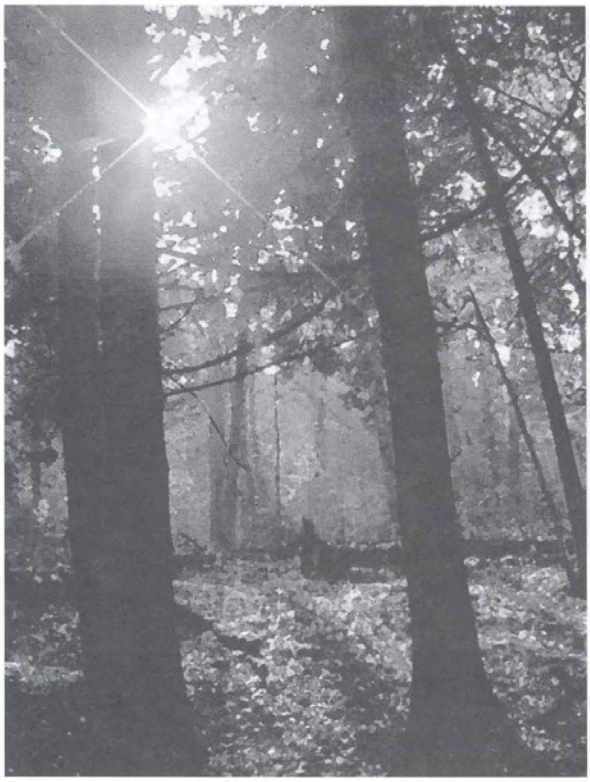
If you choose to run a campaign set after the events of *Immortalis,* then Belli'mar Juraviel is the king of the Touel'alfar, and Lady Dasselrond is no more.

Population

Today, approximately 100 elves live in the quiet forests of Andur'Blough Inninness. Of course, the term lived is used loosely here, for a number of the Touel'alfar are away from the valley at any given time, running errands for the queen or keeping an eye on the world of men. Of these 100, almost all of them are adults, for children are born very infrequently, and elves mature to adulthood in the span of only three or four human generations.

Most of the elves that remain in the valley have a great level of skill in some craft or other, from making the finest bows to brewing the wonderful beverage *Questel ni'touel,* known as boggle to the humans. These members of the tribe spend their days in carefree practice of their craft, forever removed from the world beyond their valley's borders.

Other elves, the ones that venture forth on business of the queen, are trained to fight and, more importantly, to remain stealthy, for they must be able to remain unseen until such time as they are willing to reveal themselves. All too



often, they reveal themselves as slayers to their enemies, putting down goblins and powries whenever they encounter members of the evil races. An elf will not suffer to allow a single goblin or powrie to live.

The following is a breakdown of the elven society into classes and levels. Note that, typically, only those with sufficient levels in the appropriate player-character classes venture beyond the edges of the misty border: Ari15, Ari14, Ari13 (3), Ari12 (2), Ari11 (8), Ari10 (4); Exp20, Exp19 (2), Exp18 (2), Exp17 (4), Exp16 (4), Exp15 (8), Exp14 (8); Twd17, Twd15 (2), Twd14, Twd13 (4), Twd12 (2), Twd11 (8), Twd10 (4), Twd9 (16); Rog17, Rog15 (3), Rog14, Rog13 (7); five other individuals are still considered too young to embark upon a career yet.

Game Function

During their self-imposed exile from the world of men, the elves have not severed all contact; on the contrary, some of their own have ventures out among the humans, remaining hidden but ever watchful, to monitor events and be on the look out for rising evil. Occasionally, they have also brought in a human child, an orphaned boy or girl of only a few years of age, teaching them the elven skills of tracking and stealth, of woodlore and the deft swordplay known as *bi'nelle dasada*. After years of such education, the young men and women are sent back out into the world as rangers, destined to live on the fringes of civilization, protecting the humans from the dangers of the wilds and keeping the elves abreast of all that happens.

This process of training rangers has gone on for as long as the elves have lived in Andur'Blough Inninness, and the elven spies have existed in lands as far away as Alpinador and Behren. As the older rangers die out or fall in battle, new ones are trained to take their places. In this way, the elves are able to know every threat to their home, be aware of every conceivable danger to their existence, and in some ways even subtly redirect the courses of men.

Prominent Individuals

The queen of the elves, Lady Dasselrond, is well known to any who have ever had contact with the Touel'alfar. There are others who have made a name for themselves both within the confines of the Valley of Mists and in the world beyond.

Lady Dasselrond: Female Touel'alfar Elf Ari15; CR 17; Medium fey; HD 2d6 plus 15d8; hp 83; Init +5; Spd 30 ft.; AC 21, touch 21, flat-footed 10; Base Atk +12; Grp +11; Atk +13 melee (1d8/19-20, masterwork longsword) or +19 ranged (1d6/×3, masterwork composite shortbow); Full Atk +13/+8/+3 melee (1d8/19-20, masterwork longsword) or +19/+14/+9 ranged (1d6/×3, masterwork composite shortbow); SA *bi'nelle dasada +2*; SQ elf traits, evasive flying, leap of the clouds, low-light vision, slow fall; AL LG; SV Fort +7, Ref +13, Will +20; Str 9, Dex 20, Con 11, Int 17, Wis 22, Cha 18.

Skills and Feats: Balance +20, Diplomacy +22, Hide +24, Jump +4, Knowledge (nature) +23, Listen +23, Move Silently +10, Search +8, Sense Motive +23, Spot +13, Use Magic Device +7, Survival +11, Alertness, Expertise, Great Fortitude, Hover, Iron Will, Leadership, Martial Weapon Proficiency (longsword), Point Blank Shot, Ring Stone Affinity, Weapon Focus (longsword).

Possessions: Emerald (+8), masterwork longsword, masterwork shortbow, 20 masterwork arrows.

Magic Points: 180

Tactics: Lady Dasselrond is the leader of her people. Thus, every decision she makes takes their welfare into account. She would not enter into combat herself if she can possibly help it, choosing instead to negotiate, flee or wield her potent magic. She possesses a most amazing sacred gem, an emerald of unparalleled beauty and power, with which she is able to control the magic of the land and nature. With this gem, she

has the ability to shield the misty valley from prying visitors, defend her realm with poisonous vapors (harmful only to *n'touel'alfar*) and transport herself and others from place to place, among other abilities.

Belli'mar Joycenevial: Male Touel'alfar Elf Exp20; CR 22; Medium fey; HD 2d6–4 plus 20d6-40; hp 37; Init +6; Spd 30 ft.; AC 22, touch 22, flat-footed 10; Base Atk +16; Grp +16; Atk +16 melee (1d8/19-20, longsword), +22 ranged (1d8/x3, longbow); Full Atk +17/+12/+7/+2 (1d8/19-20, longsword) or +22/+17/+12/+7 (1d8/x3, longbow); SA *bi'nelle dasada +2*; SQ elf traits, evasive flying, leap of the clouds, low-light vision, slow fall; AL LG; SV Fort +4, Ref +15, Will +21; Str 11, Dex 22, Con 6, Int 16, Wis 23, Cha 13.

Skills and Feats: Animal Empathy +6, Appraise +26, Balance +31, Craft (alchemy) +26, Craft (bowyer) +26, Hide +11, Jump +5, Knowledge (nature) +26, Listen +15, Move Silently +11, Search +30, Spot +32, Survival +31; Alertness, Endurance, Far Shot, Hover, Improved Critical (shortbow), Martial Weapon Proficiency (longsword), Mounted Archery, Point Blank Shot, Precise Shot, Weapon Focus (longbow), Weapon Focus (longsword).

Tactics: Belli'mar Joycenevial is one of the oldest of the elves still living in Andur'Blough Inninness. His fighting days are far behind him, though in his day, he was considered an expert marksman with a bow. Instead, he spends his remaining days crafting bows, his first best love. His greatest achievement during his lifetime has been the famous bow Hawkwing, which was given to Nightbird by the elves on his naming night.

Layout

The valley itself is perhaps six miles long and half that wide, stretching generally south to north. From the outside, beyond its borders, there is little to see, for the valley appears perpetually shrouded in a thick blanket of fog. The slopes of the mountains all around the outside of that mysterious fog bank are covered in moss and lichen, and a constant, chilling wind blows. There are no trees. It is a barren, lonely place.

Take but a few steps down into the fog, though, and the wind instantly fades away. The damp air is warm and pleasant to the touch, almost comforting in its soothing caress. It is extremely dense, and sight is limited to a few feet. A few more steps down the slope, however, reveals that the fog is only a few feet thick, a thin layer that covers the valley like a protective lid. The sight beyond is unnerving to the uninitiated.

The vast majority of the valley is covered in ancient forest, with huge, gnarled trees and thick, lush undergrowth. The trees grow tall overhead, but none ever juts through that strange fog barrier; though their tops should protrude well beyond the layer of cloud, no evidence of them exists outside of the valley.

The forest floor is ankle deep in old, soft leaves, and the place is teeming with life. The sounds of songbirds and insects echo through the canopy overhead, and the vibrant colors of lush flowering plants and vines dazzle the eye. Bright yellow fish swim in the crystal clear waters of babbling streams, and herds of deer roam about, seemingly at complete ease in this paradise. Even a herd of wild horses roams the valley, friends to the elves and free to graze unmolested by anyone wishing to ride upon their backs. Along the low-lying banks of streams grow thick stands of pulosa cane, a slender reedlike plant that is tough and fibrous on the outside but which contains a sweet, grainy pulp inside which the elves use in baking or to feed the animals of the forest.

The land slopes gradually—almost imperceptibly—toward the north, with several streams that flow out of the mountains at various places along the length of the valley converging at a large pond. These watercourses, fed by springs year-round, swell during the warmer months with runoff from the melting snows high on the slopes of the surrounding mountains and change from calm brooks to more boisterous, noisome streams.

The seasons of Andur'Blough Inninness are much milder than that of the surrounding land. While winter drapes its icy blanket over the mountains, piling snow many feet high, its touch is far gentler in the valley. Only the north end of the place gets cold enough for snow, and then only enough to cover the ground with a pleasant layer that's good for a wintertime walk or a snowball fight. The pond freezes over with a perfect sheet of ice just thick enough for skating. In contrast, the south end never loses its summery feel, and the plants stay in bloom year round.

To the casual observer, the valley is untouched wilderness. Though a whole host of elves live here, no evidence of their passing exists anywhere except where they wish it. The Touel'alfar have the ability to magically forge trails through the thickest of undergrowth, the plant life parting before the elf as he passes and then seamlessly closing again behind him.

Overhead, the canopy of fog protects the entire valley from the prying eyes of anyone beyond its borders, and most of the time, it covers the vale completely. However, there are two exceptions to

this; the elves allow a parting of the fog in an area immediately around their village of Caer'alfar (see below) so that they might enjoy the warmth of the sun's rays, and every night as dusk settles over the land, the fog pulls back to the very edges of the valley so that all inside may view the night sky and its magnificent display of stars.

At any given moment, a visitor to the valley can discern a soft, soothing music that echoes throughout the surroundings. Attempts to track the source of this music down inevitably fail; it emanates from everywhere, even the earth itself, called forth by the magic of the elves as a means of gladdening their own hearts. This music is especially noticeable in the early evening, after the sun has set, when the first stars appear in the night sky overhead.

Unique Characteristics

The valley of Andur'Blough Inninness is protected not only by its remote location, but also by the ancient magic of its inhabitants. Few beings not of the people—*n'touel'alfar,* in the elves' language—are permitted to enter the Forest of Cloud, and no one may do so uninvited. The queen of the elves, the fair Lady Dasselrond, controls the magic of the very land here, and she can make it nearly impossible to even find the valley when she wishes it. Anyone who would seek the place unbidden may very well find themselves wandering aimlessly, lost among the peaks of the mountains.

Anyone attempting to find the elven valley—whether on foot or via spirit walking—without the elves' express permission must make a Will save at DC 40 to overcome the obscuring magic and locate it. In addition, the magic of the elven queen is such that Andur'Blough Inninness is immune to the effects of any sort of location or detection magic and to any sorts of scrying or distant sight. Characters who successfully spirit walk to the borders of the valley cannot enter its borders unbidden unless they succeed at a Will save at DC 40, as though the entire valley is protected with the magic of a clear chrysoberyl.

Even if a traveler finds the valley, Dasselrond has the means to prevent such visitors from revealing Andur'Blough Inninness' whereabouts—indeed, even its existence—to others beyond its borders. The elven queen can enchant folk such that they forget the way back once they leave, or that it even exists in the first place. Even the elven-trained rangers are often subjected to this mechanism, losing track of the path leading back to the valley once they depart.

Any character subjected to Lady Dasselrond's memory wipe magic must succeed at a Will save at DC 40 or completely forget the direction back to the valley, or even forget that it exists (at the queen's discretion).

There are times when the elf queen can turn her magic deadly, making the cloud of fog a barrier of poisonous vapors to all *n'touel'alfar.* The elves rely on such drastic measures rarely, though, usually only during times of great strife in the greater world beyond or when the minions of the Demon Dactyl are nearby. Anyone who tries to enter the valley when such magical protections are raised may very well die.

Whenever Lady Dasselrond closes her borders to all who are not of the people, the area is treated as though filled with an inhaled poison. For each round spent inside the fog barrier or the valley beyond, all non-elven characters are subjected to its effects—Fort save DC 40 resists, 1d3 Con/1d3 Con; the damage is permanent.

Lady Dasselrond has the ability to move herself and those about her great distances rapidly, in huge chunks, with the magic of her emerald. A distortion causes the land between the queen and her destination to seemingly fold, allowing a single step to cover miles at a time. The elf queen saves such a feat for only the direst of circumstances, though, for it is a taxing effort.

This far-stepping ability requires a Wisdom check with a DC of 5 for the queen to move herself, and this number increases by 1 for every additional creature of Large size or smaller that she moves (creatures larger than Large size raise the check by 2 each).

Finally, the queen of Andur'Blough Inninness has the ability to seal away her domain from all living things, sending it to a pocket dimension separated from the world. The trick is costly, though, for it requires the queen to make the ultimate sacrifice—that of her life. With the aid of her emerald, Lady Dasselrond can set an enchantment to lock the valley inside the pocket plane, totally inaccessible from the outside, until certain magical triggers are met. She used this ability near the end of the DemonWar to prevent Aydrian from invading the valley.

Important Locations

The following entries detail the important locations with Andur'Blough Inninness. Each feature is numbered, which corresponds to the accompanying map.

1. Elbryan's Hill

When Elbryan Wyndon first arrived in Andur'Blough Inninness, he was left to his own devices for the first couple of days. After his encounter with Belli'mar Juraviel, the boy wandered the forest, seeking more about where he was and what was expected of him. Eventually, as it grew dark, he noticed that the fog canopy overhead was receding, and that he could see the stars gleaming in the night sky. He sought a spot from which he could get a better look, and his wanderings brought him to this hill.

The hill itself is not large, perhaps twenty to thirty paces across, and it is covered in sweet grass and wildflowers. It has a gentle rise to it so that it is not tall, but the edges of the surrounding forest stop well away from the meadow where the hill lies, making the sky overhead clearly visible.

Anyone gazing skyward on this hill during the evening hours can make out the stars very clearly, as well as see a regular occurrence of shooting stars. The soothing elf song that emanates from the whole of the land is particularly clear here, and any character that spends the night sleeping in the open upon this hill enjoys the magical benefits of its healing tunes.

A character that sleeps under the stars upon Elbryan's Hill gains the benefit of healing 1 point of damage, as though a hematite had been used to *cure minor wounds* upon her.

2. Reedy Bog

At the base of the mountains where the stream flows into the valley, the land here is low and marshy. The resulting bog serves as a habitat to a number of water fowl, insects and amphibians. The forest still grows right up to the edge of this boggy ground, keeping it well hidden from anyone walking through the woods around it. Cattails and reeds grow in abundance here. The water itself is chilling to the touch, for it is not far removed from the icy snow caps of the mountain peaks high overhead.

Along one side of the bog, a trail leads away from it into the forest. At this spot in the bog a whole collection of unusual sponge-like plants grow, white bulbous things that bob low and absorb it into themselves. These are known as milk-stones to the elves, and they are what allow the Touel'alfar to produce the *Questel ni'touel,* or boggle.



The trail leads into the forest and follows a winding course for half a mile to a spot where a great wooden trough holds the fermenting concoction from which boggle is made. The milk-stones can be wrung out, thus squeezing the mixture from them that has been absorbed from the bog.

Whenever a ranger is in training with the elves, one of her daily duties is to gather the milk-stones from the reedy bog in a pair of baskets, and then haul them to the trough by following the trail. The ranger-in-training is required to make ten trips each morning, first wading into the bog to collect the stones, then hurrying along the path to the trough to wring them out. On each return trip, the elves lay traps to ensnare the would-be woodsman, teaching her through hard lessons how to spot and avoid such dangers. Only after the ten trips are made (and the milk-stones returned to the bog) is the young trainee allowed to eat the midday meal.

Though the trough holds a substantial amount of the liquid used to manufacture boggle, the elves create only a small amount each day. Most of this they save for themselves, but a small portion of it is sold to merchants who distribute it for a hefty price to tavern keepers throughout the land of men.

In order to produce a bottle of *Questel ni'touel,* an elven brewmaster must succeed at a Craft (alchemy) check DC 30. The process lasts the better part of a day, and there are but a few brewmasters in residence in Andur'Blough Inninness. In the course of a year, only a handful of cases of boggle make their way out of the secret valley.

3. Oracle Oak

Each ranger that is brought to Andur'Blough Inninness is eventually taught the skill of Oracle. Through a combination of quiet, dark surroundings and careful contemplation, the ranger learns how to commune with a kindred spirit who becomes a guiding force in her life. When it is time for the trainee to learn Oracle, she is brought to this tree.

The Oracle Oak is a very large and very old tree, with a thick, gnarled trunk that twists up into the sky and fans out into a broad canopy of leaf-cover limbs. The ground here has receded away from the base of the tree slightly, and thus the roots are exposed in several places. On the side opposite from the path that approaches the tree, the ground falls away sharply and exposes a small hollow between two thick roots. Passing between these two roots and into the hollow, the ranger finds herself underneath the tree itself, inside a small cave of sorts.

Using a small blanket, the trainee covers the opening to the outside, making it dark in the hollow, and then finds a seat atop another exposed root. With a mirror placed in a spot directly in front of the seated practitioner, Oracle begins. Once the ranger has mastered the art of Oracle, it can be practiced anywhere that has the appropriate level of darkness and quiet.

Sadly, the Oracle oak was destroyed by Adryan Wyndon when he departed Andur'Blough Inninness after a confrontation with Lady Dasselrond. He ignited the tree from within, using the magic of a ruby to set it ablaze. The fire was so sudden and so fierce that it could not be put out before the tree was destroyed.

If you wish to run a campaign where the Oracle oak still stands, then the magic of the tree is such that any character with the Oracle ability that enters the hollow beneath the oak is able to achieve Oracle in half the normal time specified by the class and level requirements.

4. Caer'Alfar

The village of the elves, the name of which means "Elvenhome" in their native language, is situated in the south end of the valley, where two streams merge together in the midst of the forest. It is here that the mildest of weather holds sway, where even in the wintertime the grasses are green and grow tall and straight, and no snow touches it.

The village of Caer'alfar grows in the midst of a pleasant meadow, where the trees—ancient, majestic things with branches that fan out evenly and broadly—are spread out a bit more than usual, the undergrowth is kept at bay through judicious pruning, and the sun shines down to warm the land each and every day. The trees themselves serve as the homes of the people of the valley, for their dwellings are entwined in the sturdy boughs of the great oaks spread throughout the meadow.

Each home is at one with the tree, a natural extension of the branches rather than an intrusion. They are not merely constructed but rather are grown; branches are guided in such a way as to serve as a support or wall, rooms appear almost magically from the weaving of vines and branches together, the gentle rains that fall on the valley are kept at bay inside with roofs of lilies and fronds lashed together, and the branches of fallen trees are lovingly salvaged and shaped into needed pieces to complete the whole.

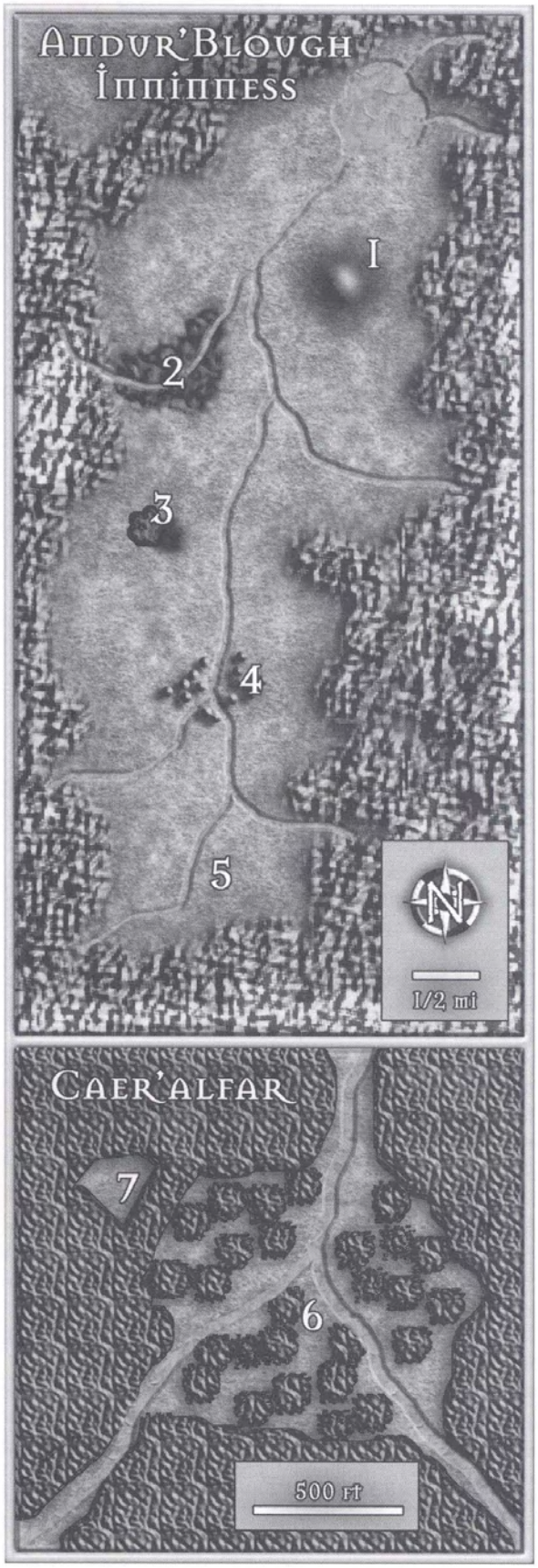
For the elves, construction of a dwelling takes decades, for no other reason than the desire for harmony with the tree that holds it.

For the Touel'alfar, homes are rarely handed down from one generation to the next, for the lifespan of the elves means that offspring almost always reach an age of maturity, ready to claim a homestead of their own, long before their parents—or grandparents or great-grandparents, for that matter—are finished with the existing family abode. Thus, there is no single style prevalent in Caer'alfar among the Touel'alfar's dwelling. Every home is unique, and each one tells a story about the personality of the one who built it. Indeed, the elves believe that much can be learned about a fellow elf simply by studying his home.

As a ranger progresses in her training, she is eventually invited to come be a part of Caer'alfar, and she is even given a dwelling of her own to live in during her time with the elves. It is the ranger's responsibility to keep the abode clean and repaired, as taught them by the elves, for living within Caer'alfar is a privilege and not a right. Usually, the ranger-to-be's home is lower to the ground than is typical for an elven home, though it is no less a natural extension of the tree itself.

Occasionally, when the elves lose one among their number unexpectedly, an elven home will be left alone, to deteriorate naturally with the passing of time. No elf will move into another's home in such a manner, for it is considered to be a dishonor to the memory of the slain Touel'alfar to do so. Thus, there is occasionally a tree within Caer'alfar that has no occupant, and the home within its branches slowly but inexorably fades from existence. When no evidence remains of the place that was, the tree is once more considered inhabitable.

Sometimes, when two elves come together in a relationship not unlike marriage, they desire to merge into a single home rather than live apart. In these instances, the forsaken home is often maintained in the hope that offspring might some day desire to claim it. Of course, the new homeowner is then free to reshape the abode in any way he fancies, for it should be a place that reflects everything that is unique about him, an extension of his personality rather than that of his parents. Some offspring choose not to adapt the inherited dwelling, instead deciding to claim a new (or recently naturalized) tree and starting fresh, from scratch.



5. Darkfern Bed

Along a winding trail leading out of

Caer'alfar—a route that only a few trusted elves can follow, for it follows a stream and cuts back on itself more than once—there is a sandy ravine with low bushes bounding it along either bank. At the bottom of this bed grows a stand of very unusual plants known as darkferns. Bluish-green in color, darkfern may be considered the most prized natural resource the elves have in Andur'Blough Inninness, for it is from this plant that they can make some of their magnificent treasures.

The darkfern grows straight and tall, to well over the height of a man, if tended properly. It fans out at the top into three broad fronds, and careful inspection reveals that the plants are cultivated carefully here, for they are arranged in neat rows, and nothing else has been allowed to take root in the vicinity.

The most remarkable feature of the darkfern is the strange, silvery veins that run in a twisting, snaking pattern through the plant's flesh, the result of a mineral that is prevalent in the sandy soil where the darkferns sink their roots. The mineral is known as silverel, and it is extracted and refined by the elves to make weapons and other metal items of the highest quality. Silverel blades are the lightest, strongest weapons in all of Corona.

The darkfern itself is also useful, for it is amazingly light yet durable, flexible yet unyielding. Simply to cut one of the sprouts of darkfern when it has reached maturity requires a special concoction, a red gel that elves brew. This red gel softens the trunk of the plant sufficiently so that a single, well placed chop can sever the plant. Elven bows are made of darkfern, and it takes a master bowyer months to work a single length of the fibrous wood into a weapon of the highest quality.

It should come as no surprise, then, that the darkfern stand is certainly one of the Touel'alfar's most treasured and protected areas in the entire valley. When a ranger has attained a level of competence where she is ready to accept her weapons, she is taken to the darkfern stand and made to cut her own plant down. At that point, she begins practice with a lesser bow while hers is crafted.

6. Lady Dasselrond's House

The queen of the elves lives, unsurprisingly, in the one of the most elegant and expansive homes in the entire village of Caer'alfar. Yet her dwelling is in no way out of place with the rest of the houses. It is larger, yes, but never does it seem pompous or unduly extravagant. Instead, it fits perfectly within the confines of its own tree, a great oak that stands half again as high as any other tree nearby.

If the outside seems grand, though, the inside is truly amazing. By some force of magic, the queen's dwelling appears much larger on the inside than would seem possible to an observer on the outside. The whole of the place is centered on a great hall in the middle, a large, airy chamber full of the wonderful smells of blooming plants and fresh breezes. In the center of this room, somehow, a gentle fountain splashes down from above, perhaps spilling down from a higher branch somewhere overhead. The flow of water babbles into a shallow depression in the fork of two branches near the trunk of the great oak, then spill over and disappear down the sides. Yet there is no evidence of this cascade anywhere on the outside of the home.

Treat Lady Dasselrond's home as a special permanent version of *Magnificent Mansion* as if cast by a 20th level Wizard.

7. Naming Field

A broad field that is as wide as it is long breaks as a clearing among the trees not too far to the west of Caer'alfar itself. The field is lined with a row of sturdy, straight pines, growing so closely together that it is a wonder there is any way to pass through to gain access to the meadow at all. This field holds special significance to the elves, for it is here that the rangers they train learn many of the skills with which they will survive in the outside world.

Each day during a ranger's tenure in Andur'Blough Inninness, she is brought to this place to practice her skills with the sword or her marksmanship with the bow. Some are taught the ways of riding, while others simply learn all the subtle themes and variations of *bi'nelle dasada,* the sword dance. Each night, the ranger must spar with a member of the elf clan, honing her skills through the application of very severe—and often painful—lessons.

After years of such training, when a ranger has learned all that she can from the elven folk and it is time for her to go out into the world beyond the mist, there is a great ceremony that takes place in this meadow. As the sun settles beyond the western peaks, and dusk turns to full night, all the elves gather in this one spot, calling forth the newly graduated ranger. It is at this point that she is given her naming. None know what the name shall be until the ceremony itself, for the name of a ranger is always a product of

the gifts of the land—the sense of the evening, the mysteries that nature shares with the elven people and their protégé.

In recent times, a tragedy of still-unmeasured consequences has befallen the earth in this field. During the DemonWar, Lady Dasselrond determined that a number of humans, along with their escort, Belli'mar Juraviel, were in dire need of her aid. The Demon Dactyl itself had confronted them, and if she did not intervene, it would most certainly have destroyed them. Yet, the queen could not hope to defeat the Dactyl herself, even with her great power, so she endeavored to retreat, with her human and elven charges in tow, through the use of her magic. Calling on the great green emerald in her possession, she shifted the world so that those she was rescuing stood upon the naming field.

To everyone's horror, the Demon Dactyl somehow followed. Where it trod, the ground was tainted black and filled with decay. Knowing it no longer held the advantage while within the elven queen's domain, the Dactyl departed, but the scar it left behind was a permanent taint upon the fair valley of Andur'Blough Inninness. It has spread but a little in the intervening years, but spreading it is certainly doing, and there is a great fear that the taint might someday engulf the whole of the valley.

The taint was cleansed through the actions of Aydrian Wyndon, shortly after he ended the spell that had sent Andur'Blough Inninness into a pocket dimension. If you are running your campaign after the events of *Immortalis*, then the taint has been eradicated.

Bridge Adventure

What follows is the portion of the bridge adventure that is focused on Andur'Blough Inninness. It is divided into two parts. The first portion of the storyline revolves around the characters' discovery of suppressed memories, and a visit to the elven valley. The second part starts out as a chase across the land and ends with a surprise twist. The characters learn in this part that even the good races can be self-serving, as they are tricked by the Touel'alfar into doing their dirty work and then left to their own devices with no recourse.

If you wish to run your bridge adventure in a time after the end of the DemonWar, then substitute Belli'mar Juraviel for every instance where Lady Dasselrond appears.

Part 1: Memory Theft

This portion of the bridge adventure reveals a surprising bit of history about one or more of the characters and puts them into debt with the elves. It is a good choice to open the storyline, though with some bit of modification, it can be fit anywhere in the arc. For more information about the bridge adventure and Drebi'lar the gem sorcerer, see the introduction at the beginning of the book.

Drebi'lar the gem sorcerer knows a secret about the characters that they do not know themselves: one or more of them have actually been to Andur'Blough Inninness in the past. Shortly after their visit, Lady Dasselrond used her magic to erase the memory of the trip from their minds. Now Drebi'lar wants to find his way there, and he's going to use the characters to accomplish it. He has found a way to override Dasselrond's magic, triggering a partial recall of the memories of the place. It is not a perfect restoration of the memories, though, but comes to the chosen characters in wisps of dream, like a forgotten word on the tip of the tongue. This imperfect solution suits Drebi'lar just fine, though, for he would like to learn from those memories, reach the valley, and abscond with a special treasure—some of the essence of the magic of the valley—before the characters even realize they have been played and come after him.

This essence of Dasselrond's magic is what connects it with the pocket dimension that helps hide it from prying eyes, and Drebi'lar needs a bit of it to help bind the Demon Dactyl when he tries to summon it. Drebi'lar knows that he has no chance of stealing the essence without first finding the hidden valley from where it emanates, and since the characters have been there before, he can use their memories to reach the border and swipe it.

Preparation

You will need to select one or more of the characters in the group to have been to the elven valley sometime in their past. Keep in mind that it must remain a secret from your players until the right time, so figure out a way to fit it in between other events the players already know about.

Depending on what time period you have set your campaign in, this add-in event could be as simple as establishing that the characters were part of the group of refugees that were rescued the night Bestesbulzibar placed his taint on the land. Otherwise, you will need to come up with an appropriate reason the characters ventured into the valley—or were taken there.

If necessary, make up as much additional backstory as you need in order to blend it into the characters' current history without the need to change anything the players already know—remember, at the beginning of the adventure, the players themselves will not be aware of this fact in their characters' pasts.

Some examples are: a ranger in the area led them there to save them from some dire circumstances; they were seeking treasure in the mountains nearby and got caught in a blizzard, and a kind-hearted elf took pity on them and saved them; they've already participated in one or more of the other portions of the bridge adventure and Lady Dasselrond brought them to the valley to question them on Drebi'lar.

Getting Started

During the course of other activities, begin to introduce the possibility that the characters know more about Andur'Blough Inninness than they realize. At first, keep it subtle and do not give away too much about the situation. Slip in a snippet of dream about some part of the experience—like some of the events leading up to the visit, or a particularly beautiful spot inside the valley the character "remembers" fondly. As time goes by, offer up a few more snippets, and tell the characters that they are beginning to get a strange sense of déjà vu with this imagery. Keep providing clues in such a manner that they eventually begin to understand that they know where Andur'Blough Inninness is—even if they don't exactly know *what* the valley is.

If for some reason the players never catch on that their characters' subconscious minds are preoccupied with the valley, Lady Dasselrond sends one of her elf adventurers (Thelonia—see below) to find them and bring them there. Thelonia does whatever she can to convince the characters to return to the valley with her, but if she cannot coerce them, then Lady Dasselrond simply comes after them and far-steps them to the middle of the valley with her magic.

In the Valley

Once the characters reach the valley—whether they came on their own because of the snippets of memory, because Thelonia convinced them, or because Lady Dasselrond was forced to retrieve them—they have no problems finding their way into the lush green countryside. However, the elves are not entirely certain they trust these humans—after all, it's entirely possible the characters somehow helped Drebi'lar. Thus, for the first couple of days the characters spend in Andur'Blough Inninness, they are left to their own devices, free to wander the countryside.

Of course, they are not truly free, for the elves are both watching them discreetly from the cover of the woods and are controlling where they go. Because the characters do not have the magical ability to forge trails through the underbrush, they cannot travel just anywhere. The elves keep them confined to the north end, near Elbryan's Hill and the pond. Any attempts to press southward fail (unless a Will save at DC 30 is made), and the path the characters follow inevitably leads them back to the familiar landmarks of the north end.

Furthermore, if they try to leave the valley, the characters discover that an unexpected winter storm has hit the area beyond the foggy border particularly hard, and there is no way through the deep piles of snow. If the characters insist on trying, they quickly get bogged down in the passes and will freeze to death if they do not turn back. (It's always possible that the characters either refuse to be controlled by the elves or else have some magical means of getting out of the mountains safely. In these instances, Lady Dasselrond simply retrieves them again while they are asleep. Every morning, no matter what they have done the previous day, they wake up to find themselves on Elbryan's Hill once more.)

During the two or so days of waiting, explain to the players that their characters feel the sense of déjà vu even more strongly than before. Furthermore, every feature, every landmark they spot in the valley is precisely how it appeared in their dreams. It's almost as if they have been here before, though they cannot recall when that might have been.

Coming Before the Queen

After two or three days of observation, the elves are convinced that the characters are not in league with Drebi'lar. It is time to bring them before Lady Dasselrond for questioning. Read the following aloud:

As you recline against the side of the broad hill that you cannot seem to get away from, a sense of peace and calm washes over you. It takes you a few moments to realize that these soothing feelings are mirrored in a strange song that fills the air around you. Perhaps the relaxing notions are a result of that enchanting tune.

"You are invited to meet with our fair queen, the Lady Dasselrond, so that she might judge you," a voice calls from nearby, much closer than

seems reasonable, for there is no one there. Then, amazingly, an elf walks out of seemingly nowhere to stand before you.

If the characters have met Thelonia before (if, for example, she was sent to fetch them), then they recognize her. Otherwise, if any of the players point out that they've never seen an elf before, mention that strangely, they feel as though they actually have.

Thelonia: Female Touel'alfar Elf Rog6; CR 8; Medium fey; HD 2d6 plus 6d6; hp 31; Init +5; Spd 30 ft.; AC 22, touch 18, flat-footed 16; Base Atk +4; Grp +4; Atk +4 melee (1d8/19–20, longsword) or +10 ranged (1d6/×3, shortbow); Full Atk +4 melee (1d8/19–20, longsword) or +10 ranged (1d6/×3, shortbow); SA *bi'nelle dasada +2*, sneak attack (+3d6); SQ elf traits, evasive flying, leap of the clouds, low-light vision, slow fall, traps, uncanny dodge; AL LG; SV Fort +2, Ref +15, Will +8; Str 11, Dex 21, Con 10, Int 15, Wis 16, Cha 14.

Skills and Feats: Balance +16, Hide +16, Jump +5, Knowledge (nature) +7, Listen +16, Move Silently +16, Open Lock +16, Search +13, Sleight of Hand +9, Spot +16, Survival +11; Alertness, Hover, Lightning Reflexes, Martial Weapon Proficiency (longsword), Point Blank Shot.

Possessions: longsword, shortbow, 20 normal arrows.

Once the characters agree to follow Thelonia, she leads them through the valley to Caer'alfar, to Lady Dasselrond's home. They are taken inside where they all enjoy a feast of magnificent food. Each character's favorite dish is served, and Boggle flows freely (to help loosen the characters' tongues).

If for any reason any of the characters refuse to follow the elf, they are left behind until the queen is finished with their companions. If all the characters refuse to cooperate, then the queen comes before them, appearing with half a dozen of her minions (all high-level Touel'alfar woodsmen) for protection, and questions them as below, albeit far more severely.

Questions and Answers

Once all of the pleasantries are out of the way (or the queen appears on the hill), it's time for the business at hand. Up until this point, any direct questions put to any elf about why the characters are here—whether they came on their own or were brought—and so forth are politely ignored or answered with a change of subject.

If the characters become belligerent or angry at this treatment, the party stops momentarily and many pairs of elven eyes turn to stare coldly at them. If the characters continue to challenge the situation, or if any of them makes a threatening gesture (draws a weapon, produces magical gem stones, etc.), the queen immediately waves her hand, and the group finds itself on Elbryan's Hill with the queen standing before them, looking very stern.

Otherwise, once the meal is completed, read the following aloud:

The dishes have been cleared and a few fanciful stories have been told, about great elven heroes of yore, before the elves lived in this valley. At last, the beautiful Lady Dasselrond leans forward in her great chair at the head of the table.

"Well, then," the queen says, her visage growing stern, "as you must have surmised by now, this is not your first visit to Andur'Blough Inninness, though we certainly did not expect to see you again after the previous stay in our valley. How is it that you have come to remember our hospitality when I took such great care to protect that secret, and why is it that you have chosen to share the whereabouts of our home with a thief?"

Give the characters a few moments to collect themselves, ask questions about what Dasselrond is talking about, and explain everything to them through her about their previous trip to Andur'Blough Inninness. Once you have satisfied their curiosity, the lady expects an answer. When they cannot give her satisfaction, she reveals the following:

"I have come to trust that you are truthful, and that, even if you did somehow manage to recall the discarded memories of your last trip here, that you would not willingly reveal them to a scoundrel who would bring ill to the Touel'alfar." Lady Dasselrond pauses a moment, as if in deep reflection, then takes a deep breath before continuing.

"No, I believe that there are other forces at work here, and that you have become unwitting accomplices. Nonetheless, it is by your hand that some small amount of magic has been stolen from us, and so you will serve an appropriate sentence as punishment for your part in the crime. I charge you with finding out the truth of the situation and reporting back to me."

At this stage, the characters are bound to have many questions concerning their previous trip, how and why they had their memories



wiped, and who she believes has stolen magic from her. Lady Dasselrond patiently explains all the answers as best as she can, including all she knows about Drebi'lar—that he is a powerful gem sorcerer who came from the south, from the Walk of Clouds, and seems bent on some sort of scheme that worries her.

The gem sorcerer managed to get to the edge of the valley unnoticed, and then he used some of his own magic to create a diversion, drawing the lady's attention away. During that confusion, he used more magic to "bottle" some of the essence of the valley and slipped away before the elves could stop him. Lady Dasselrond is more than a little chagrined that she allowed herself to be tricked, but she isn't so much worried about the magic itself as what Drebi'lar intends to do with it. She fears a threat to her people and will use whatever tools are at her disposal to find out exactly what Drebi'lar is up to so she can stop him, if necessary. The characters are one such tool.

When the players are satisfied with the answers Lady Dasselrond offers, she explains that they are to track Drebi'lar down, learn what they can of his intentions, and return to the valley. She assures them that they will be able to find their way back once they have the information. They are then well supplied and sent on their way. Lady Dasselrond far-steps them to a point just to the east of the mountains (or anywhere else you wish, if you do not want to adjudicate the trek through the moorlands back into civilized lands).

If the characters were uncooperative with the elves during their stay and wound up having this conversation (about their guilt or innocence in the matter of Drebi'lar's theft) upon the hill rather than at the feast, then their parting is not so pleasant. They are not given supplies, and they are led only to the boundary of the valley and put out there with a warning that, if they do not cooperate, there will be hell to pay. The border is then closed to them until such time as they return with the information (they should be suitably warned that trying to reenter the valley without it will mean certain death).

Part 2: Pawns

This portion of the bridge adventure is the conclusion to Part 1. It can be run at any point after the characters catch up to Drebi'lar the gem sorcerer and gain something useful (or perhaps manage to swipe Terranen Dinoniel's sword from him—see The Barbacan entry for more details). In it, the characters learn about a surprising bit of trickery on the part of the elves—but only briefly.

Preparation

This adventure plot only works well if you have already run Part 1: Memory Theft. Any other number of adventures can take place between that portion of the bridge adventure and this one, both from other sections of this book and those of your own devising.

Whatever you choose to have happen between the two portions, this section of the adventure can start as soon as the characters have interfered in some way with Drebi'lar's schemes. At that point, it should become clear to them fairly quickly that they have very little time to return to the elves, for Drebi'lar will soon be hot on their heels.

Getting Started

At some point shortly after the characters have ruined one of Drebi'lar's plots (perhaps when they are camping or resting in an inn somewhere), it becomes clear that Drebi'lar wants revenge (or the stolen item). You can have Drebi'lar himself (or some of his minions) appear rather brusquely and demand restitution. If and when the characters refuse, the fight is on.

The Chase

From that point, Drebi'lar and his cronies are relentless. They harry and chase the characters across the wilderness, trying to stop them from reaching the elven valley. When the PCs try to evade them in a city, the gem sorcerer has a means of tracing their location. They are not safe anywhere they go. It should be apparent that the only way the characters are going to find any peace is by getting to Andur'Blough Inninness and getting safely inside its borders.

Remind the players that Lady Dasselrond controls her borders, and that surely, if they can only reach it before the gem sorcerer catches them, they can slip inside and be safe, for how could she permit a scoundrel of his ilk to come into their home? This should be the lure, that Andur'Blough Inninness will be a safe haven for them, and that the elven queen will reward them for their hard work and resolution in the face of danger.

Overwhelmed

If at any point it seems as though the characters are going to succumb to Drebi'lar's efforts (whether they are still valiantly fighting and are simply overwhelmed, or realize the futility of things and surrender to him), Lady Dasselrond appears in their midst and far-steps the lot of them back to her valley. This rescue is certainly not something she wished to have to do (see below), as it is very taxing, and she likes to make as little of a spectacle of herself as possible. Still, in order for the rest of her plan to work, it is necessary.

Note: you can fudge events slightly here by making it *seem* like Drebi'lar and his subordinates are one step away and closing fast, without actually following through with the threat. Like good cinema, you can create the sense of tension and urgency in the players, even though you know they will reach the border of the elven valley intact. Of course, if they decide to throw in the towel, you'll have to fall back on Lady Dasselrond's *deus ex machina* rescue to keep the story going. Just be sure to make it clear she is disappointed in their lack of valor.

Reaching the Border

With Drebi'lar and his minions hard on their heels, the characters find their way through the mountains and manage to reach the edge of the elven valley. They quickly slip inside, thinking they're safe. You can even play this up by describing the sense of relief and peace they feel as they drop down through the fog barrier into the forest, their feet swishing softly through the bed of dead leaves.

The unpleasant truth of the situation is revealed shortly afterward, though, when Drebi'lar appears inside the valley. He has been permitted to pass through the borders, apparently, and now he is coming to the characters, still intending to punish them for their interference. Read the following aloud:

You are startled out of your thoughts by the sudden rustle of leaves behind you. It is Drebi'lar, an insidious smile on his face. He is inside the valley!

"This has been quite a merry chase," he says, that smile never leaving his mouth, though his eyes glitter coldly. "But the game is over, I think. You shall evade me no longer." With that, he snaps his fingers, and his horde of troublemakers appear and begin to fan out to either side of you, hands on weapons. Things don't look good.

"I think not," comes a beautiful, melodic voice from behind you, on the opposite side as Drebi'lar. It is Lady Dasselrond. "The magic you stole from the valley belongs to us, the Touel'alfar, and now you do, too."

At once, even as Drebi'lar begins to command his minions to attack the characters, an enchanting, mesmerizing song washes over the gathering, echoing from everywhere around the group. Everyone who is *n'Touel'alfar* succumbs to the spell of the song, falling into a deep, restful sleep (A Will save against a DC 40 resists this magic).

The Truth of Things

When the characters awaken, they are resting comfortably on Elbryan's Hill. It is the next day, and the only person there is the elf whom they first met (who fetched them in Part 1 and led them to Caer'alfar). Read the following aloud:

"I trust you rested well," you hear as your eyes flutter open. It is Thelonia, her voice sweet and lilting. She is sitting casually on the slope of that all-too-familiar hill, off to one side, smiling. "Come. Lady Dasselrond sends her compliments to you on a fine job done well." She gestures toward a blanket spread out upon the ground near her feet. You can see quite a picnic set up there.

The food is more of the wonderful fare the characters enjoyed during the feast at Lady Dasselrond's home. As they come join the elf rogue at the blanket, she sits and watches them, a bemused look on her face. She gives the following little speech as they eat.

"Your service to the Touel'alfar has been exemplary," Thelonia says, watching you eat. "Lady Dasselrond sends you her thanks, along with her regrets that she cannot meet with you herself. She trusts that you will understand. You are welcome to stay here in the valley for as long as you like, provided you respect all that is around you."

At this point, the PCs are bound to start bombarding their elf guide with questions. She is happy to answer them, though she seems surprised that they are so interested in the business of elves. Perhaps most significantly, the characters learn that Lady Dasselrond has been using them as pawns during their work for her. Not only did she wish to discover what, exactly, Drebi'lar was up to, but she also needed to make sure that he could not do it again. Since Drebi'lar knew the way to the valley, the elves could not suffer him to wander the lands of Corona with such knowledge indefinitely.

Dasselrond knew she could simply send out a party of elves to track him down and kill him, but she wanted to use the other tools at her disposal, instead. Those tools were the characters. By having them lead Drebi'lar back to the valley, the queen managed to solve her problem much more easily and without risking her own people in the process.

As for Drebi'lar, Thelonia will say very little, other than to assure them that he will no longer be able to find his way back to the valley. She has a knowing, almost mischievous smile on her face as she relays that bit of news. No matter how hard they press, though, the characters do not learn what has become of the gem sorcerer.

If at any time during the discussion with Thelonia, the characters grow hostile, she gets a very sad look on her face, shakes her head knowingly and mumbles something about "typical humans," and immediately leaves. If the PCs manage to put her into jeopardy, Lady Dasselrond appears and immediately expels them from the valley (via far-stepping) with a stern warning that they are never welcome back again.

Leaving the Valley

True to their word, the elves permit the characters to stay in Andur'Blough Inninness for as long as they wish. It quickly becomes apparent, though, that the deal is not as choice as it might initially sound. The PCs cannot find their way south, instead limited to wander the northern reaches of the valley, where the pond and the hill are (as before). They see no further sign of the elves, and the only thing they manage to track down to eat are mushrooms. While nourishing, they are not terribly tasty, and continued meals of them grow wearisome quickly.

Once the characters give up on getting anything more out of the elves—indeed, even seeing any of them again—and head out of the valley, they find the path clear (even in winter; the snows are low enough at the moment that they can make their way back to the lowlands without undue trouble). Unsurprisingly, the moment they get out of sight of the foggy barrier, the valley becomes a hazy memory, and the characters cannot seem to remember how to get back to it, no matter how hard they try.

At this point, you have one of several choices. If you feel that Drebi'lar is too powerful a foe for the characters to deal with directly, then this can be the end of the gem sorcerer—Lady Dasselrond has effectively eliminated him. If such is going to be the case, then you should make this the last portion of the adventure, the wrap-up of the entire storyline.

On the other hand, if you do not like such a heavy-handed resolution and wish to give the players themselves the satisfaction of defeating him, then Lady Dasselrond has simply expelled him from the valley, having erased his memories of how to get to the place. Indeed, she quite possibly erased any memories of the valley at all. In that case, Drebi'lar will be right back to his tricks out in the world, and the characters may be forced to track him down all over again.

THE BARBACAN

Introduction

In the lands of men, some places are spoken of with a fearful glance about, a tremor in the voice and a shiver down the spine. Such a place is the Barbacan. More than simply a forbidding ring of mountains, the Barbacan is a wild and dangerous place once filled with the taint of evil, for it was the legendary home of the Demon Dactyl Bestesbulzibar.

In more recent times, however, the Barbacan has become a beacon of hope rather than despair. During the horrors of the Rosy Plague, the source of a cure was found on the summit of those menacing mountains. These days, men speak of the Barbacan with as much of a sense of awe and gratitude as with fear and loathing.

Location in Corona

The Barbacan is situated far to the north and west of the lands of men, on the end of a chain of mountains running north-to-south that borders Honce-the-Bear on the west. Alpinador sits directly eastward of the place, and the Timberlands, the wild frontier region of Honce-the-Bear closest to it, lies southeast. Further south along the chain of mountains, the hidden elven valley of Andur'Blough Inninness rests. To the north, the frigid waters of the icy Mirianic Ocean lap at the roots of those mountains.

Game Significance

The Barbacan is perhaps one of the most notorious locations in all of Corona, for it is the place from which evil springs. The Demon Dactyl once dwelled in the heart of the Barbacan's greatest mountain, Aida, a smoldering volcano that once rose high above the surrounding peaks. At the base of Mt. Aida, in the valley encircled by the dark and forbidding mountains, the Demon Dactyl's army—hosts of goblins, powries and Fomorian giants—assembled, all prepared to descend on the lands of men and wreak havoc at the command of their leader, the Demon Dactyl Bestesbulzibar.

When the hero Avelyn Desbris, a former monk of the Abellican Order, came to the Barbacan with his companions to confront the Demon Dactyl, everything changed. In Avelyn's triumph over the hated Bestesbulzibar, Mt. Aida was destroyed in a tremendous blast of magical energy. Avelyn himself was killed, his body entombed in the debris of the ruined mountain, and the great army in the valley was annihilated.



Later, when the great church Avelyn once belonged to was divided against itself, split in debate over whether Avelyn should be considered a hero or a heretic, a few hearty monks traveled to the remains of the mountain to find some answers to their questions. There, the miracle of Avelyn occurred, saving the monks from the onslaught of a host of foul goblins in a magical display of power.

Still later, during the height of the Rosy Plague, the heroine Jillseponie Wyndon went to Mt. Aida, seeking out a cure. There, on the plateau of what was left of the destroyed volcano, the second miracle of Avelyn materialized, for his blood became the cure. All who made the pilgrimage to kiss the mummified palm of Avelyn Desbris were forever cured of the terrible disease.

History

Whether the evil that resides in men's hearts gives birth to the dactyl, as some claim, or the dactyl's coming darkens and taints those who would otherwise not be tempted to evil, as others suppose, one thing is not debated: the dactyl endures. Throughout the history of mankind, the dactyl has loomed as a threat to the peace of Corona. The histories of the land are filled with tales of the coming of the Demon Dactyl, and children are warned against the dangers of misbehavior with threats of the terrors from the Barbacan. As far as anyone knows, it has always been this way.

And for as long as Bestesbulzibar has existed, its home has been the Barbacan. Mt. Aida has housed the creature's chambers for time immemorial, shielding it from the outside world while the being slumbered, restoring its deadly earth magic so that it might challenge the lands to the south and east once more.

The previous incarnation of the Demon Dactyl was defeated by Dinoniel the elf champion, who drove his elven-forged blade into the heart of the beast, piercing it through the chest and all the way through to its back. As a last defiant gesture, the Demon Dactyl summoned forth the lava of the mountain to sweep Dinoniel and his army away to their deaths. The molten stone flowed around the Demon Dactyl and hardened, encasing it in a protective container of obsidian. Slowly, the lava receded, leaving the dactyl entombed in its own stony cocoon.

Today

The most recent DemonWar began when the dactyl freed itself from its casing, bursting forth in mighty fury. As it began its plotting to overthrow the world, it rebuilt is home, restoring its throne room to its former glory. The lava flowed from the mountain's feet, and smoke spewed forth from its crown, and the dactyl carved new tunnels. Its minions shaped even more, creating a web of passages and chambers far below the surface where the dactyl and its most trusted subordinates could plan and scheme.

When the peak of the mountain was destroyed by Avelyn, the dactyl's upper works were destroyed along with it, and the dactyl itself annihilated. No one knows for certain what became of the demon Bestesbulzibar, but there is little doubt that somewhere in the future, when the hearts of men have grown complacent against the evil, the dactyl will appear again.

Population

Even with the passing of the Demon Dactyl and the return of peace to Corona, even with the pilgrimages during the Rosy Plague, the Barbacan is not a safe place for travelers. Goblins still lurk in the tunnels beneath the surface as well as in the shadows of the mountainsides all about the valley. Fomorian giants hide there, too, biding their time until they are summoned once more to do their master's bidding. There are even a few powries who never left the shores of Corona to return to their homeland, the Weathered Isles to the east.

Besides the remnants of the dactyl's forces, there are other predators that roam the steep, rocky slopes of the Barbacan and hide in the small, windblown copses of trees scattered across it. Wolves are a danger in the region, as are the lingering effects of the dactyl's presence, such as demon spirits. They, too, are a threat to folk who find themselves far from the beaten paths of civilization.

Despite these dangers, the other peoples of Corona come to the Barbacan. Monks of the Abellican order still travel here to pay homage to Avelyn and his sacrifices, or to consider the possibilities of building a permanent shrine on the slopes of Mt. Aida. The elves come, too, keeping an eye on things and making sure that the Demon Dactyl does not return. Though the land is wild, it is a focal point of many events, and thus it is not as desolate as one might think.

When characters are traveling in the region of the Barbacan, there is a chance of an encounter. Refer to the *DemonWars Campaign Setting*

encounter tables and use the Barbacan chart. Once they enter into the warrens deep in the bowels of the mountain, see below.

Game Function

The Barbacan is still considered to be a place of mystery and danger, though there are more than a few folk who are drawn to it because of the miracles of Avelyn. Nonetheless, the tunnels deep inside the mountain are dangerous, both because of their natural hazards and because of the lingering evil that resides there. Thus, folk of Honce-the-Bear will continue to travel to the region, but there is still a great deal of danger to keep the faint-hearted away.

Layout

The Barbacan is a ring of mountains surrounding a dark and ash-filled valley perhaps ten miles wide. It is a wild and dangerous place, filled with rocky outcroppings, jagged stones and lonely copses of trees. The mountains themselves rise tall and forbidding over the place, capped with snow year round, while narrow trails zigzag through the passes between those peaks. Often, the trails come to an abrupt end, simply falling away in sheer, 100-foot drops. Elsewhere, there is the danger of boulders dropping down from overhead, or landslides carrying the whole side of a mountain—and everyone and everything standing on it—down with it.

The largest of the mountains, Aida, sits on the northwest side of the valley. Two great arms of igneous rock, the hardened flows of lava that have poured forth from the bowels of the mountain over the centuries, stretch out to either side, as though to draw the valley close to itself. These two arms are dynamic, slowly flowing, changing and expanding over time as more lava tumbles forth from the mountain and then hardens. The mountain once towered high above the valley, indeed high above the other peaks that formed the ring, but in the destruction of the Demon Dactyl, the top of the volcano was blown apart. Aida is now nothing more than a flat-topped plateau.

On the south side of the mountain, down near its base and hidden between the southern arm of hardened lava and the lower foothills, is a cave opening. This tunnel leads into the bowels of the mountain, into lava tubes and winding passages that snake and split seemingly at random into a confusing maze. Though a good portion of the mountain was destroyed, including the Demon Dactyl's throne room, more than enough tunnels still remain to beckon to the curious and adventuresome.

On the opposite side of the valley from Aida is a parting of the mountains, with the main trail leading out of the valley passing through there. This opening served as the main thoroughfare for the evil armies that marched forth from the Barbacan to wage war against men. It also became the path to salvation during the pilgrimages of the Rosy Plague.

Unique Characteristics

The lands of the Barbacan region are a wild, untamed place filled with dangers, not all of which live and breathe. Nature itself has a way of finishing off most of the folk who survive the evils that still lurk here. The icy cold of a winter night or the cascading roar of an avalanche or landslide can kill you as quickly as a Fomorian giant.

The ground around the Barbacan is rocky and barren, covered in gravel and soot from countless volcanic eruptions over the centuries—as well as the blast that leveled Mt. Aida itself. Little grows here other than trees, lichen, and a few scraggly plants that somehow manage to find a roothold in the thin, sandy soil. Even then, heavy rainfall that turns into mudslides, wind and rockslides frequently cuts away whatever growth becomes established.

There are trails that wind their way through the saddles and passes of the mountains in this area, though they are not always reliable or stable. Often, a path that seems well-used ends suddenly, the victim of a violent change in the mountain's geography. Often, these abrupt dead-ends are treacherous drops of several hundred feet, or steep-sloped piles of rubble and gravel that have cascaded over the trail. Anyone wandering through the Barbacan must be prepared to double back on a regular basis.

Weather

The weather is often severe and unpredictable in the mountains, changing from calm and sunny to deathly cold or rainy in a matter of minutes as storm systems move through the passes. Mountain trekkers must be ready to seek shelter without delay when the clouds grow heavy and dark.

Use the following tables to determine the weather in the Barbacan. First, determine what season of the year it is currently, then roll d% under that column three times (once on each table) and read the result to the right. Note that the values given below are for the valley. For

weather in the mountains, subtract 25 from the Temperature roll and add 15 to the wind roll. Weather conditions persist for 1d6 hours.

Weather in the Barbacan

Winter	Spring	Summer	Fall	Temp.
01-45	01-30	01-20	01-25	Severe Cold
46-70	31-55	21-45	26-50	Cold
71-90	56-80	46-75	51-75	Moderate
91-100	81-100	76-100	76-100	Warm

Winter	Spring	Summer	Fall	Wind
01-20	01-15	01-30	01-20	Light
21-60	16-35	31-70	21-40	Moderate
61-100	36-100	71-100	41-100	Strong

Winter	Spring	Summer	Fall	Precip.
01-15	01-10	01-35	01-10	Clear
16-25	11-30	36-40	11-35	Fog/Clouds
26-40	31-50	41-65	36-60	Light
41-70	51-75	66-85	61-80	Heavy
71-100	76-100	86-100	81-100	Storm

Natural Hazards

There are more than a few dangers looming in wait for travelers in the Barbacan. Even the hardiest souls are wise to be cautious with every step.

Mudslides

During the rainy season—which is typically the spring and fall—mudslides can become a risk, particularly in the spring, when the snowpack is still dense. Rainfall in conjunction with melting snow and ice trickle down the steep slopes, typically just making the footing slick, but occasionally the trickle can become a torrent, springing up suddenly and without much warning, cascading down the mountainside and washing away everything that gets caught in it.

Characters exposed on the side of a mountain when the temperature result is Moderate or Warm and the precipitation result is Heavy or Storm run the risk of getting caught in a mudslide. Roll d% and select from the following results: 01–40 no mudslide, 41–65 mudslide ahead (cuts off the trail), 66–90 mudslide behind (cuts off the trail), 91–00 mudslide on their position.

Characters caught in a mudslide must succeed at a Balance check (DC 18) or lose their footing and get washed down the mountain, suffering 1d6 points of damage for every 10 feet. Another Reflex save (DC 15) allows the character to catch hold of something and stop his fall for the duration. Characters who seek shelter before a mudslide occurs (under a rock shelf, among trees, etc.) are safe from its effects.

Note that having characters roped together offers a +2 circumstance bonus per extra character joined to each of the above rolls.

Avalanches & Rockslides

The weather does not have to be adverse for dangers to suddenly threaten characters caught in the open. Avalanches of snow and rockslides of boulders can sweep characters off mountainsides during the sunniest of weather.

Avalanches occur can occur anytime during the winter or spring when the Temperature result is Warm. At mid-afternoon on a clear day or at any time precipitation occurs, Roll d% and select from the following results: 01–60 no avalanche, 61–75 avalanche ahead (cuts off trail), 76–90 avalanche behind (cuts off trail), 91–00 avalanche on their position.

Characters caught in an avalanche must succeed at a Balance check (DC 22) or get swept down the mountain and buried in snow 2d10 feet deep, suffering 2d6 points of damage and further they are in danger of suffocation. Characters trying to locate buried companions must make a Search check to find them. The check result subtracted from 20 is the number of minutes it takes to locate a buried character, and characters can dig through 1 foot of snow per round (buried characters can dig upward while searching characters can dig downward).

Characters who seek shelter before an avalanche occurs (under a rock shelf or in a cave) are safe from its effects.

Rockslides can occur seemingly at random. Once per day, check for a rockslide using the same chances as for an avalanche. Characters swept off their feet by rockslides suffer 5d10 points of damage and are buried under 2d10 feet of rubble. Locating buried characters takes the same amount of time as for an avalanche, and characters can dig through 1 foot of rubble per minute.At the GM's option, some heavy stones could be present requiring a Strength check (DC 18) to move while digging.

Note that having characters roped together during an avalanche or rockslide inflicts a –2 circumstance penalty per extra character to the roll to maintain footing, but it allows for immediate location of buried characters.

Cold Weather

Characters are always in danger from the frigid cold of the mountains, and in the far north of the Barbacan this is particularly true. At the

highest elevations, the peaks of the surrounding mountains have a perpetual cap of snow and ice upon them, making plain the severity of the low temperatures. Few who brave the high slopes of the mountains do so without proper clothing. Those who don't dress properly rarely survive for long.

Unsheltered characters are subject to the rules for Cold Dangers as described in the *DMG*. Use the temperature result from the tables above as the baseline, then drop it by one level when strong winds are present and one level for any character who is wet (such as when precipitation is present).

Getting Lost

Because the terrain in the Barbacan is so hostile, and the trails that wind their way through it twist and turn as they ascend and descend along slopes and through passes, it is not easy for adventurers to keep their bearings. Getting lost is a very real possibility.

A character leading the way through the Barbacan must succeed at a Survival check (DC 14) or become lost. If the character has succeeded at a separate Survival check for the day to determine north, earns him a +4 bonus on his second check to avoid getting lost.

Certain conditions further influence the Survival check. Traveling in poor visibility (such as darkness, fog, or heavy precipitation) inflicts a –4 penalty to the check, while having a map of the area provides a +2 bonus.

Make the check for becoming lost in secret, and do not tell the players that their characters are lost. Instead, determine their direction randomly. Each hour, they can make a Survival check (DC 20–1 per hour lost) to figure out that they are not where they believe they are. Once the characters realize they are lost, they can attempt to regain their bearings with a Survival check (DC 20) to identify a landmark.

Other Hazards

In addition to the above listed phenomena, there are a number of variations on them, as well as some other hazards of mountain travel that the characters could be subjected to. For instance, during wintry storms, snow might be supplanted by sleet and/or hail. During a summer storm, the risk of lightning is always present. Remember, the weather is always changing, and sometimes two or three conditions can spring up simultaneously—making any sort of movement treacherous, indeed.

The Plateau

The plateau is a smooth surface many hundreds of yards across, devoid of any features, save one. Near the very middle, raised defiantly skyward, is the arm of Avelyn Desbris, somehow preserved. After the explosion of the mountain, when Avelyn's companions returned to the surface (after being trapped underground during the explosion) to seek him out, they discovered his arm in this state, holding aloft Nightbird's sword *Tempest,* and the bag of sacred ring stones he had possessed during the battle.

In the intervening years, the arm has changed little. The sole exception to this was when the palm started to bleed during the Rosy Plague. At that time, any who made the pilgrimage and kissed the open palm was cleansed of the disease and made forever immune to it. This benefit remains today.

Any good- or neutral-aligned character that comes into physical contact with the blood on the palm of Avelyn Desbris' mummified hand gains the extraordinary ability of Rosy Plague Immunity, similar to a paladin's Divine Health ability (though only canceling the effects of the Rosy Plague). The effect is permanent.

There is also a strong residual magic effect centered about the arm. A protective emanation radiates outward from it, so that all of good heart who are inside its effect gain the benefit. When this power manifests, it appears as a series of purplish glowing rings radiating from the arm, much as waves radiate outward from a stone cast into smooth water.

Any character of good or neutral alignment within 100 feet of Avely Desbris' arm gains a +2 sacred bonus to all saving throws, attack and damage rolls, AC, and skill checks. Furthermore, such characters expend Magic Points at half the normal rate, and all gems in their possession are treated as though they were one step more powerful than normal (a +1 gem acts as a +2 gem, a +2 as a +3, and so on). If a group of characters near the arm is threatened by nearby enemies and invoke the name of Avelyn, the magic pulses forth in purple waves. Treat the magic as a maximized *blade barrier* (as per the Maximize Spell metamagic feat) and a 100 foot radius, centered on the arm.

Underground

Once characters enter the tunnel in the side of Mt. Aida, they can follow the winding and twisting passages through the base of the volcano. There are a number of branches that split off from every tunnel, so much so that it is quite easy to become lost. There are a number of

hazards throughout the place, too—dangerous drops, poisonous vapors, superheated lavafalls and even creatures of the dark. All of these dangers could be around the next bend in the passage, turning travels through these passages an adventure not suitable for the squeamish. Or reckless.

Refer to the accompanying map. Notice that the main map of the Aida Maze is a jumble of tunnels that twist back on themselves and split at various points along the way. Notice, too, that the tunnels are divided into three categories: the upper tunnels, the middle tunnels, and the lower tunnels. There is no set elevation to these three categories. It is sufficient to assume that they lay one atop the other, but that when a higher tunnel crosses paths with one of the lower ones, there is no intersection there.

At any point where one tunnel elevation joins with another elevation, the pathway slopes, so you can describe it as such when the characters pass through there. Of course, you can also keep them guessing by telling them from the outset that the corridors seem to rise and fall at random, and that, to their untrained senses of direction, it's possible that paths are crisscrossing one another above and below.

Notice also that there are numbered nodes, called encounter spots, at various places along the pathways. These are the points where you can choose to have something interesting for the characters to interact with show up as they explore the tunnels. The encounters listed below can be assigned in order, or you can choose to mix them up or assign them at random; there is no set order that must be followed. Alternatively, you can skip any of the encounters that don't suit you.

There is one node and an accompanying bit of corridor that has no connection to any of the rest of the map—Encounter Spot 24. This is the node that you should use for the Demon Dactyl's throne room, should you want to somehow incorporate it into your plans. Although it was ostensibly destroyed when the top of the mountain was blasted away by Avelyn, it's certainly possible to assume that part of it survived right below Avelyn's feet. (Conversely, you might decide to run an adventure set during a time before the great battle between Bestesbulzibar and Avelyn, in which case, you'll want the throne room intact. If this is the case, simply assume that the branch of middle-tunnel passage leading generally eastward from Encounter Spot 17 actually connects with the length of upper tunnel leading to Encounter Spot 24.)

During the rest of the time spent exploring the tunnels, the characters are not simply moving through uninteresting lengths of perfectly straight tunnel. From time to time, throw in a more mundane version of any of the hazards listed below. Chasms, sink holes, underground rivers of water and lava, and fault lines that have shifted passages should all pop up from time to time. Even when the passages don't have any unusual features, you can describe the progress of the characters to them with enough detail so that they don't become automatically suspicious whenever they run into a set of features that truly do pose a threat.

The dead-ends should also vary. Don't simply assume that a passage just suddenly stops. Perhaps it plays out on the ledge of a very wide and deep chasm and the characters can't see the other side or the bottom; or maybe it simply descends into water, flooded from that point forward. Cave-ins and shifts in the geologic formation of the mountain can also account for sudden ends to tunnels. Keep the players guessing.

Each of the following special encounter areas corresponds to one of the numbered nodes listed on the map. You can choose to keep them in the order in which they are listed here, or you can rearrange them to suit your own tastes. You could even choose to run them in listed order as the characters come across them. It's up to you.

1. Entrance

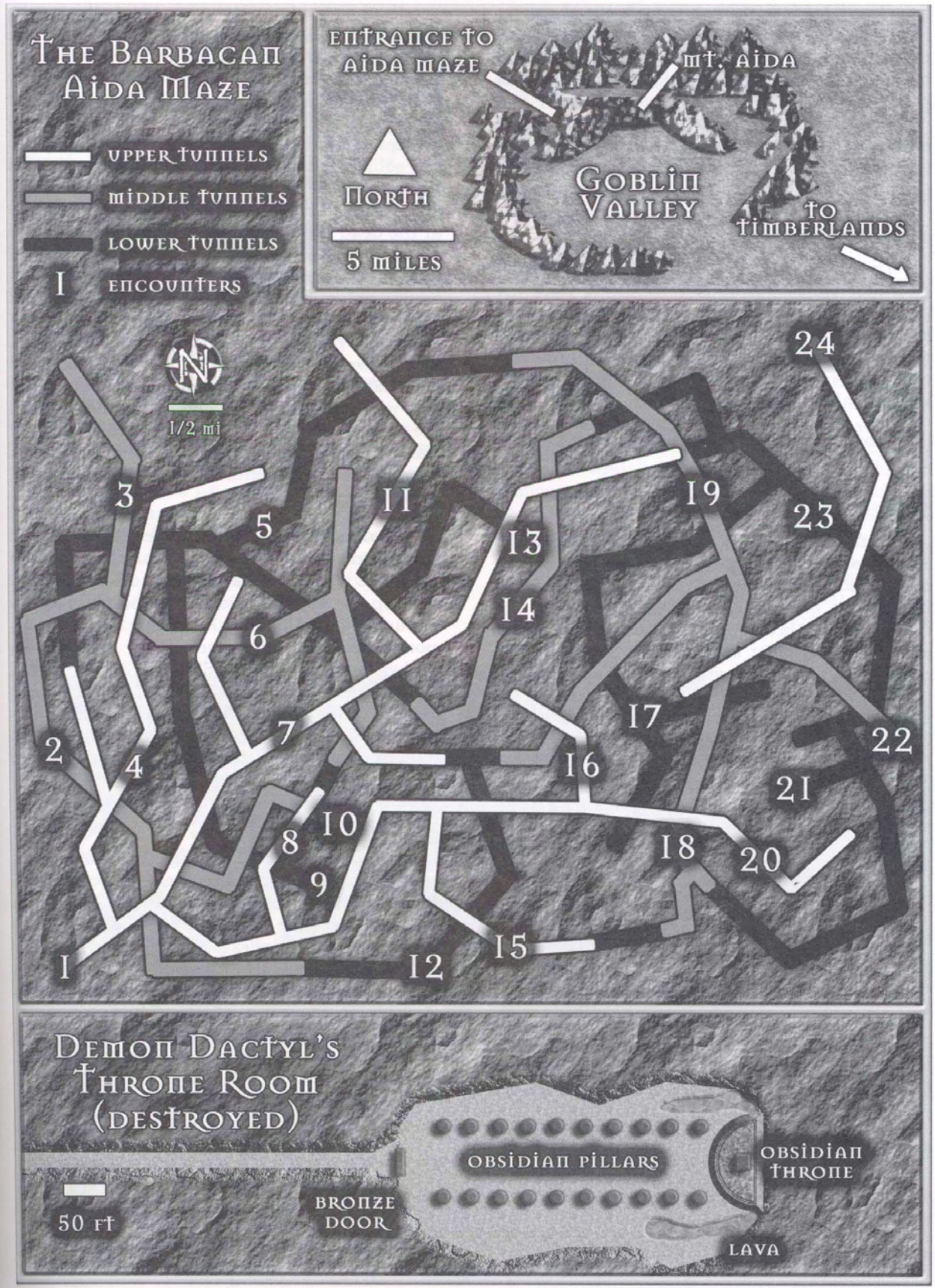
This is the starting point of the Aida Maze, where the tunnel in the side of the mountain leads into darkness from outside. The tunnels quickly branch here, creating a number of choices for the characters to make as they explore the place.

2. Lava Chasm (EL 3)

The passage leading here suddenly widens out into a low-ceilinged chamber that has been split by a chasm cutting directly across the path. The only other exit from the room is on the opposite side of the cavern, the continuation of the route the characters have been following. Flowing through the chasm, perhaps twenty feet below the lip of the chasm, is a churning river of lava.

The heat in the chamber is intense; even peering over the side at the molten rock requires a Fort save at DC 20 to avoid suffering 1 point of damage per round. Characters in heavy clothing or armor suffer a –2 penalty to the check.

The chasm is twenty feet across. The ceiling is high enough that anyone who wishes to try to jump over the gap can do so without fear of hitting


The Barbacan
Aida Maze
upper tunnels
middle tunnels
lower tunnels
I encounters
entrance to
aida maze
mt. aida
North
Goblin
Valley
to
timberlands
5 miles
1/2 mi
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
Demon Dactyl's
Throne Room
(destroyed)
obsidian pillars
obsidian
throne
bronze
door
lava
50 ft

their head. Leaping the gap exposes the character to 1 round of heat damage. However, rope used to span the gap cannot withstand the heat and begins to burn. After 3 rounds of exposure, it is burned in half.

Anyone falling into the lava suffers 2d6 points of damage per round and continues to suffer half that for 1d3 rounds after they are extracted (see Lava Effects in the *DMG* for more information).

3. Sulphurous Mist (EL 3)

There is a slight descent leading to this spot on either side, causing it to be lower than the tunnels to either side of it. A thick, clinging vapor has settled here, filling the passage for a stretch of 40 feet. The vapor has an extremely foul odor of sulphur, and in fact burns anyone exposed to it as an inhaled poison.

Inhaled Poison: Fort save resists, DC 15, 1d4 Con/1d4 Con.

4. Vertical Chute (EL 7)

At this point along the tunnel, the seismic effects of the volcano caused a shift in the stone, and the passage has been cut in half. The inhabitants cut a vertical chute to connect the two sections. It is a square shaft ten feet on a side and it rises straight overhead for 30 feet to the continuing passage above. At the top of the shaft, a crude rope ladder lies coiled in the passage. It is kept drawn up except when someone wants to climb up. In this case, those waiting below must give a shrill whistle, and two goblins come padding along, check to see who is there; they drop the ladder down once they deem that those below have business in the tunnels.

If the characters manage to get to the top of the shaft without attracting the attention of the goblins, they encounter the pair of creatures sitting in a small side chamber about 50 feet further down the tunnel.

Goblins (2): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5, 6; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Full Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: Morningstar, 3 javelins, leather armor, light shield.

If the goblins come to investigate the characters as they are trying to get up the chute (either the characters make a reasonable amount of noise, whistle or call, etc.), then they first throw their javelins down at the foes and then scamper away to warn others (see below). If the characters are quiet and manage to get close enough to the goblins' chamber, then they fight or run as circumstances allow.

A little further down the passage (perhaps at the dead end, if you are using the encounters as they are labeled on the map), a small tribe of goblins have set up homes. There are 53 of the creatures here, but only 27 of them are full-grown and able to fight. The rest are young.

If the goblins are expecting the characters (they have been warned by the sentries), then they have set up an ambush in their chamber. The noncombatants are hiding in the back of the room, and the rest are concealed behind stalagmites, armed with crossbows. Otherwise, they are huddled together in small family groups, eating, sleeping, or talking.

Goblins (27): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5 each; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Full Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: Morningstar, 3 javelins, leather armor, light shield.

5. Blockage

At this point in the passage, the hallway has partially collapsed, sending large blocks of stone down to fill the tunnel with rubble. There is a small gap near the top of the pile that a creature of Tiny size or smaller could squeeze through; otherwise, the passage is blocked.

In order to clear the path, it takes a total of 8 character-hours of clearing stone. Thus two characters working together can get the job done in 4 hours, three can do it in 2 hours and 40 minutes, etc. At one point during the effort, a particularly huge block must be removed. This requires a Strength check at DC 25 to accomplish (up to four characters can assist). If the check fails by 15 or more, the rubble shifts and collapses further, inflicting 1d6 points of damage on all who fail a Reflex save at DC 12. Once the allotted time has passed, the passage is clear.

6. Powries! (EL 8)

The tunnel widens into a large natural cavern, with the path continuing on the opposite side. Near the middle of the chamber, gathered around a large cart or vehicle of some sort that has been covered with a tarp, is half a dozen powries. The vehicle is actually a ballista that the powries managed to salvage from the valley outside, and they are trying to drag it to their own residence chamber to use as a defense.

When the powries notice the characters (which is immediately, unless the characters are taking care to keep from being noticed—which would include masking light sources and being quiet), they break into a defensive formation, with half of the creatures firing crossbows, two more setting short spears to engage characters who move close, and the last one jerking the cover off the ballista in order to fire it at the PCs. After the first round of combat, the three powries who fired their crossbows move to aid in aiming and shooting the ballista (–4 attack due to size, 3d8/19–20, 120-ft. range).

After the ballista is fired, the four powries use the ballista as cover (+4 to AC) and continue to fire crossbows, while the two with the shortspears defend their flanks.

Powries (6): CR 3; Medium Humanoid; HD 2d8+10; hp 22, 21, 21, 19, 18, 17; Init +0; Spd 30 ft.; AC 18, touch 16, flat-footed 12; Base Atk +1; Grp +3; Atk +3 melee (1d6+2/x2, shortsword); Full Atk +3 melee (1d6+2/x2, shortsword); SQ Powrie Traits; AL LE; SV Fort +5, Ref +3, Will +0; Str 15, Dex 10, Con 20, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +4, Intimidate +1, Swim +4; Endurance.

Possessions: Short sword, leather armor.

7. Bridge (EL 6)

The tunnel opens into a wide cavern here with a chasm bisecting it. A narrow stone bridge spans the chasm, only five feet wide and 30 feet long. It is sturdy enough, but a trio of dire bats hangs upside down from the underside of the bridge. They can feel the vibrations of any character crossing the bridge and flutter out to attack.

Any character that is successfully bitten by a dire bat while on the bridge must succeed at a Reflex save of DC 13 or lose his balance and fall over the side. The drop is 40 feet (4d6 points of damage).

Dire Bats (3): CR 2; Large Animal; HD 4d8+12; hp 34, 30, 27; Init +6; Spd 20 ft., fly 40 ft. (good); AC 20, touch 15, flat-footed 14; Base



Atk +3; Grp +10; Atk +5 melee (1d8+4, bite); Full Atk +5 melee (1d8+4, bite); Space/Reach 10 ft./5 ft.; SQ Blindsense 40 ft.; AL N; SV Fort +7, Ref +10, Will +6; Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +4, Listen +12*, Move Silently +11, Spot +8*; Alertness, Stealthy.

*Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

8. Ambush (EL 5)

The passage opens into a larger cavern and descends into a narrow gorge with steep, sloped walls rising 20 feet to either side. The path is 60 feet long through this gorge, and hiding at the tops of both ledges are 12 goblins, waiting in ambush. A Spot check DC 16 allows a character to notice the gorge and the possibility of the ambush.

The goblins wait until the lead character is a third of the way through the passage (the first 20 feet), and then they begin throwing rocks down from above. After they exhaust their rocks (3 rounds' worth), they fight normally. The goblins flee once half their number has been killed, scattering into the tunnels at either end of the gorge.

Goblins (12): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5 each; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +3 ranged (1d6, stone); Full Atk +3 ranged (1d6, stone); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: 5 stones, leather armor, light shield.

9. Lake of Fire (EL 2)

The path leads into a large cavern with the bottom of the chamber set about 40 feet below the level of the tunnel. The path begins a rapid descent here, zigzagging back and forth several times as switchbacks down the side of the cavern toward the bottom. The entire bottom of the cavern is actually covered with magma, though there are large points of rock that jut up out of it. These are scattered across the lake of fire to the other side, where the path ascends to the top and out again.

Characters can attempt to jump across the gaps between solid stone, the farthest distance of which is eight feet. However, when the lead character lands on the fourth stone (there are nine in all), it shifts dangerously, unbalanced. The character must succeed at a Reflex save with a DC of 14 or fall over the side. If this happens, the stone also teeters over and disappears into the magma, leaving a jump of 16 feet.

If the character manages to keep his balance, the stone stays in place, and every other character that leaps on it must only make a Reflex save with a DC of 10 to stay balanced atop it. Any character falling into the magma suffers 2d6 points of damage for each round in contact, and half that much for the next 1d3 rounds after being pulled free (see Lava and Magma Effects in the *DMG* for more information).

10. Demon Spirits

At a bend in the passage, two demon spirits attempt to possess the last two characters in the marching order, then immediately attack the rest of the group.

Demon Spirits (2): CR 2; Medium Outsider (Chaotic, Evil); HD 2d8; hp 10, 8; Init +4; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +2; Grp +2; Atk +2 melee (1d4, claws); Full Atk +2



melee (1d4, 2 claws) and +0 melee (1d4, bite); SQ DR 10/+1, fast healing 2, darkvision 60 ft., gem resistance 10, demon qualities; AL CE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 10, Con 10, Int 5, Wis 11, Cha 15.

Skills and Feats: Jump +5, Search +2; Improved Initiative.

11. Tomb (EL 7)

The passage suddenly widens into an elongated cavern shaped in a form of a crescent. The pathway follows along the inside of the crescent, some 20 feet above the bottom of the chamber, where steaming-hot water bubbles and roils below. In the water, which is clear enough to see through, are the skeletal remains of several dozen powries. Cast here upon their deaths during the DemonWar, their bodies have long since cooked away, leaving their bones to be calcified with the sediment in the water.

One powrie spirit has found no rest, however. The leader of this band (which was ambushed by Fomorians and slain when food supplies ran low) has risen as a ghost and haunts this chamber, ready to attack any who enter.

Male Powrie Ghost Ftr2: CR 7; Medium Undead (Augmented Humanoid) (Incorporeal); HD 2d12 plus; hp 27; Init +0; Spd 30 ft., fly 30 ft. (perfect); AC 17, touch 10, flat-footed 17; Base Atk +3; Grp +6; Atk +6 melee (1d6+3/19–20, short sword, ethereal only); Full Atk +6 melee (1d6+3/19–20, short sword, ethereal only); SA Corrupting Touch (DC 10), Manifestation; SQ Powrie Traits, Rejuvenation, Turn Resistance +4; AL LE; SV Fort +8, Ref +3, Will +0; Str 16, Dex 10, Con —, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +7, Hide +8, Intimidate +1, Listen +8, Search +8, Spot +8, Swim +7; Cleave, Endurance, Power Attack, Toughness.

Note: A spiritwalking character is considered ethereal for the purposes of the ghost's abilities.

12. Sludge Pit (EL 2)

The pathway at this encounter spot opens into a roughly circular chamber 20 feet in radius. The floor is submerged beneath a layer of foul-smelling brown sludge that has bubbled up from the depths of the mountain. The depth of the sludge varies by distance from the center of the room; around the perimeter, it is only half a foot deep, while in the center, it is 10 feet deep.

The sludge is extremely slick, and the flooring of the chamber is smooth. Thus, any character that steps into the sludge must make a Balance check against a DC of 18 or lose his footing, falling prone and sliding 5 feet further into the chamber (and to where the sludge is 2-1/2 feet high). In order for a character to step back out of the sludge (assuming he didn't fall and slide farther into the room) must make another Reflex save (DC 15) to take one step in any direction without falling.

Prone characters can attempt to stand by making a Balance check (DC 18) to rise to their feet. Unless characters are in combat, they may take 10 or take 20 on this check.

The sludge is thick enough that it is difficult for characters that slide into it to a depth greater than their height to keep their heads above the surface (Swim check DC 15). A Swim check against a DC of 20 allows the character to actually swim through the sludge for 5 feet.

The sludge is not static. Every ten minutes, a large jet of it erupts from the center of the chamber, like a thick oily geyser, sending a plume of the stuff toward the ceiling and outward in a circle 10 feet in diameter. It also causes waves, which makes it difficult for characters standing in the stuff to keep their feet (Balance check, DC 18 or fall and slide as above).

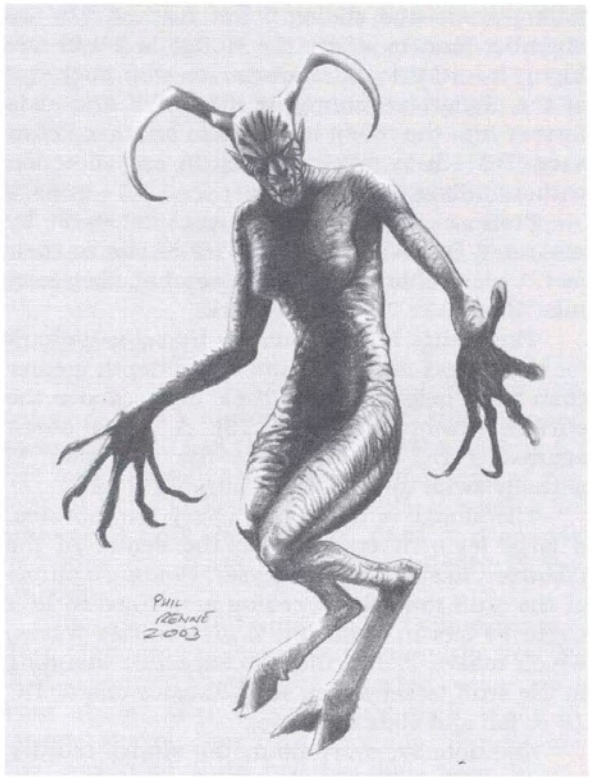
Additionally, every hour, the sludge recedes into the rock below, leaving the floor of the room coated with a slimy film of it. The chances of slipping and falling are the same as before, but the character slides all the way to the center, where there is a small, six-inch-diameter hole. Walking out of the center has the same difficulty factor as before. The sludge returns after another 10 minutes.

The sludge is difficult to remove from a character that has been immersed in it. It dries and hardens in five minutes, creating a hindering coating of caked-on mud. This coating provides a –2 circumstance penalty to the character's Dexterity until it is removed. The sludge comes off easily enough in copious amounts of water (a stream or pool, not just splashing from a waterskin).

13. Aerial Assault (EL 6)

Hidden among the stalactites of this large, irregularly shaped cavern is a nest of giant cave wasps. The wasps are attracted to light sources and attack any creature entering the chamber with such. Otherwise, they simply buzz around their nest far overhead, only venturing forth to investigate very loud noises (such as the sounds of battle or shouting).

Giant Wasps (3): CR 3; Large Vermin; HD 5d8+10; hp 35, 33, 30; Init +1; Spd 20 ft., fly 60 ft. (good); AC 14, touch 10, flat-footed 13; Base Atk +3; Grp +11; Atk +6 melee (1d3+6 plus



poison, sting); Full Atk +6 melee (1d3+6 plus poison, sting); SA Poison; SQ Darkvision 60 ft., Vermin Traits; AL N; SV Fort +6, Ref +2, Will +2; Str 18, Dex 12, Con 14, Int —, Wis 13, Cha 11.

Skills: Spot +9, Survival +1*.

*Giant wasps have a +4 racial bonus on Survival checks to orient themselves.

14. Tuntun's Ledge (EL 6)

The pathway leading into this area opens out near the ceiling of the place, sloping downward toward the bottom and the far end, some 500 feet away. The path hugs the side of a cliff, with the wall of the cliff to the left side rising up, and a steep drop-off to the right falling away to a river of lava far below.

The path is narrow, only five feet wide, so characters must traverse it single file. In most places it is stable, but about halfway along, a section of it has collapsed, leaving a gap of 10 feet. Because of the slope of the trail, jumping from the high side to the low side provides a +2 circumstance bonus. This is reversed (–2 penalty) when trying to jump the opposite direction. At the far (low) end of the trail, a side passage leads into the side of the cliff, and the main trail dead ends shortly afterward.

A magma wight hides in the rock of the wall on the low side of the gap, waiting for anyone to try to jump across the broken section of trail. As soon as a character is across, the magma wight emerges from the stone and attacks.

Magma Wight: CR 5; Medium Undead (Lawful, Evil); HD 6d12+3; hp 41; Init +0; Spd 20 ft.; AC 25, touch 10, flat-footed 25; Base Atk +4; Grp +9; Atk +9 melee (1d10+5 plus 2d6 fire, slam); Full Atk +9 melee (1d10+5 plus 2d6 fire, 2 slams); SQ Fire Subtype, Regeneration 3, Undead Traits; AL NE; SV Fort +2, Ref +2, Will +8; Str 21, Dex 10, Con —, Int 16, Wis 17, Cha 8.

Skills and Feats: Climb +14; Blind Fight, Improved Critical (slam), Power Attack, Toughness, Weapon Focus (slam).

This is, of course, the spot inside Mt. Aida where the elf Tuntun fell in battle against Quintall the magma wight. This magma wight will use similar tactics whenever possible, especially attempting to bull rush opponents and knock them over the side of the trail so that they fall to the lava below.

15. Low Clearance (EL 5)

Along this section of the passage, the tunnel gets very short, so much so in fact that the characters must get down on their bellies and wriggle through the section with the low clearance. The section is about 40 feet long, though the passage is 20 feet wide.

Unfortunately, there is a colony of monstrous centipedes nesting about here, and they scuttle out and attack any characters that disturb their nest (the first time a character reaches the halfway point).

Monstrous Centipedes, Medium (5): CR 1/2; Medium Vermin; HD 1d8; hp 4 each; Init +2; Spd 40 ft., climb 40 ft.; AC 14, touch 12, flat-footed 12; Base Atk +0; Grp +1; Atk +2 melee (1d6-1 plus poison, bite); Full Atk +2 melee (1d6-1 plus poison, bite); SQ Darkvision 60 ft., Vermin Traits; AL N; SV Fort +2, Ref +2, Will +0; Str 9, Dex 15, Con 10, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +10, Hide +10, Spot +4; Weapon Finesse.

Because the characters are forced to crawl on their stomachs in this area, they are considered prone for the purposes of combat (–4 AC penalty for melee, –4 penalty to attack rolls) and crawling for the purposes of movement (a character can only crawl 5 feet as a move action, and this

provokes attacks of opportunity, as does standing up once the character is out from under the low clearance).

16. Slide

The passage reaches a point here where it steeply descends along a relatively smooth path. There is nothing to hold onto along the way, so the characters must either attempt to climb down (DC 20), slide down the length of it (40 feet), use rope tied off in some manner, or take advantage of gem magic in some form.

17. Metal Grate (EL 6–9)

At this spot in the mountain, the passage widens and becomes worked, and it is blocked by a set of metal bars. Beyond these the passage continues, very straight, for over 1,000 feet, with side passages intersecting at regular intervals. The passage is square and has support pillars bracing it. The far end of the worked passage has a second metal barricade blocking the way.

For every ten minutes the characters spend in this area, there is a chance they encounter a wandering unit of goblins that appear out of a side passage. Roll 1d4; on a result of 1, the goblins appear ahead of the PCs, and on a 2, the goblins appear behind them. The goblins swarm the characters, attacking viciously until 3/4 of their number are dead, at which point they flee.

During every round of battle, there is a 1 in 8 chance of another troupe of goblins hearing the commotion and arriving. A total of two sets of reinforcements (for a total of three groups) can arrive in this manner.

Goblins (10): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5 each; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Full Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: Morningstar, 3 javelins, leather armor, light shield.

Leader: goblin Ftr4; CR 4; Small Humanoid (Goblinoid); HD 4d10+7; hp 30; Init +5; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +4; Grp +3; Atk +7 melee (1d6+3, morningstar) or +6 ranged (1d4+3, javelin); Full Atk +7 melee (1d6+3, morningstar) or +6 ranged (1d4+3, javelin); SQ darkvision 60 ft.; AL NE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 13, Con 13, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +8, Hide +4, Jump +8, Listen +2, Spot +2; Alertness, Dodge, Improved Initiative, Toughness, Weapon Focus (morningstar).

Possessions: Morningstar, 3 javelins, leather armor, light shield.

18. Stalagmite Room (EL 1)

The corridor widens at this point along the route, becoming a rather oblong, irregularly-shaped cavern. The cavern is filled with stalactites and stalagmites. Characters moving through this room must reduce their speed by half or else succeed at a Reflex save (DC 12) to avoid stumbling and falling on a stalagmite for 1d6 points of damage.

19. Misty Death (EL 5)

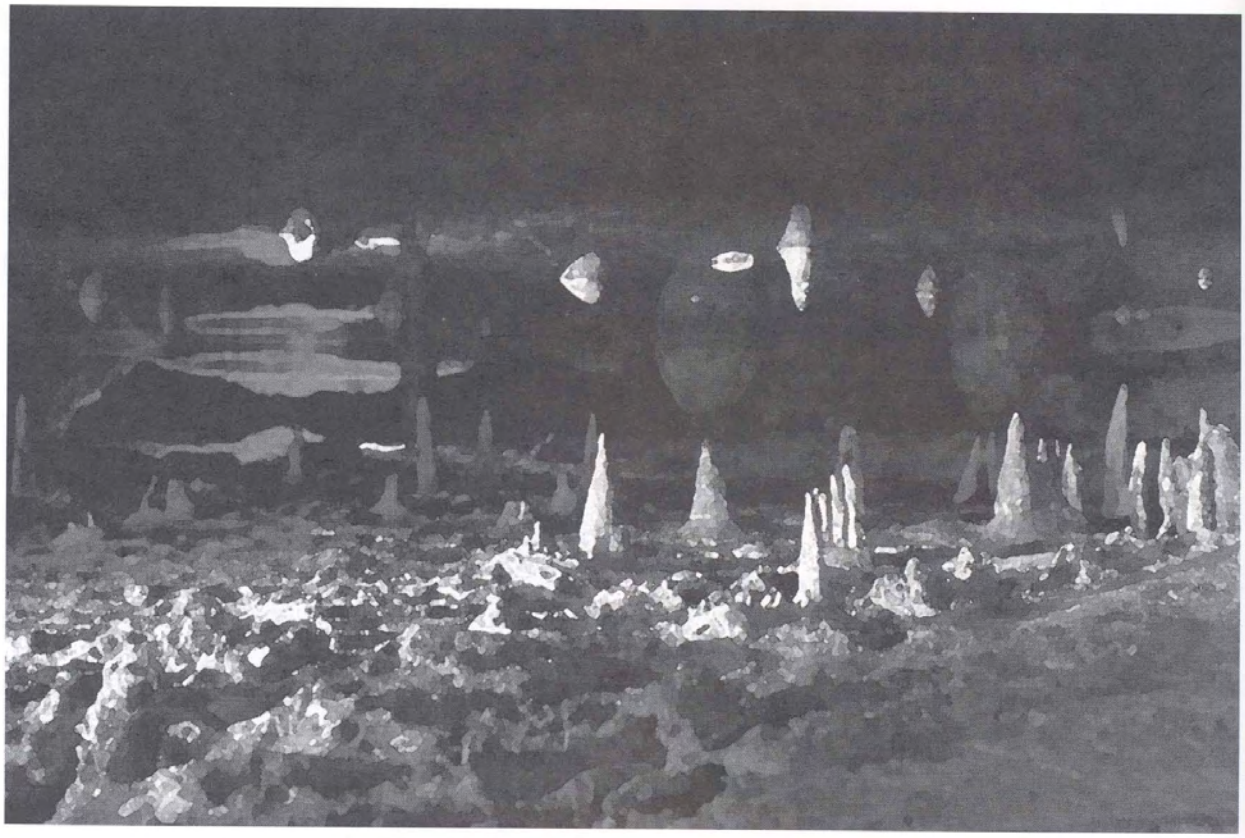
The characters can hear a roaring sound for several minutes before they reach this spot in the mountain. The roaring grows louder as they approach, until at last, they come within the last 20 feet of passage, where the corridor is filled with warm, clammy fog. Visibility is reduced to 5 feet (figures five feet away have concealment, farther than that have total concealment).

The passage empties out along the bank of an underground river that flows through a large cavern. The water flows from left to right and tumbles as a waterfall over an outcropping of rock. The ground is heated from a layer of magma not far below, and the result is a perpetual mist that rises when the water hits the stones.

The path turns to the left and follows the bank of the river to the shelf of rock, then crosses behind the waterfall (underneath the outcropping) along a set of stepping stones. On the far side, the path climbs a rough set of steps to the top of the waterfall and then exits the chamber at that point.

Hiding in the steamy water near the waterfall are four lacedons, water-based ghouls. These four were goblins who drowned in the water while their fellows pushed them under for sport. As a result, they are Small in size. They wait until someone is crossing the stepping stones and then lunge up out of the water and attempt to drag characters into the pool.

This is a Trip attack; the attacked character gains an attack of opportunity, but the lacedons gain concealment from the mist (there is a 20% miss chance); additionally, the lacedons are Small, which means they would ordinarily suffer a –4 size differential penalty, but because they



work together and because the character is on a small, slippery stepping stone, the penalty is negated.

Once a character has been pulled into the water (it is about 8 feet deep here), the lacedons surround him and attack in conjunction, trying to maintain flanking for combat bonuses.

Remember that the characters have a difficult time seeing one another here; there may be lots of splashing and shouting, but the mist obscures everything.

Lacedons (4): 11 hp each; swim 30 ft.; AC 15 (+1 size, touch 13, flat-footed 13), Base attack +2/grapple –2; see *MM*.

Lacedons (4): CR 1; Medium Undead (Aquatic); HD 2s12; hp 11 each; Init +2; Spd 30 ft., swim 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite); Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, 2 claws; SA Ghoul Fever, Paralysis; SQ Darkvision 60 ft., Undead Traits, +2 Turn Resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack.

20. Collapsing Tunnel (EL 7)

As the characters pass through this section of the tunnel, the floor beneath them groans and shifts and gives way. Each character must succeed at a Reflex save against a DC of 16 to avoid falling through the hole in the floor.

Those who make the save are able to jump to one end of the hole or the other, but those who fail fall through the hall and tumble down through a shaft into a large natural cavern below (Area 18, above). The fall drops the characters a total of 60 feet and, coupled with the stalagmites' damage, can inflict a total of 7d6 points of damage.

Characters who fall through must either find a method to get back up (because part of an attempted climb actually crosses the ceiling of the natural cavern, the DC to do so is 30) or else make their way through the new tunnels in the hopes of reuniting with their companions who did not fall. Alternatively, those at the top can opt to descend through the hole themselves.

21. Bubbling Trouble (EL 2)

Along this stretch of tunnel, which is worked square and has support pillars at regular intervals, the path descends slightly. Water bubbles out of cracks in the wall and runs along

the corner, like runoff flowing along a curb. It trickles down to the lowest point of the hallway and puddles there, slowly seeping out of sight through more cracks in the floor. Under these circumstances, the water is harmless, and most characters can easily avoid it by walking down the other side of the passage.

At 15-minute intervals, the source of this trickling water, superheated far below this level, gushes forth like a geyser, spewing out of the wall and spraying the entire corridor with scalding hot water. Anyone caught in the spray (Reflex save DC 13 avoids) is burned for 2d6 points of damage.

22. Kennel (EL 6)

The sides of the pathway broaden into a wide, low chamber here. To either side of the open space, there are a series of smaller side tunnels set into the wall. Each of these smaller tunnels has a wooden gate barring it. The path itself continues to the far side of the cavern, where it disappears into a tunnel in the wall.

The tunnels were kennels for the mountain's inhabitants, holding pet wolves. When the dactyl was destroyed, the wolves were abandoned, and they wasted away in captivity. Now the kennels contain the animated skeletal remains of the wolves, which still sleep in their niches.

When anything passes through the chamber, the wolf skeletons come charging at the doorways, slamming into the gates. Their bones disengage from each other and clatter through the gaps in a rattle. One round later, they reform into their normal shape and attack.

Wolf Skeletons (6):CR 1; Medium Undead Animal; HD 2d12; hp 13 each; Init +7; Spd 50 ft.; AC 15, touch 13, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, bite); Full Atk +2 melee (1d6+1, bite); AL NE; SV Fort +0, Ref +3, Will +3; Str 13, Dex 17, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

23. Sleeping Giant (EL 13)

As the tunnel comes around a bend at this point, it widens into a slightly open area where part of one wall collapsed. Rubble, large boulders and gravel covers the width of the passage. It would be possible to climb over the debris in normal circumstances, but in this particular case, there is a Fomorian giant lying across the passageway, its legs buried beneath the rubble.

When the characters come upon the creature, it's not immediately evident whether the beast is alive or dead, for its eyes are closed and it is lying very still. In truth, it is injured and dying. It was trying to remove some rubble from a collapsed tunnel here (which is still buried), when the stones shifted and trapped him. He has lain here for several days and is bleeding and starving to death.

The characters might be of a mind to try to rescue him, but he is too stupid to realize that the PCs could be his salvation. The minute he becomes aware of their presence, he tries to thump them with his huge club. Since he is prone, he suffers–4 penalties to his AC and attack rolls. Still, he has enough reach to cover the entire width of the passage, so there is no way of getting around him without provoking at least an attack of opportunity.

The really tricky part of this situation is, if the characters begin to attack him to keep him from hurting them before they move past him (obviously, the smart thing to do would be to stay clear of his club and shoot him with missile fire and gem magic), he roars and thrashes around in pain, causing a further collapse of the rubble. This buries the giant completely (killing him) and fills the tunnel with enough stone that it requires 40 man-hours of work to dig a hole through which a Medium-size creature can fit.

The best option here is to figure out a way to painlessly incapacitate the giant (using a hematite to possess him temporarily is clever) until everyone can get past him. Of course, that same method would have to be employed each time the characters return by this route unless they actually free him and try to send him on his way (or kill him while he's unable to thrash about). Even if the PCs set the giant free, he will attack them on sight—though he won't try to track them down if they get away from him (if, for example, someone using a soul stone possesses him and "walks" the giant out of the mountain, he won't go back in to chase the characters); his reactions are survival instinct, not cunning.

Coronan Giant: CR 14; Huge Giant; HD 15d8+60; hp 52 (wounded; 135 hp normally; Init -1; Spd 50 ft.; AC 17, touch 7, flat-footed 17; Base Atk +11; Grp +28; Atk +16 melee (1d8+7, huge club) or +10 ranged (2d6+7, rock); Full Atk +16/+11/+16 melee (1d8+7, huge club) or +10/+5/+0 ranged (2d6+7, rock); Space/Reach 10 ft./15 ft.; SA Rock Throwing; SQ Rock Catching; AL CE; SV Fort +13, Ref +4, Will +4; Str 25, Dex 9, Con 19, Int 6, Wis 8, Cha 6.

Skills and Feats: Climb +14, Hide -9, Jump +15; Cleave, Great Cleave, Power Attack.

24. Dactyl's Throne Room (EL 16)

Adventure Note: This area of the warrens inside Mt. Aida was destroyed when Avelyn shattered the huge amethyst and blew up the top of the volcano. However, it has been provided here in case you wish to run a campaign set before that occurrence, or if you are dropping this selection into another game setting. You might also wish to set up some sort of adventure where player characters unearth a portion of the remains of this chamber, still buried beneath Aveyln's mummified corpse. Refer to the accompanying map for more details on this area.

The Demon Dactyl's throne room can be reached by following a long, straight worked corridor that travels up some steps and then down a gently sloping passage. The tunnel ends at a widening spot in the passage where a pair of huge bronze doors seals an arched opening in the far wall.

Beyond the doors, a large oval-shaped chamber, its walls rough and irregular, stretches length-wise. There is a main walkway down the center of this cavern, flanked on either side by rows of huge obsidian columns that have been roughly carved to resemble giants, with their arms tucked in closely to their sides. There are twenty of the columns, ten on each side. At the opposite end of the chamber, up three wide steps to a semicircular dais, is a massive obsidian throne ten feet wide. Two men could sit side by side on this throne with their feet dangling off the front.

To either side of the dais, lava flows forth from the walls, running down the wall and into a pair of channels. The channels carry the lava forward, past the first few obsidian columns, and then dump the molten stone into large holes, where it drains away into other parts of the mountain. The lava eventually makes its way outside the peak, where it flows along the length of the two great arms in the valley, gradually and continuously growing them. The lava flows are the only sources of light in the chamber, but they are sufficient to give the entire cavern an eerie orange glow.

The columns themselves are enchanted by the Demon Dactyl's earth magic to animate upon its command. On its orders, they attack any creature in the room, but they cannot navigate the steps of the dais, so a character could ostensibly flee to the throne to escape them.

Gargantuan Animated Columns (20): CR 7; Gargantuan Construct; HD 16d10+60; hp 150 each; Init -2; Spd 20 ft.; AC 12, touch 4, flat-footed 12; Base Atk +12; Grp +31; Atk +15 melee (2d8+10, slam); Full Atk +15 melee (2d8+10, slam); Space/Reach 20 ft./20 ft.; SQ Construct Traits, Darkvision 60 ft., Low-Light Vision, hardness 8; AL N; SV Fort +5, Ref +3, Will +0; Str 24, Dex 6, Con —, Int —, Wis 1, Cha 1.

The Demon Dactyl spent most of its time here, plotting the conquering of the world. Whenever it summons its minion commanders for consultation, this is where it happens. However, when it wishes to leave the mountain, rather than navigating the warren of tunnels below, it simply dives into one of the lava flows. From there, it swims to the heart of the volcano and then flies upward and out of the crater.

Bridge Adventure

This portion of the bridge adventure uses the Barbacan as its primary location, though part of it takes place in the surrounding mountains. It is divided into two parts, each dealing with a separate item or set of items the gem sorcerer Drebi'lar is seeking for his own schemes. The first part revolves around a lost party of Abellican monks that went missing in the mountains during the pilgrimages of the Rosy Plague and were never seen again. The monks reputedly had a cache of magical gem stones with them. The second part deals with the recovery of Dinoniel's missing sword, which the elf hero used to slay the previous incarnation of the Demon Dactyl.

Part 1: All that Glitters

This portion of the bridge adventure assumes that your campaign takes place after the events at the end of *Mortalis*, during which time the cure for the Rosy Plague was discovered by Jillseponie Wyndon. If you are running your campaign before then, you will need to come up with an alternate reason for the monks (or some other group of travelers) to have been roaming near the Barbacan.

Not long after the pilgrimages were in full swing, many brothers of the Abellican order began to set up weigh stations along the road, armed with hematites to aid those who were the sickest, giving them a temporary reprieve so that they could make it to the hand of Avelyn. These brothers spent months living in tents along the main route, using their magic on dozens each day.

Then one day, there came word of a party of pilgrims who had tried a shortcut through some mountains to the southwest of the main route and had gotten lost. Storms were brewing in the high passes, and everyone who heard of the wayward travelers knew they would not last long in the harsh weather, especially with sick among



them. Everyone shook their heads, lamenting the tragedy, but no one suggested that there was anything that could be done.

A young and bright-eyed group of monks, followers of Avelyn, believed it was their duty to tend to the flock in all ways that they could, and they took it upon themselves to search of these lost pilgrims, hoping to lead them back to safety before the storms snowed them in. Gathering as much winter gear and a few sacred ring stones that could be spared, five monks set out, headed deeper into the mountains.

Two days later, the lost pilgrims showed up unexpectedly at a weigh station only a day's hike from the entrance to the Barbacan. They had seen the change in the weather that was coming and had doubled back rather than get caught in it. They had lost one of their members to the plague, but the rest were still strong enough to press on.

The five Abellican brothers never returned.

Now, rumors can be overheard from time to time about the fate of the lost five—and the cache of gemstones they took with them. More than once, monks have raised the issue of returning to the Barbacan in search of their missing brethren, but the idea never gained any momentum. It seems that the brothers are forever doomed to their mountainous graves.

But someone has other ideas. Drebi'lar believes he has the wherewithal to find the gem stones and recover them, and he is sending some of his minions into the mountains to do that very thing. If he gets a hold of the cache that was rumored to have been taken with the monks on their rescue mission, he will be more formidable than ever. The characters must beat him to the gems.

Preparation

To run this adventure, determine whether Drebi'lar himself is after the gem stones, or whether he has sent underlings to do this for him. Alternatively, the characters themselves might be asked to find the gems and bring them back to the monastery (a good reason for them to visit St.-Mere-Abelle and run that portion of the bridge adventure). If that's the case, then perhaps the characters discover that they have competition for the ring stones along the way.

You must also decide exactly which stones are in the cache (if, indeed, you want there to be any—perhaps the rumor was exaggerated in the telling, and the monks froze to death because they had *no* stones). If the characters are going to keep them (assuming they succeed in finding them before their enemies), you must make the treasure commensurate with their levels.

You must also determine how the characters will be able to find the lost monks. No one has ever made a map (or have they? Did anyone perhaps find the bodies at one point in the past but could not figure out a way to get to them?), so another means of locating the bodies must be at hand. A garnet could be used to find any stones in the vicinity, so perhaps the characters have a powerful enough garnet (or maybe a magic item that utilizes a garnet in that fashion). Other possibilities include spiritwalking with hematite and narrowing the search by finding telltale features, flying overhead to cover more area, or discovering a means of communing with the spirits of one or more of the dead monks.

Also, read through the rules sections concerning the natural hazards of the Barbacan, above, and be ready to unleash a trial or two on your players' characters.

Getting Started

Using whatever hook you deem appropriate, get the characters on their way to the Barbacan to search for the corpses of the missing monks. Depending on where the characters start out, you can streamline the travel process for the majority of the trip, introducing an encounter or two along the way if you like (consult the encounter tables in the *DemonWars Campaign Setting* for the appropriate locations). Once they get to the Timberlands, give them the opportunity to buy proper equipment and possibly hire a guide, should they decide they want one.

Depending on their method(s) of travel and, the route of the characters' trip could change, but the following is a general description of the trip if they walk or ride along the trail the plague pilgrims used. Initially, the PCs travel through forested, but mostly flat, wilderness. The hills grow more frequent as the characters move farther north. Finally, when the mountains have been visible on the horizon for about two weeks, the rumors (or their map or guide) directs them to veer to the west, climbing into a stretch of mountains that the trail bypasses to the right. Very quickly, they climb into higher elevations and begin to experience the harsh threats of mountain travel.

Initially, the characters follow the passes between peaks, making their way through alpine meadows scattered through evergreen forest and reasonable sloping climbs. Eventually, they break above the treeline and the climbs get steeper. There are still trails to follow, but now they are little more than mountain goat paths, narrow cuts into the side of steeply sloped rock. The route continues to go higher and higher in elevation, aiming for a particular pass that leads over the ridge of the mountain arm, high enough that the snowpack becomes permanent. The bodies of the monks are somewhere near the summit of that pass.

Below are a couple of encounters that are already set up to be used with this adventure; you can use neither, one, or both of them as the characters continue their journey. Conversely, you can make up your own to use in their stead (or in addition to them), generating your own weather conditions and random encounters from the tables. Either way, judge how much the characters can take without being overwhelmed, and keep the tension high.

Wolves

At one point, while the characters are still passing through the alpine meadows and the harshest peaks are still around and above them, a pack of wolves attacks. The creatures trot out into view at the far end of a meadow as the PCs are about halfway through it. The wolves mill about there, watching the characters and sniffing the air. It's clear that they are waiting to see what the characters are going to do.

A moment or two later, their leader, a dire wolf, comes into view behind the characters, blocking the path back the way they came. Slowly, displaying an almost cunning intelligence, the wolves begin to advance, trotting back and forth, sniffing the air and ground, and generally herding the characters rather than charging at them. If the characters allow themselves to be corralled, the wolves end up circling them, letting the circle grow tighter and tighter as they begin to snap at them and dart in for a feint or two. All of this is designed to unnerve the characters. Finally, the wolves lunge in as one, all of them attacking on the same round.

The meadow sits in a saddle and is flanked on both sides by the tree-covered slopes of mountains. An icy stream flows back the way the characters came on the right-hand side, only a couple of feet deep and perhaps fifteen feet wide. If the characters break and run, the wolves chase them down and attack. If the characters advance



toward one end of the meadow to engage the wolves, the other part of the pack follows and closes.

Once the battle is joined, the wolves work to flank characters that stray too far out from the middle of their group. Once half their number go down, the leader howls an order to retreat, and the wolves back off and do their circling routine again for a couple of rounds before trotting off with several backward glances over their shoulders. If the leader drops, the rest immediately disengage and slink away. Either way the wolves continue to watch the characters from the edge of the woods.

Wolves (5): CR 1; Medium Animal; HD 2d8+4; hp 13 each; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); SA Trip; SQ Low-Light Vision, Scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*; Track, Weapon Focus (bite).

*A wolf has a +4 racial bonus on Survival checks when tracking by scent.

Dire Wolf: CR 3; Large Animal; HD 6d8+18; hp 48; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +15; Atk +11 melee (1d8+10, bite); Full Atk +11 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-Light Vision, Scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*; Alertness, Run, Track, Weapon Focus (bite).

*A dire wolf has a +4 racial bonus on Survival checks when tracking by scent.

Sudden Storm

While the characters are moving above the treeline, a storm moves through the nearest pass toward them and unleashes a fierce and sudden storm (if it's winter, the storm is snow; in summer, it's rain, with the danger of lightning and mudslides). Visibility is reduced to 40 feet, and the storm lasts 10 minutes. If the characters don't seek shelter, they are in danger of any of the numerous threats such a storm brings with it (exposure, hypothermia, getting lost, etc.).

When the characters first spot the storm, they have 2d4 minutes to react before it's upon them. If they seek out natural shelter, a Spot check (DC 12) reveals a protected area underneath a small outcropping of rock 50 feet directly above them on the mountainside. There is enough room for all the characters to get under it and stay dry. However, climbing up the side of the mountain requires a Climb check (DC 14) to reach it. Failure means the character loses his footing and slides back down in the loose rubble and gravel

and must try again. Any character whose check result is 9 or less actually starts a rockslide. Characters that are still below the rockslide are caught in it.

The storm lasts for 20 minutes and then abates. If it was snow, the trail is buried and the characters must make a Survival check (DC 17) to find it again. If it was rain, the ground is slick and each character must succeed at a Balance check (DC 15) to avoid slipping and falling. Falling characters slip and slide 20 feet down the slope and suffer 1d4 points of damage. Climbing back up requires a Climb check (DC 11).

The Monks

The bodies of the monks are near the summit of the highest pass along the route, where the snow is permanent. The five Abellican brothers got caught in the storm that blew through that pass and tried to press on, hoping to find the missing pilgrims before they succumbed to the elements. Unfortunately for the monks, they had no way of knowing that the pilgrims never made it to the pass, having instead doubled back.

When the blizzard grew too strong for the monks to see (making it futile to search for the missing pilgrims), they dug a cave into the side of a large bank of packed snow to protect themselves and wait it out. They were using a diamond to keep themselves warm inside the snow cave, but the heat from it, in conjunction with the additional snow piled on top of the snow bank, caused the whole thing to collapse on top of them, burying them all. One brother attempted to use the heat of the diamond to melt the snow around him and dig them all out, but he only managed to soak himself in the process, and he quickly succumbed to hypothermia.

Today, the monks are still in roughly the position they were in when they died. Their bodies are fairly well preserved, discolored to a pale hue. In the summertime, they are exposed to the air and can be seen from quite a distance away, the brown of their robes in stark contrast to the white of the snow. In the winter, they are buried under 18 feet of snow and ice, and they must be located by some other means than visual.

(Alternatively, Drebi'lar and/or his minions could be spotted in the wintertime, digging at the site. Presume that the villains used a garnet to locate the cache of stones ahead of the characters.)

Part 2: Dinoniel's Sword

Drebi'lar needs yet another special artifact to complete his insidious schemes, and he's looking for the famed sword that Terranen Dinoniel wore when the elf hero went to face the dactyl so long ago. The blade delivered the killing blow to the demon, but it was lost when Dinoniel and his army were destroyed by the lava that swept through the tunnels of Mt. Aida, commanded by the dactyl in its death throes. The characters must try to retrieve the sword before Drebi'lar or his cronies do.

Preparation

To start this part of the adventure, the characters need to learn that Drebi'lar plans to recover the sword from inside the remains of the mountain. As with the cache of gem stones in Part 1, they could hear a rumor, or they could get a confession out of a prisoner captured during a previous portion of the bridge adventure. Alternatively, Lady Dasselrond of the elves might inform them of the plot and ask for their help, or they could find out while recovering the ring stone cache that belonged to the dead monks (perhaps one of the minions escapes and leads them back to the valley and Drebi'lar's camp).

You also need to decide exactly where the sword is located inside Mt. Aida. The most logical choice would be in the remains of the Demon Dactyl's throne room, which was more or less destroyed in the blast (maybe Bestesbulzibar hid it directly beneath his obsidian throne). Even so, it might only be partially collapsed a few feet below Avelyn's mummified body. Other possibilities include at the bottom of a river of lava (the enchantments keep it from being damaged) or at the foot of the misty waterfall.

If you want to make the task particularly challenging, though, you could have the weapon partially encased in hardened lava (maybe only the tip of the blade is exposed, or perhaps part of the hilt). The sword's location could be part of one of the other encounter spots listed above, or it could completely replace the encounter, seemingly an innocuous ridge or exposed vein of obsidian that partially oozed into the path.

Once you figure out where the sword is, you need to decide how easy or hard it will be to locate the weapon. The task should be formidable, or else someone would have discovered it long before now, especially when all the minions of the Demon Dactyl were roaming the tunnels.

Getting Started

Get the characters to the Barbacan (if they're not already there because of Part 1). Again, if you choose, you can run an encounter or two along the route to keep things interesting. Once they arrive at the valley, they must decide how they will get inside it: along the main trail through the

gap in the ring, or over the mountains somewhere else. Whichever choice they make, the PCs can easily spot Drebi'lar's camp once they're close enough to the entrance to the tunnels.

The Camp (EL Variable)

Set up on the slope of the foothills about 100 yards from the entrance to the warrens of Mt. Aida, Drebi'lar's camp is a one large tent surrounded by a collection of four or five smaller ones. This serves as the base camp for the activities inside the tunnels. Drebi'lar has a small contingent of guards in the camp, keeping at bay the feeble goblin scouting parties that approach from time to time.

If the characters don't take care to stay hidden as they approach the camp, the guards do spot them and warn them away from both the camp and the tunnel entrance. If the characters attack the camp, the guards defend it until it becomes obvious that they are overmatched, and then they flee inside the tunnels, if possible, to warn their superior of the threat coming. If the characters actually stay hidden and watch the camp for a while (1 hour), a goblin raiding party tries to attack the camp themselves. The guards kill half the goblins, and then the rest of the humanoids flee into the mountains again.

Guards (6): human Ftr1; CR 1; Medium Humanoid; HD 1d10+2 plus 3; hp 15 each; Init +0; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +3; Atk +3 melee (1d8+3, heavy mace) or +1 ranged (1d10/19–20, heavy crossbow); Full Atk +3 melee (1d8+3, heavy mace) or +1 ranged (1d10/19–20, heavy crossbow); SV Fort +4, Ref +0, Will –1; Str 15, Dex 11, Con 14, Int 10, Wis 9, Cha 10.

Skills and Feats: Climb +4, Handle Animal +4, Ride (horse) +4; Combat Reflexes, Power Attack, Toughness.

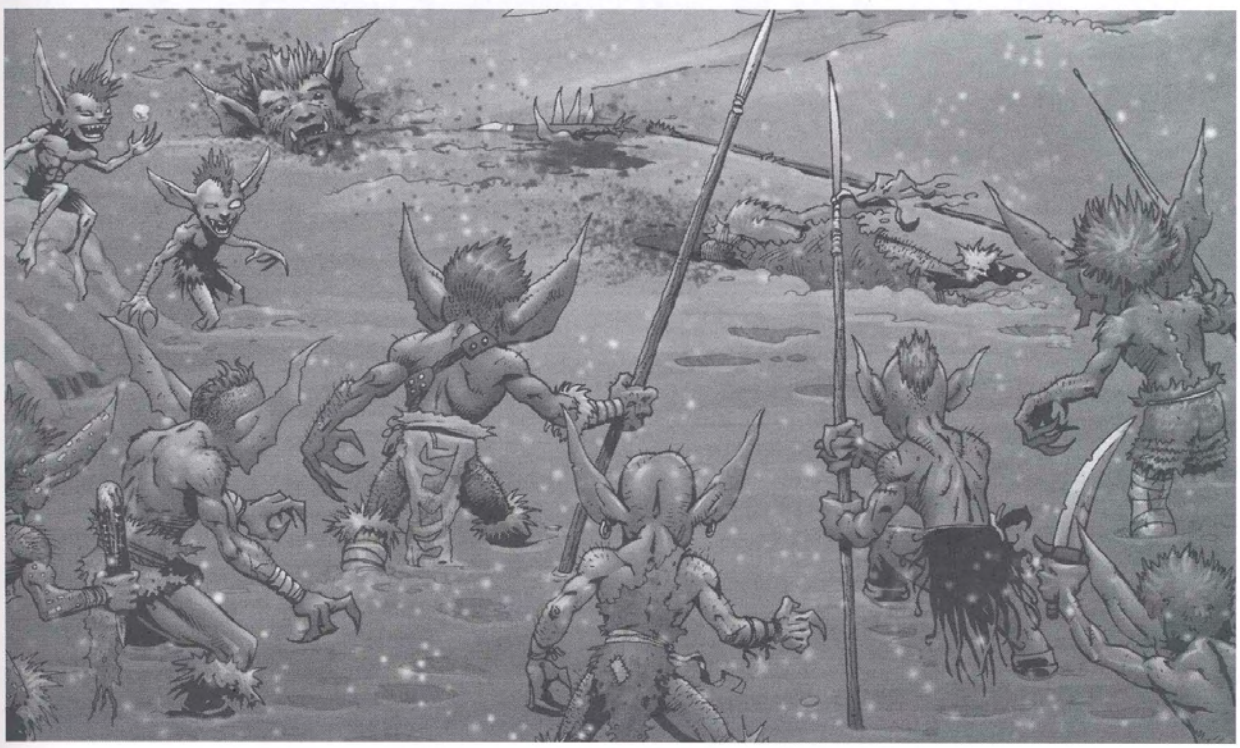
Possessions: Chain shirt, heavy mace, heavy crossbow, 20 quarrels.

Goblins (8): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5 each; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Full Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: Morningstar, 3 javelins, leather armor, light shield.

Note: If the characters wait until the goblins attack, then there are only 4 goblins left, and 3 of the guards are reduced to 8, 7, and 3 hp.



Finding the Sword

Drebi'lar and/or his cohorts are exploring the depths of the tunnels inside Mt. Aida. The characters can attempt to beat them to the location of the sword, assuming they have some method for finding it (again, using a garnet is one possible way) or they can try to follow the villains (tracking their route requires a Survival skill check at a DC of 17). You might choose to just let the characters explore the tunnels for a while and see if they get lucky. If they miss the hidden treasure the first time past, then something could clue them in (the villains find it first, Dinoniel's spirit points the way, etc.).

Whether the villains or the characters find the sword first, the other half stumbles upon them before it is completely recovered (dug out, fetched out of the lava river or misty pool, etc.) and a fight over it ensues.

Chasing the Sword Down

Either through bad luck or just because you wish to run the adventure this way, it's possible for Drebi'lar and/or his subordinates to find the sword and get out of the Barbacan ahead of the characters. In this case, you can continue the bridge adventure by having the PCs try to chase down whoever has the blade and swipe it, which can be a merry pursuit all its own.

Into Safe Hands

Once the characters get a hold of Dinoniel's blade, they need to get it back into the elves' hands. You can run a plot similar to that used in **Part 2: Pawns** in the entry for Andur'Blough Inninness, or you could have the elven queen send some of her scouts out to intercept the characters and claim it. If it suits you, the characters could just hang on to it and use it for a while, too, though eventually, the elves will want it back.

Dinoniel's Sword

Dinoniel's sword is a *+5 keen short sword of speed.* See the magic item descriptions in the *DMG* for more information.



Tymwyvenne

Introduction

Lurking in the dark, primeval woodlands in the wilds of Corona, another race of elves has lived in utter secrecy. Hidden away by both their isolation and the will of their king, the Doc'alfar, or the Tylwyn Doc in their own language, have kept themselves apart from every other sentient species for so long that memories of these elves beyond their own borders have all but faded completely. Those outsiders that have stumbled upon these elves vanish, never to be seen again, so that the secret of the Doc'alfar can remain intact.

Recently, however, that secret has come to light once more. Belli'mar Juraviel and his human companion Brynn Dharielle came upon the forested hills claimed by the Tylwyn Doc and managed to befriend them. With that gesture of mutual respect, the knowledge of the Doc'alfar and their hidden underground city of Tymwyvenne has spread beyond their own borders once more.

Location in Corona

The hidden city of the Doc'alfar is located in the temperate pine forests of the wilderlands far to the west of Honce-the-Bear, along the northern side of the Belt-and-Buckle Mountains. To the north is the end of the chain of mountains that contains Andur'Blough Inninness, and to the south lies the subterranean passageway through the Belt-and-Buckle Mountains known as The Path of Starless Night.

Game Significance

The lost race of Doc'alfar dwells here, a variant species of the Touel'alfar, the fair-skinned elves' cousins. For many years, only the Touel'alfar even knew of the existence of the Doc'alfar, and then only in legend. The discovery by the golden-hair elves that the Tylwyn Doc are alive and well, and vice versa, very well could portent great changes in the lives of both groups.

History

The legends of the Touel'alfar mention that there were once two races of elves living in Corona, the golden-skinned, golden-haired variety with wings and the dark-haired, pale-skinned subspecies that had no wings. The stories are not clear about the reasons, but at some point the two races had a falling out. Perhaps it was because of jealousy on the part of the Doc'alfar that they did not have wings like their cousins. Perhaps some disease afflicted only one group and not the other, or perhaps it was nothing more than a personality conflict between rival leaders. Whatever the cause, the two groups separated, and the Doc'alfar left for distant lands.

Over the intervening centuries, the two groups of elves lost contact with one another, and eventually forgot of one another—younger elves never learned of the others while older elves never spoke of them. The Touel'alfar continued to live on the fringes of human society, avoiding direct contact with the larger race but still known to some in the world of men. The Doc'alfar, however, withdrew completely from the sight of men, vanishing into the mists of the forest and hiding so completely that none knew of them. Any who ventured too close to their domain were relentlessly and coldly destroyed, turned into mindless servants of the cautious elves. Only a small handful of people ever escaped the perils of the peat bogs, and those who did had their stories dismissed as the rantings of lunatics.

Today

During the latter stages of the DemonWar, a chance encounter between Touel'alfar and Doc'alfar has brought knowledge of the dark-haired elves to the surface again. Belli'mar Juraviel's journey to the south with the To-gai-ru ranger Brynn Dharielle took the two of them into the realm of the Doc'alfar, where they were captured and interrogated. Eventually, the king of the Doc'alfar, Eltiraaz, agreed that the two groups of elves should learn of one another again, and they met in Andur'Blough Inninness for a time.

The two species of elves fought beside the humans who opposed Aydrian Boudabras during the last years of the DemonWar. Coupled with the joining of Belli'mar Juraviel of the Touel'alfar and Cazzira of the Tylwyn Doc, as well as the birth of their son Wyndon Juraviel, the two groups now mingle together in harmony, some in Andur'Blough Inninness and others in Tymwyvenne.



Population

The population of Tymwyvenne is comparable to that of Andur'Blough Inninness. The city of the Tylwyn Doc is perhaps a bit larger than Caer'alfar, and it seems a bit more urban than the village of the gold-skinned elves. The vast majority of the dark-haired elves live in the subterranean city, with only a few outside on the surface world, patrolling the bogs and controlling the army of peat zombies (see below). Like the Touel'alfar, the Doc'alfar do not propagate rapidly, so there are few children among their people.

Most of the population of the Tylwyn Doc spends the majority of their lives in the seclusion of the city, rarely venturing out into the light of day—and the dangers the outside world holds. Instead, they are artisans and craftsmen, shopkeepers and merchants, the kind of individuals that can be found in any human city. A few, such as the king of the Tylwyn Doc and his soldiers, have specialized roles, while there are some who go beyond the city limits for the harvesting of food.

Only those who have been sufficiently trained to deal with the dangers of the world spend any significant time in the bog. These special few are charged with protecting the secret of the existence of the pale elves, and they are formidable foes to all who trespass, ready to command their mindless soldiers in times of trouble.

The following is a breakdown of the Tylwyn Doc society into classes and levels. Note that typically, only those with sufficient levels in the appropriate player-character classes venture outside of the city to the surface: Adp9, Adp6, Adp3 (2), Adp1 (3); Ari14, Ari13 (5), Ari12 (4), Ari11 (11), Ari10 (7); Exp20, Exp19 (3), Exp18 (4), Exp17 (7), Exp16 (8), Exp15 (9), Exp14 (12); Ftr19, Ftr18 (3), Ftr17 (2), Ftr16 (5), Ftr15 (6), Ftr14 (6), Ftr13 (8), Ftr12 (4), Ftr11 (11), Ftr10 (14), Ftr9 (19); Rog14, Rog13 (3), Rog12, Rog11 (7); eight other individuals are still considered too young to embark upon a career yet.

Game Function

The woods surrounding Tymwyvenne are far and away one of the most mysterious and dangerous places on the face of Corona. More than one explorer has managed to return to the civilized lands of men to wildly claim encounters with horrible undead that roam through the piney woods, relentlessly tracking down any and all sentient creatures that come too close. Many who venture into the area of the peat bogs are never seen again.

In the latter stages of the DemonWar, the Doc'alfar were introduced to the world once more, revealing themselves first to the people of Andur'Blough Inninness, and then later to the humans who resisted the rule of Aydrian Boudabras. They served as scouts and messengers for the armies of the revolutionaries and helped to coordinate movements and planning.

Prominent Individuals

The leader of the Doc'alfar is King Eltiraaz, who is just as wise and protective of his people as Lady Dasselrond is of hers. He rules from a palace inside the subterranean city of Tymwyvenne and draws his power from a large purple sapphire, a sister stone to Lady Dasselrond's huge emerald. In fact, the two stones were once bonded by powerful magic when they were given to Dasselrond and Eltiraaz by Terranen Dinoniel, and then later that bond was split so that the two peoples could separate.

The king has long, raven-black hair and skin the color of the pale moon. He most frequently dresses in breeches of a light tan color that have been embroidered with gemstones. He dons a purple shirt that billows out at the sleeves, and over this he wears a lighter purple vest that has been embroidered with fine metallic thread. The images sewn into the vest are just as delicate and complex as those on the most remarkable tapestries. Over the whole ensemble he wears a magnificent cape that is a mixture of the tan and purple fabrics, and he wears a circlet of silverel entwined with leafy vines upon his brow.

King Eltiraaz: Male Doc'alfar Elf Ari14; CR 16; Medium fey; HD 2d6 plus 14d8; hp 73; Init +4; Spd 30 ft.; AC 16, touch 16, flat-footed 10; Base Atk +11; Grp +11; Atk +15 (1d6, light mace) or +15 (1d8/19–20, longsword) or +15 ranged (1d6/×3, shortbow); Full Atk +15/+10 (1d6, light mace or 1d8/19–20, longsword) or +15/+10 ranged (1d6/×3, shortbow); SA *bi'nelle dasada +2*; SQ elf traits, low-light vision; AL LG; SV Fort +4, Ref +11, Will +17; Str 11, Dex 19, Con 10, Int 16, Wis 21, Cha 16.

Skills and Feats: Appraise +20, Balance +9, Diplomacy +20, Hide +9, Jump +5, Knowledge (arcana) +20, Knowledge (history) +20, Knowledge (nature) +17, Listen +12, Move Silently +9, Search +8, Sense Motive +22, Spot +12, Survival +19; Alertness, Far Shot, Leadership, Martial Weapon Proficiency (shortbow), Martial Weapon Proficiency (longsword), Point Blank Shot, Precise Shot, Weapon Finesse (light mace), Weapon Finesse (longsword).

Gems: Sapphire (+8)

Magic Points: 160

Tactics: King Eltiraaz rules his people justly and always with their welfare at heart. Because of this, he has little patience for other races, even humans, who could easily threaten the Doc'alfar's way of life. Still, he is not a blindly stubborn individual; he is willing to consider all cases on an individual basis and make his decisions only after careful thought. He does little fighting himself, instead providing trusted subordinates with the tools necessary to defend the Doc'alfar realm effectively.

Note: The Doc'alfar are a variant of the Touel'alfar entry in the *DemonWars Campaign Setting*. The only difference between the two types of elves is that the Doc'alfar do not gain the Leap of the Clouds, Slow Fall, or Evasive Flying special abilities.

Much of the success of the Tylwyn Doc in keeping their own existence a secret from the rest of the world lies in the special magic of a small group of shamans, those who are able to use the magic of the earth to transform captured humans into peat zombies.

A Doc'alfar shaman is a member of the Adept NPC class from the *DMG*. Instead of a normal selection of spells, the Doc'alfar shaman gains only the *animate dead* spell, but at 1st level. The Doc'alfar only uses this spell to create peat zombies (see below). The material components of the spell are a prisoner, a special liquid (a Craft (alchemy) check of DC 15 is needed to brew it), and the peat bogs themselves.

Shaman: Doc'alfar Elf Adp9; CR 11; Medium fey; HD 2d6 plus 9d6; hp 41; Init +4; Spd 30 ft.; AC 16, touch 16, flat-footed 10; Base Atk +5; Grp +4; Atk +4 melee (1d8–1/19–20, longsword) or +9 ranged (1d6–1/×3, shortbow); Full Atk +4 melee (1d8–1/19–20, longsword) or +9 ranged (1d6–1/×3, shortbow); SA *bi'nelle dasada +2;* SQ elf traits, low-light vision; AL LG; SV Fort +3, Ref +12, Will +14; Str 9, Dex 19, Con 10, Int 17, Wis 16, Cha 14.

Skills and Feats: Balance +8, Concentration +11, Craft (alchemy) +14, Hide +9, Jump +3, Knowledge (arcana) +14, Knowledge (nature) +8, Listen +10, Move Silently +9, Search +8, Spellcraft +14, Spot +10, Survival +8; Alertness, Dodge, Iron Will, Lightning Reflexes, Martial Weapon Proficiency (longsword), Point Blank Shot.

Animate Dead Spells Prepared (base DC 13 + spell level): 9.



Layout

There are two main features of the domain of the Tylwyn Doc, the surface area and the hidden city that is underground. Only a handful of the pale-skinned elves spend any time in the boggy area outside of their subterranean home, mostly working tirelessly to keep their existence a secret from the rest of the world.

The lands surrounding the domain of the Tylwyn Doc are temperate evergreen forests, where tall pines and redwoods grow to towering heights overhead, creating an airy canopy above and a brushless forest floor covered in a soft bed of dead pine needles below. The weather is mild and somewhat damp here, with warm, humid spring and fall seasons, muggy summers and gentle winters.

Inside this deep forest lies a dark peat bog, a low area of wet, marshy ground interspersed with muddy mounds of damp earth. The trees here are black, leafless and twisted, and the air is constantly foggy, making the whole place seem surreal and more than a little frightening.

Beyond the edge of the peat bogs, a trail wanders into the low foothills of a spur of mountains that juts around to the north side of the bog. This trail quickly passes into a narrow canyon that meanders between the steep sides of the closest mountains to a cave. Beyond the cave lies the city of Tymwyvenne, the underground home of the Tylwyn Doc.

Unique Characteristics

The Doc'alfar patrol the surface area in the immediate vicinity of their subterranean home, which is primarily peat bogs, to ensure that none who are not of their species ever find their home. To aid them in protecting the region from intruders, the wingless elves have a special kind of magic they can use against those unfortunate souls who stumble among them.

The Tylwyn Doc command a small army of undead, known as peat zombies, which they use to subdue and capture intruders. These same intruders become fodder for more of the peat zombies, created by the Doc'alfar shamans in a special and chilling ceremony. Each captured non-elf is bathed in a special liquid that has been alchemically made beforehand by the shaman, and then the victim is dropped into the bog. The elves watch and wait while the victim, trapped in the thick soup of the bog, slowly sinks and drowns. Not long afterward, the undead peat zombie rises to the surface again, under the command of the shaman.

Peat Zombie

Medium Undead
Hit Dice: 6d12 plus (51 hp)
Initiative: –2
Speed: 10 ft. (2 squares)
AC: 15 (–2 Dex, +7 natural), touch 8, flat-footed 15
Base Attack/Grapple: +3/+6
Attack: Slam +6 melee (1d6+3)
Full Attack: 2 Slams +6 melee (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Qualities: DR 10, stench, undead traits
Saves: Fort +2, Ref +0, Will +5
Abilities: Str 17, Dex 6, Con –, Int –, Wis 10, Cha 1.
Feats: Power Attack, Toughness (x2)
Environment: peat bogs near Tymwyvenne
Organization: squad (11–20)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: None

Description

A peat zombie is a particularly tough yet mindless undead that serves at the pleasure of the Doc'alfar elves.

The peat zombie's skin is a deep, dark brown color, the result of the tanning agents in the peat bog from which it comes, and it smells strongly of the odor of decay, which can be detected long before it shuffles into view. Its skin is leathery and tough, and it often still wears the clothing it had in life, though that, too, has usually been dyed a rich reddish-brown hue from immersion in the peat.

Peat zombies are created through a mystical and chilling ritual by Doc'alfar shamans, wherein a live prisoner is bathed in a special concoction and then dropped into the peat bog to drown. Soon thereafter, a peat zombie rises.

Combat

A peat zombie is maddenly slow, yet unrelenting in its pursuit of its quarry. Groups of them under the command of Doc'alfar can surround a camp of interlopers and slowly advance, relentlessly pounding on their targets with heavy, waterlogged fists. Peat zombies seem to ignore damage, for between their natural toughness and undead nature, most blows do not even affect them. Only severe damage that tears them apart bodily truly affects them.



Stench: The odor of a peat zombie is so strong that any creature within 60 feet of one can smell the stench of decay (those creatures with the Scent special ability double this range).

Undead Traits: Immune to poison, disease, mind-influencing effects and any effect requiring a Fortitude save unless it also works on objects; not subject to critical hits, subdual damage, ability damage, ability drain or energy drain; cannot heal damage; not at risk of death from massive damage, but destroyed at 0 hit points or less; darkvision 60 ft.

Society

Peat zombies have no society of their own; they simply exist to serve the pale-skinned elves that created them. When they are not summoned to attack trespassers, peat zombies simply wait in the depths of the bog.

Fazl Pod Bulbs

Fazl pod bulbs serve as the standard light source for the Doc'alfar in their underground home. Fashioned from globes of frosted glass with a vacuum inside, fazl pod bulbs contain a special species of centipede that lives in the deep peat. The centipede, known as a fazl pod, gives off a vapor that glows and which normally dissipates in the atmosphere. However, in the vacuum of a fazl pod bulb, the glowing gas remains for many weeks. Fazl pod bulbs are normally mounted on a wooden handle for carrying, similar to a torch, but they can also be mounted on walls or ceilings for illuminating rooms, streets, and balconies.

A fazl pod bulb provides the same light as a torch, though without any of the accompanying heat or smoke. If the globe is broken, the luminescent vapors dissipate in a matter of 1d4 minutes. The luminescence can last inside the globe for 10d4 weeks.

Surface

The outside area of the Doc'alfar's domain is detailed below. Refer to the accompanying map for more details.

While the characters are in the vicinity of Tymwyvenne, it is possible that they have other encounters. Refer to the encounter tables in the *DemonWars Campaign Setting*, using either the Moorlands or Timberlands charts, as appropriate.

The Peat Bog

The peat bogs that are situated just beyond the beginning of the route into the mountains—where the hidden city of Tymwyvenne is—are lonely, chilling places. The ground is dark, rich earth, mounded high between the reddish-brown pools of peat scattered everywhere. There is a constant fog in the air here, thick and soupy, but hugging the ground. Black, twisted, leafless trees jut out of that dense mist, looking like warped skeletal things that reach for any who carelessly walk too near.

Surrounding the peat bogs is airy evergreen forest, mostly pines and redwoods. These trees grow tall and stout enough that their bowers are high overhead, giving the forest floor an open, airy feel. A thick carpet of dead pine needles covers the ground, and very little underbrush grows in the deep shade beneath the canopy.



1. Ceremonial Platform

In a small clearing in the midst of the peat bogs, there is a clearing of land with a raised wooden platform. The platform juts out over one of the larger of the bogs, where the ceremony to create the peat zombies takes place. The platform is not high, and it is made of the same dark wood as the seemingly lifeless trees all around.

Once a character is cast into the peat, it is very difficult to get out again. In addition to the inability of most to maneuver out (Swim check DC 25), the Doc'alfar keep peat zombies close at hand to push escapees back in. If a character proves to be too adroit at extricating himself from the bog, his arms are tied and he is thrown in again.

Nearby, in a row in the ground, are a series of stout wooden stakes. Perhaps three to four inches in diameter, these stakes have been driven deeply into the ground and are difficult to move. Prisoners are tightly tied to the stakes to await their end, witnessing the death and undeath of those who go before them.

A character tied to one of the wooden stakes can attempt to escape either by getting herself untied (Escape Artist check DC 24) or by attempting to pull the stake out of the ground by brute force (Strength check DC 25).

On very rare occasions, the Doc'alfar keep prisoners for an extended period of time. When the need arises, the prisoners are forcibly led through a tunnel into the earth, down below the surface and into a small chamber. From there, a second tunnel that is only large enough for the character to crawl through leads part of the way back up, into a second chamber with no other exits.

These underground prisons are simply dug out of the rich earth, and zombies are used to deliver food and take away the prisoners' waste each day. Tree roots often poke out of the sides and roof of the prison chamber, and the smell of the peat is strong here. Even though the ground is firm enough that the chamber will not collapse on its own, any digging by the prisoners usually results in the earth collapsing around them, burying and suffocating them.

There is such a prison pit within a few strides of the wooden ceremonial platform in the middle of the bog. It was here that Belli'mar Juraviel and Brynn Dharielle were kept for several days while the Doc'alfar determined whether to take them before King Eltiraaz.

2. Path to Tymwyvenne

The route to the secret city of Tymwyvenne begins on the northern side of the bog, near a spur of mountains that curls up and around the area from the stretch of Belt-and-Buckle Mountains to the south. Near the head of the trail is a large hollow tree with a doorway-shaped opening at its base. Most of its limbs are gone, leaving only the wide stump rising perhaps fifteen feet into the air. The opening is large enough for an elf or human to duck and walk through. Inside, there are two depressions in a flat area of the wooden stump. One contains cool, fresh rainwater, and the other contains a soapy oil. The Tylwyn Doc use this place as a washing station, and the occasional guests are allowed to clean themselves here before proceeding into the canyon toward the city.

The trail to the city begins simply as a stretch of dry ground weaving through the bogs, meandering past the endless dead trees that flank it. Very quickly, the path passes into a canyon with steep-sided walls, forming a narrow gorge. The fog remains prevalent here, giving the path an eerie, ghostly feel. The walls of the canyon rise high up overhead, blocking out all but a little light. It continues to wind through the gorge for perhaps a quarter of a mile, until it simply dead ends before a cave entrance.

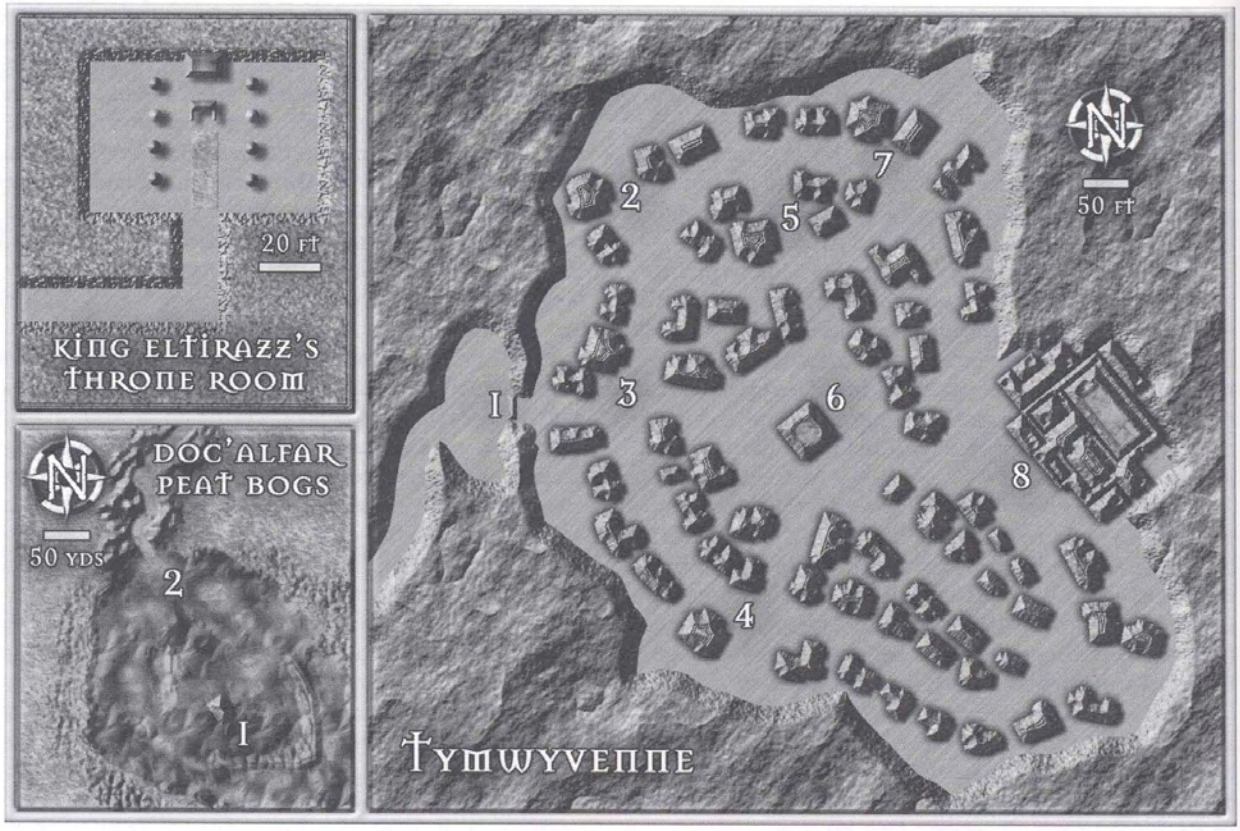
Beyond the cave entrance is a series of tunnels and chambers, though no one other than the Doc'alfar are permitted to travel through here without blindfolds. Undoubtedly, there are numerous splits in the path, branching in different directions, and those who do not know the way will become quickly lost.

Underground

What follows is a description of the underground city of the Doc'alfar, Tymwyvenne. Refer to the map for details.

The City of Tymwyvenne

The actual city where the pale-skinned Doc'alfar live is an immense cavern deep in the heart of the mountains that protect their realm. The whole of the place is lit with a soft, almost ghostly pale bluish-white glow that seems to shine from everywhere and nowhere at once—the result of countless fazl pods set throughout the city. The cavern is filled with a faint mist that never dissipates, which helps to diffuse the light. There are paths like roads that lead between houses and public buildings, just as you would find in a more typical city on the surface.



The Tylwyn Doc are self-sufficient, making all of their own goods, of course, as they have no one to trade with. They gather food from the area around their home, vegetables and fruits mostly, along with mosses and fungi from the caverns around their city. They spend their leisure time in much the same way the Touel'alfar do, gathering together to sing their enchanting, magical songs, crafting beautiful things with which to decorate their homes, and being at one with nature—though their interaction seems to encompass the whole circle of life in a manner that is perhaps a bit more raw.

The Doc'alfar have no currency; they exist in a vacuum from other societies, and all contribute equally to the benefit of the whole group. Those who gather the food share the bounty with everyone else, while those who make beautiful items offer them up for others to take with them for the decorating their homes. Each wingless elf understands her place in the scheme of things, and each also understands that the different roles are necessary to keep the city vibrant and functioning.

Craftsmen dedicate themselves to each and every project they begin, whether it is wood carving, gem cutting or weaving. Since the community is so completely isolated, everything a particular craftsman manufactures is offered up to his neighbors. Thus, most of the fine woodcarving that can be seen throughout the city is done by a small handful of master woodcarvers, while the gemstones that decorate many walls and clothing are cut by the lone gemcutter in all of Tymwyvenne.

The artisans are happy to do customized work for those who ask, and squeeze their own favorite projects in between. The offspring of Tylwyn Doc are apprenticed to the masters early on, learning a skill that will allow them to contribute favorably later in life.

1. Entrance Tunnel

The winding passages that twist and turn through the mountains finally end at a large chamber with a very high ceiling. This vaulted chamber creates the sensation of being out of doors, but it is, in fact, deep below the surface of the steep-sloped mountains overhead. Opposite the tunnel that arrives here is the main gate into the city.

The gate itself is set into a wall of gray and black rock. It is a large double door easily 25 feet wide made of a blond wood that has been polished smooth and set with colored gems. The gates hang from two very wide and stout posts set into the rock on either side of the opening, with

a mantel of the same material crossing overhead. The wood has been carved in intricate designs, and the gems are set in such a way as to enhance those designs.

Beyond the gates lies the city.

2. Artisan's Workshop

This building is but one of many inside Tymwyvenne where experts at their craft wile away the hours making beautiful things to share with the others of the city. Zomin Dal is the best carpenter and fine woodworker in the city, and he makes just about every carved wood item that can be found in the cavern. The tools he uses to work the wood have been handed down to him, as they were to his master many years before—wonderful items that were lovingly wrought by a smith before the Doc'alfar ever left Andur'Blough Inninness.

3. Market

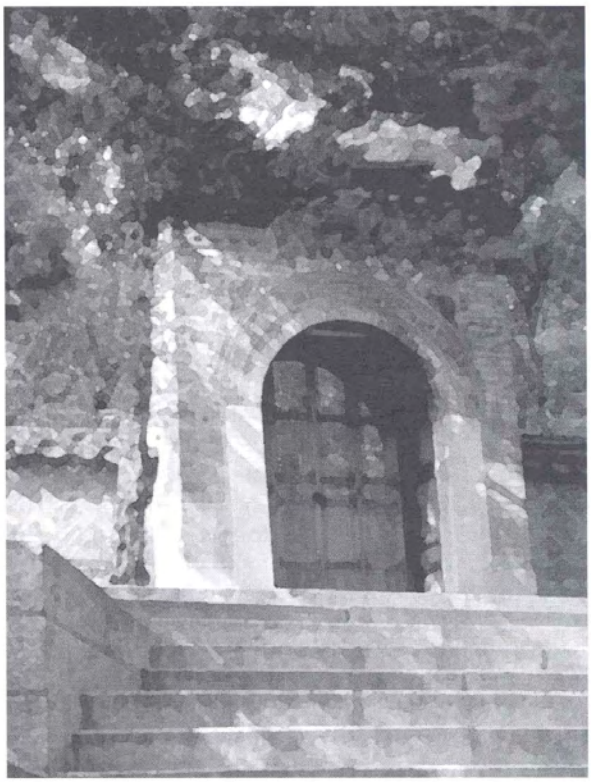
Some of those Doc'alfar that venture to the surface do not go out necessarily to engage potential enemies in the forest. Instead, they work to harvest the food supplies the community needs to survive. Hidden among the trees are many wild vegetables, grains and fruits which these folk gather in large baskets and bring back with them into the cavern city.

Others go out and collect the edible species of mosses, mushrooms and other fungi to supplement the surface foods. Rain water is brought into the caves from above, though the city has its own source when dangerous times demand that no one venture above (see Area 6, below).

All of this food is distributed at the marketplace, which is managed by a Tylwyn Doc named Jomindi near the entrance to the city, just inside its gates. Here, the elves come to partake of the bounty freely offered by Jomindi. Each day, more than enough food is brought in, so she invites every elf to take as much as they need for themselves and their families.

4. Fazl Pod Smith

The artisan who lives in this fine home, Pedru Val by name, is a glassblower who has specialized in making fazl pods for many years. All of the lights in the city are his handiwork. He operates a full forge where he makes the pods, decanters, mirrors and other fine glassware. Other citizens bring the craftsman his sand from above, which Val melts for use in his goods.



Pedru Val has a younger female apprentice named Kezzma who has learned the skill of capturing the centipedes. Every day, Kezzma travels to the surface, where she culls the special arthropods from the peat and returns with them to be made into more of the wondrous light sources.

5. Public Lounge

The females of the community come to this place to socialize and preen themselves. They have paints for their faces, to aid in highlighting their beauty, baths to soak in, and rooms in which to sit and simply talk. A bevy of younger Doc'alfar females work here under the watchful eye of Wul Minbul, an exceedingly elderly Tylwyn Doc who has mastered the art of subtly and sophistication in applying the coloring highlights, and which she slowly and carefully teaches to all who come to her.

Though the males are not invited into the females' lounge, they have their own lounge elsewhere in the city.

6. Central Plaza

A fountain bubbles at this central location within the city, bringing clear spring water to the surface of the cavern which is caught in a great

basin. From there, it spills over and runs toward one wall of the cavern, where it slips away again through cracks in the wall and floor.

The Doc'alfar gather here on a regular basis, both to hear King Eltiraaz when he has need to offer words of wisdom to the entire community, or simply to join together in the mysterious, enchanting music so much a part of the elven culture. This is also the location where young Doc'alfar are accepted into maturity when they reach the age of adulthood, recognized during a special ceremony as no longer a child but rather a contributing member of the greater society.

7. Shamans' Guild

The shamans who master the magic of the peat bogs, bringing forth the zombies from the enemies of the elves, reside here in this abode. The elder shaman spends most of her time here, teaching those apprenticed to her the art of the magic. When it is necessary for the shamans to venture to the surface (after a few new prisoners have been hunted down and captured), they travel as a group, the younger less experienced ones learning from practical exposure to the process.

The shamans also create the alchemical agent needed to complete the ritual of the peat zombie here. The blending of reagents, such that it infuses into just the right concoction, is a learned skill, so it is almost always done by the elder shaman (Craft (alchemy) check DC 15).

Just as with the other experts within the community, the shamans take in new potential members as apprentices, but only after they have proven to have some level of budding talent at the magic needed. This ceremony is typically done in conjunction with the coming-of-age ceremony (see Area 6, above), as apprentice shamans do not usually discover their latent magical ability before such a time, anyway.

8. King Eltiraaz's Palace

The king's palace lines part of the back wall of the cavern that houses the city, on the opposite side from the gates. It sits high on a shelf of rock set back into the wall, with a crisscross of ramps and balconies leading up to it from the floor below. Though the king completely trusts his own people, he maintains a handful of guards at the entrance to his palace, perhaps as a remembrance to a time not so innocent as now.

Doc'alfar guards (6): CR 2; Medium Fey; HD 2d6 plus 2d8; hp 16 each; Init +8; Spd 30 ft.; AC 17, touch 14, flat-footed 13; Base Atk +4; Grp +3; Atk +3 melee (1d6-1, shortspear); Full Atk +3 melee (1d6-1, shortspear); SQ Elf Traits, Low-Light Vision; AL LG; SV Fort +3, Ref +6, Will +5; Str 9, Dex 19, Con 10, Int 15, Wis 16, Cha 14.

Skills and Feats: Balance +8, Hide +12, Jump +5, Knowledge (nature) +6, Listen +6, Move Silently +10, Search +8, Spot +6, Survival +7; Alertness, Improved Initiative, Martial Weapon Proficiency (short sword).

Possessions: Hide armor, shortspear.

Inside, the palace is easily the largest structure in all of Tymwyvenne. It has a multitude of rooms decorated in a variety of styles and tastes.

Perhaps the most important chamber within the king's palace is his throne room, reached via a long and winding side hall off of the main foyer. After a final turn, the hallway opens into a wide room with two rows of decorated blondwood columns running front to back. The columns are split by a finely woven thick green carpet that leads directly to the foot of the throne. The seat of power itself is also of blondwood, finely etched and decorated with gems, and is uncommonly comfortable. Behind the throne, a warm and inviting fire typically blazes in a large and open hearth.

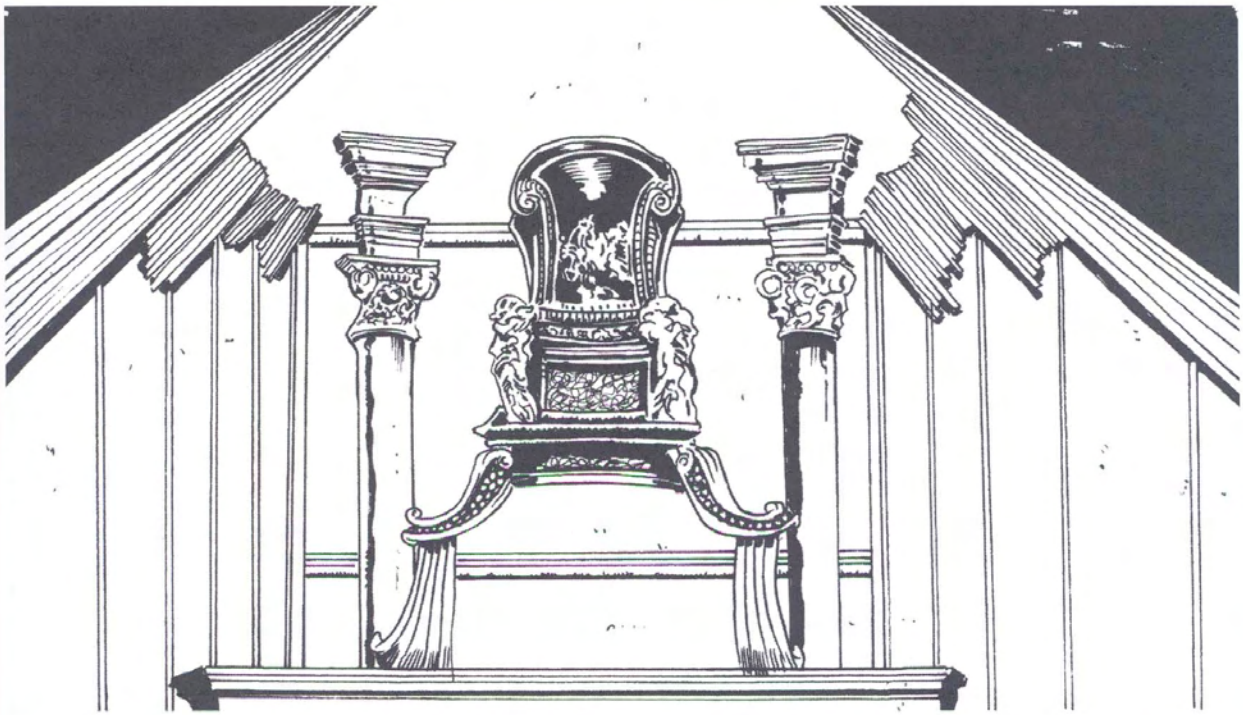
King Eltiraaz usually receives his audiences here, though there have only been a few times in all the history of the people when such audiences consisted of anyone other than Doc'alfar. In fact, the last time anyone not of the Tylwyn Doc was brought before the ruler of the city was before Eltiraaz's reign.

Bridge Adventure

This portion of the bridge adventure occurs in the vicinity of the Doc'alfar's domain. There is but a single part. It works well in the middle of the overarching storyline, when the characters have been a thorn in Drebi'lar's side two or three times and are following him to see what he is up to next. Drebi'lar needs the alchemical agent the dark-haired elves use in the creation of their pear zombies, and he knows that if the Tylwyn Doc capture intruders, their shamans will come forth to perform the ceremony. He plans to use the characters to induce just such an occurrence, so he leads them into a trap.

Desperate Diplomacy

Drebi'lar has designs on some of the special elixir the pale elves use to create peat zombies. He believes he can use this as part of the process of capturing the Demon Dactyl when he summons the beast. However, he sees no need to tempt



fate by approaching the Doc'alfar directly. The characters will serve as a fine bait to coax the wingless elves out of their hiding place. All the gem sorcerer needs to do is lead them into the woods near the Doc'alfar's homeland and let the elves do the rest. He can accomplish two things at once, then—acquiring some of the concoction and getting rid of the characters once and for all.

Preparation

The characters need to be in pursuit of Drebi'lar (or one of his minions). Perhaps they are trying to get one of the other items he already has, or perhaps they are still just following him to find out what he's up to. The most likely spot to insert this is right before or right after you run the portion of the bridge adventure that takes place in the Path of Starless Night. Whatever the reason, there needs to be a pretty strong sense of urgency for them to continue pursuing the villain so that they stay on his trail, even into the region.

If you're running this campaign at a time after the end of the seven novels, the Doc'alfar may not be so quick to condemn non-elves that wander into their region. In that case, Drebi'lar may have to lay a little additional groundwork to "convince" the elves that the characters are no friends of theirs and must be eradicated, for the good of the world. He'll plant evidence, subtly wreaking havoc but making it look like the characters themselves are the ones responsible. From his point of view, the more he can convince the elves that the PCs must be zombified, the easier his own job becomes (and the better off he'll be overall, having gotten them off his back).

Getting Started

The characters are pursuing Drebi'lar or his cronies through the woods far to the south and west of Honce-the-Bear. He has left a somewhat easy trail to follow, trying to stay ahead of them without actually trying to lose them. They reach a point at night where the trail stops at a campsite that appears to be occupied, though no one is about but the characters themselves. There is a deer carcass roasting over the fire, and two others lying nearby, far more food than the characters could possibly eat in a week.

Suddenly and without warning, a tree near the campfire goes up in flames, while the characters are standing in the middle of it all. They are not in any real danger from the conflagration, but from all outward appearances, they seem to be guilty of setting the fire (or at the very least, being unconscionably careless with their campfire).

Zombies

The Doc'alfar have been drawn to the damage in the forest, and they and their zombies approach to see who or what is responsible. The only ones in proximity to the fire are the characters. It's possible that the PCs are working to put

out the flames, or have even already done so. Nonetheless, with all the evidence before them, it appears to the Doc'alfar that the characters are responsible.

The elves order their zombies to attack; for the purposes of this encounter, assume that there are an endless supply of zombies. The zombies come in from every direction, trying to surround the camp, but of course the characters will most likely smell the odor of decay long before they actually confront the undead. There are really only three outcomes to this encounter; the characters are pummeled into unconsciousness, the characters manage to escape, or the characters manage to negotiate.

Escape

It isn't terribly difficult for the characters to flee and get away from the zombies; the undead creatures move very slowly, and the PCs can easily outrun them. They might have to suffer a few blows (attacks of opportunity) in order to get past the first rank of the creatures, but once they are past that encircling bunch, they can run through the woods for a few hundred yards and quickly outdistance their pursuers.

Running from the elves is another matter. The Doc'alfar can move just as fast as the characters (all things being equal), but they know the woods far better than do the characters. They pursue the PCs for at least ten minutes, watching to see if they stop and camp for the night. If the characters mistakenly believe that they have left pursuit behind, the elves and their zombies try to slip in during the small hours of the night and overwhelm them again.

Negotiating

The only way that negotiation works is if any of the characters know the language of the Touel'alfar. Otherwise, no amount of pleading or demanding sways the elves to change their course of action. The characters may try this during the battle with the zombies, or they may try it after they've been taken and wake up to find themselves tied to stakes.

The characters cannot influence the zombies in any way, of course. If any of the characters speak Touel'alfar and attempts to call out, the elves might be swayed to halt their mindless soldiers and listen. However, it will take some pretty sweet talking to get them to do even that (Diplomacy check DC 25). Any parlay must convince the elves that they are not responsible for the destruction and are, in fact, pursuing another who has set them up.

If the Diplomacy check succeeds, the elves agree to forestall the characters' doom and consider what they have learned. The characters are imprisoned in underground peat chambers and left there for a few days, with a fazl pod for light and food delivered once per day. After three days, the elves return and, without saying anything, usher the characters back to the surface. They have decided that although they believe the characters' story, they still cannot suffer any humans to live who know of their domain. There is just too much risk in it. (If you are running the



game at a point in the timeline after the events of Belli'mar Juraviel and Brynn Dharielle's visit to Tymwyvenne, you might opt to have the Doc'alfar show some compassion and set the characters free. However, should you choose this option, the pale elves will almost certainly demand some sort of price, such as the characters pursuing Drebi'lar and/or the henchmen responsible for the damage to the woods.)

Once back on the surface, a horde of zombies takes the characters and forcibly leads them to the area where the ceremony takes place. The elves have said nothing concerning their decision, but it should become clear to the characters that their time is up.

Interruption

The characters are bound to the stakes set in the ground near the platform. The ceremony begins. If the PCs try to fight their way out of the mess, run the combat. This time, there are enough zombies to make an encounter at twice the EL of the average level of the party (thus, if the characters are all 5th level, there are eight CR 4 zombies for an EL 10 encounter). Otherwise, the characters can try to extricate themselves from the bonds and stakes.

Either during the fight or right before the ceremony begins for the first character, Drebi'lar strikes. From out of the shadows, he swoops in with the intention of stealing away a bottle of the elixir. You can decide off-stage whether or not he manages to get a sample of the special concoction, but the interruption should be just enough of a distraction for the characters to set themselves free. Maybe one or more of them have worked their bonds loose enough to escape and just needed the right circumstances to make good their escape. If nothing else, remind them that they can take 20 on some of the skill checks they are using to try and free themselves. With Drebi'lar mucking up the ceremony, they might have just enough time to succeed.

Escape

From here, the characters' only real option is to get away. More zombies are bound to appear very soon after they manage to get free of their bonds, and the fighting will only wear the PCs down. Running off into the woods and getting far away from the vicinity of the peat bogs is their best bet.



Alternative Solutions

The above bridge adventure doesn't make full use of Tymwyvenne, simply due to the isolationist nature of the wingless elves. If you want to buck the storyline a little, you can decide that, rather than committing the humans to an unlife as peat zombies, they are brought before King Eltiraaz for special judgment. The king might just decide that, because of their efforts to stop Drebi'lar, they may be allowed to live—as slaves of the Tylwyn Doc. They are restricted to the city to serve as simple laborers (for what sort of skills as craftsmen could lowly humans possibly have?) for the rest of their days, but at least they are not dead. The characters can from that point figure out a way to escape the confines of the city of Tymwyvenne.

Another possible variation is to have one of the Doc'alfar become strangely infatuated with a human prisoner and decide to keep him or her for a time, almost as a pet. If the character is crafty enough, he or she can use this to some advantage to save the rest of the group from undeath.

Lastly, if you have allowed nonhuman characters in your campaign, having a Touel'alfar (or even a very adventuresome Doc'alfar) as a character in the party puts a whole different spin on the situation. While this portion of the bridge adventure will need some modification in order to work under such circumstances, it can add a very interesting twist to events.

PATH OF STARLESS NIGHT

Introduction

In the darkest depths beneath the mountains, hidden from the light of day and the sight of men, lies a path, an ancient road. The secret highway spans the width of the Belt-and-Buckle Mountains, and is both a natural cavern and underground city. Legend tells of vast riches buried along that roadway—riches beyond imagining, guarded by a beast so foul and destructive that it destroyed a nation in the process of gathering that wealth to itself.

This is the Path of Starless Night, a long and winding maze of tunnels, warrens, caverns and even worked halls that stretch for many miles beneath one of the largest mountain ranges in all of Corona. At its center is an abandoned powrie city, a magnificent place long-forgotten by any on the surface. The Doc'alfar know of the Path of Starless Night, and in fact once inhabited a portion of it, but for reasons unknown abandoned their tunnels and retreated from whatever lay deep beneath the peaks.

Location in Corona

The Path of Starless Night stretches from north to south across the widest point of the Belt-and-Buckle Mountains, right where the steps of To-Gai rise up from the desert of Behren. The entrance along the north side of the range sits very near to Tymwyvenne.

Game Significance

The Path of Starless Night is perhaps the only route, save by magical flying, to get from one side of the great mountain range to the other. Many have tried to find a pass on the surface through which to cross, but the mountains are too high and too steep, and they stretch for too far. Still, it is not known by many—save the elves of Tymwyvenne—and its dangers are numerous, giving it little practical value.

In addition to serving as a means of getting through the mountains, the path is also home to an ancient powrie city. The dwarves who built the massive stone abode were wiped out long ago by a dread wurm (see below), but the implications of their existence beneath the mountains so far from their traditional home on the Julianthes is significant. The dread wurm itself still lives in the caves in the center of the path, hoarding all of its vast treasure in a great chamber deeply hidden.

History

Very little is known of the origins of the Path of Starless Night. Certainly the caverns themselves were formed eons ago, when the very rock of Corona was still in upheaval and the face of the land changed and cooled. Most of the passages are natural, limestone caverns with great columns of stalagmites and stalactites, or lava chutes that formed as superheated rock flowed through the mountains and was then sucked away elsewhere.

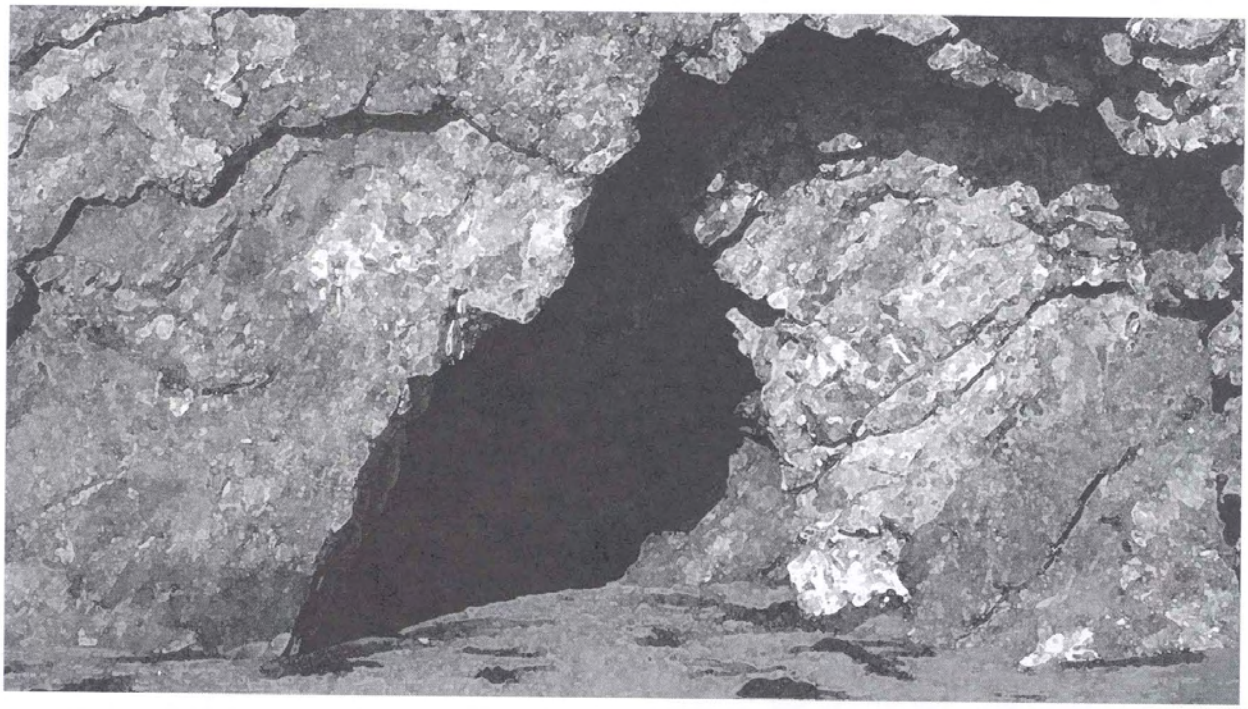
There is no remaining evidence of when the powries arrived in the central caverns they eventually turned into their city, or even how they got there or where they came from. The elves of Tymwyvenne do not have any recollection of dealing with them; neither do the To-Gai-Ru to the south. Whatever their origins, the dwarves kept to themselves, secretive and hidden.

At some point a handful of centuries ago, a ranger named Emhem Dal headed south from Andur'Blough Inninness and attempted to pass through the tunnels, trying to reach his homeland of To-Gai. He never made it to the other side, instead winding up among the powries. Together, all the dwarves and their human counterpart perished in the depths of their great city, blasted by the dread wurm that still lives not far from there. The dwarves left behind no lore, no stories or tales carved into stone, to tell of their existence.

Today

During the DemonWar, the Tylwyn Doc revealed the path to Belli'mar Juraviel the Touel'alfar and Brynn Dharielle the ranger. Along with Cazzira of the Doc'alfar, they ventured into the tunnels in the hopes of finding their way to the other side. They discovered that goblins still lurk in the dark places in the tunnels, and they also discovered the fallen powrie city.

From the city, they followed the road southward, but ran afoul of Agradeleous, the dread wurm that decimated the powries and took their treasure for his own. At one time, he



had a mate, as evidenced by the skeletal remains in one corner of the treasure chamber, but now Agradeleous lives a solitary existence. He claims the tunnels as his own.

Though he is a fierce beast, the two elves and the human ranger managed to befriend the dread wurm, and he played a major role in turning the tide of battle during the To-Gai-Ru fight for freedom from the Behrenese Yatols, as well as in the defeat of the demon-possessed Aydrian Boudabras's designs on controlling the world as king. Even so, the dragon still calls the caverns beneath the Belt-and-Buckle home.

Population

Besides the lone dragon that lives in the tunnels, scattered hordes of goblins prowl the warrens. They are not numerous enough to be called an army, but they are enough of a nuisance that the passages are hardly safe. In addition to the goblins, a variety of other denizens that favor the dark places of the earth have made homes here.

Game Function

The Path of Starless Night is host to numberless possibilities of exploration adventures. In addition to the route followed by Juraviel and Brynn in the novels, there are countless side passages, sinkholes and caverns that can lead to additional sites of interest. Even so, the treasure of Agradeleous is enough to goad just about any group of characters into at least considering a trip into the dark depths of the path.

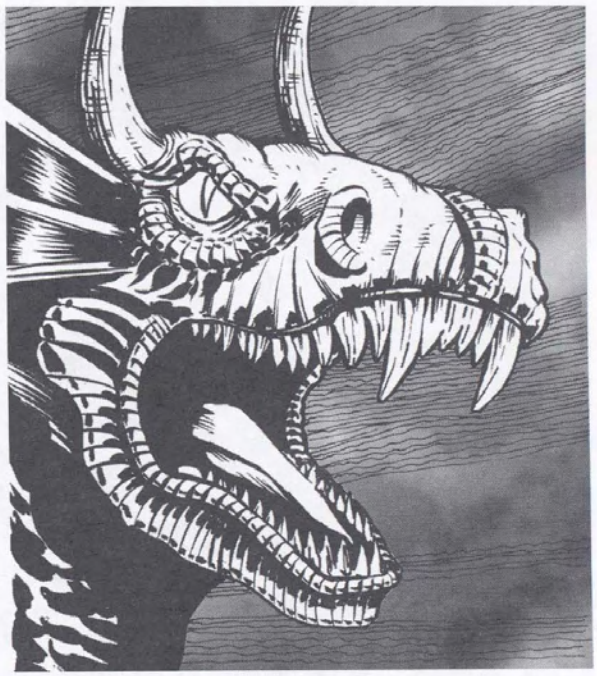
The treasure does not have to be all monetary, either. Other things might be hidden in the piles of coins, such as fabled weapons (such as Flamedancer, which Brynn recovered), magical tomes, maps and other bits of lore. Perhaps the powrie city was not the only point of civilization within the chain of tunnels and caverns. It's entirely possible (and completely up to you) that the goblins also have an urban home, either off to one side or another from the route described below, are perhaps down even deeper into the bowels of the earth.

Prominent Individuals

The single unique being well known from the Path of Starless Night is, of course, Agradeleous the dread wurm. Though he is a fierce beast with a love of destruction, his curiosity of things beyond his home, and his love of good tales, make him more than just a killing machine. He is not so mindless and vicious that he cannot see the more complex picture, which is what originally led him to depart his lair with Juraviel and Cazzira. Coming to the surface after many centuries of hiding away inside his cavern home allowed Agradeleous to play an important role in the events of the surface, giving him a new perspective on the world. Because of his emergence, the lands of Corona are changed forever.

Dread Wurm

Gargantuan Dragon (Fire)
Hit Dice: 25d12+175 (343 hp)
Initiative: +0
Speed: 40 ft. (8 squares), fly 100 ft. (poor)
AC: 31 (–4 size, +25 natural), touch 6, flat-footed 31
Attack: +32 melee (4d8+11, bite)
Full Attack: +30 melee (4d8+11, bite) and +30 melee (2d10+5, 2 claws) and +30 melee (2d6+5, 2 wings) and +30 melee (2d6+16, tail slap) and +30 melee (4d6+5, crush)
Space/Reach: 20 ft./15 ft. (20 ft. bite)
Special Attacks: breath weapon (60-ft. cone of fire, DC 29), frightful presence
Special Qualities: DR 10, darkvision (120 ft.), dragon traits, fire subtype, low-light vision, polymorph self
Saves: Fort +21, Ref +14, Will +13
Abilities: Str 32, Dex 10, Con 24, Int 10, Wis 9, Cha 10.
Skills: Appraise +28, Hide –12, Intimidate +28, Knowledge (history) +28, Listen +27, Search +5, Spot +4
Feats: Cleave, Flyby Attack, Great Cleave, Improved Natural Attack (bite), Improved Natural Attack (claw), Multiattack, Power Attack, Snatch, Wingover
Environment: Underground
Organization: Solitary or Pair
Challenge Rating: 20
Treasure: Quadruple Standard
Alignment: Usually chaotic neutral
Advancement Range: By class



Description

A dread wurm is a dragon in the world of Corona that slumbers for centuries and hoards treasure. It has an insatiable appetite for fighting, yet it also loves a good tale.

A dread wurm is a massive creature with large horns atop its head that are longer than a man is tall. Its scales are all glittering red and gold in color and are as hard as rocks. It has a great toothy maw that belches forth flame and smoke—even when it speaks—has two bat-like wings, and clawed feet with talons as long and sharp as the finest Chezrou Lei blades.

In its alternate form, a dread wurm stands about seven to eight feet tall, with a humanoid body and a draconic head about the size of a horse's. In this form, it can move about in tighter quarters though it is still clearly not a human.

Combat

A dread wurm is willing to lie in wait for potential thieves to sneak into its lair virtually forever, drifting into a light sleep and possibly even burying itself in its own treasure. When it attacks, it can snap with its toothy maw, rake with both of its front claws, buffet opponents with its wings, slap with its tail, and crush foes that are three size categories smaller than itself beneath it. When underground, the dread wurm fights on foot, but when it is out in the open, the dragon prefers to take flight and spew its deadly fire breath on targets below during flybys.

When the dread wurm is in its humanoid form, it can fight with weapons and armor and use other items of equipment, but it seldom does this.

Breath Weapon: The dread wurm can breathe its flaming breath in a cone 60 feet long once every 1d4 rounds. It inflicts 16d10 points of damage, Reflex save (DC 29) reduces that by half.

Frightful Presence: Any creatures with fewer than 25 Hit Dice that are within 250 feet when the dread wurm attacks, flies or charges are subject to its effects, as follows: 4 or fewer HD become panicked for 4d6 rounds, 5 or more HD become shaken for 4d6 rounds. A Will save (DC 22) makes a creature immune to this for 24 hours.

Dragon Traits: Immune to sleep and paralysis effects; darkvision 60 ft.; low-light vision.

Fire Subtype: Immune to fire damage; takes double damage from cold unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure.

Society

Dread wurms live solitary lives far removed from the lands of other creatures. Occasionally, they appear as a mated pair, coexisting for life; as dread wurms are practically immortal, only death from injury tends to separate them. On rare occasions, a dread wurm will come to the surface to interact with or battle the other races. Dread wurms and the Demon Dactyls have been ancient enemies since the beginning of time, and they attack one another on sight.

Layout

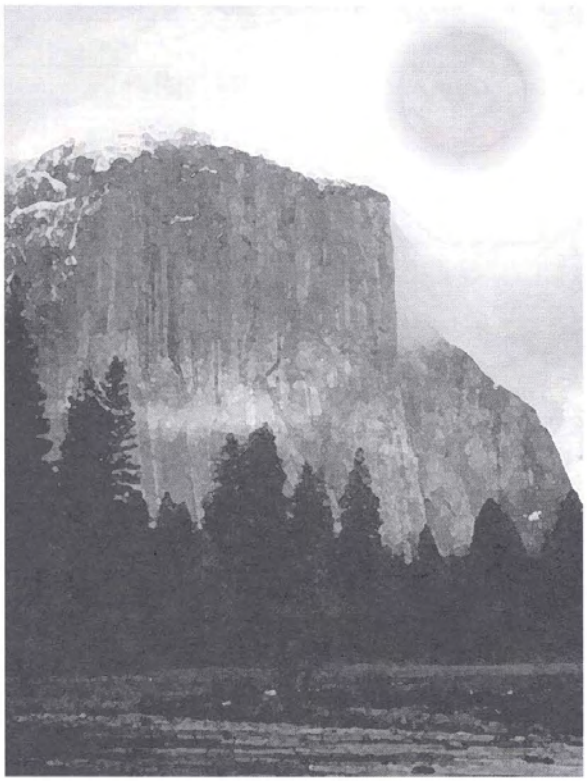
The Path of Starless Night stretches for almost 150 miles beneath the widest point of the Belt-and-Buckle Mountains, descending deep into the earth beneath the peaks from foothills along the north side before climbing once more and appearing on the edge of the steppes of Togai on the south side. It is made up of numerous natural limestone caverns, sinkholes and crevices that meander in a generally north-to-south direction. It branches and rejoins at many places, however, creating a multitude of options for moving through it. One sure route through to the opposite side was marked upon the walls of the route long ago by the Doc'alfar when they occupied these tunnels; letters in delicate and faint elven script indicate the correct tunnels at each juncture.

A casual observer who knows the elven written language has a chance to notice the markings that indicate the correct path with a Spot check (DC 20). Anyone else can spot them with a success on a DC of 30. A Search check (DC 15) reveals the markings to anyone. Characters with a rank in Speak Language (Touel'alfar or Doc'alfar) can read the runes; otherwise a character can make a Decipher script check (DC 20) to figure out what the engravings mean. Once a character deciphers the markings, it is not necessary for him to do it again next time.

Note that the following encounter locales are not the only method of getting through the tunnels. In fact, they do not even reflect the route the elves marked so long ago. They instead are the route followed by Juraviel, Cazzira and Brynn in the novel *Transcendence*. Use these descriptions as a starting point for creating more and varied encounter spots for your characters to visit during their trips through the Path of Starless Night.

Also keep in mind that many miles of featureless tunnel lie between every interesting spot. There are stretches of passages that run for half a day's march, or longer, that offer nothing more than an uneven path and a few rocky barriers to scramble over. The map that shows a cross-section of the route has not been drawn to scale, but rather to feature the most prominent locations and their relation to one another, both in the order they were visited and by depth below the surface.

There are numerous obstacles along the route through the subterranean path, including chasms, narrow and/or tight spots where characters must squeeze sideways or worm through on their bellies, underground rivers, and



creatures in their lairs. There is food and water available, though determining what is safe to eat among the varieties of moss, fungi and other edible things that grow takes some expertise.

Either a Survival or Knowledge (local—Path of Starless Night) check (DC 10) allows a single character to forage for food. Each 2-step increase in the check result provides food for one additional character.

Unique Characteristics

While the characters are moving through the passages and caverns of the Path of Starless Night, they have a chance to encounter creatures along their route. The following encounter tables can be used to determine what the PCs run into from time to time while they are making headway through the established locations. Remember, these tables are not absolute; you can add, remove and exchange creatures from other sources if you wish.

The standard chance of a wandering monster encounter is 10%. See **Chapter 3: Adventures** in the *DMG* for more information on when it's appropriate to check for a wandering monster. The following table includes creatures from both the *DemonWars Campaign Setting* and the *MM* (indicated with an *MM*).

d%	Encounter	No. App.	Average Enc. Level
01-04	Giant Ant, Worker(*MM*)	2d2	4
05-08	Bat, dire (MM)	1d2	1
09-12	Craggoth hound	1d2	3
13-15	Demon spirit	1d2	3
16-20	Fiendish creature (*MM*)	see below	
21-24	Fire beetle, giant (MM)	1d2	1/3
25-27	Ghast (*MM*)	1	3
28-31	Ghost (MM)	1	7
32-35	Ghoul (*MM*)	1d4	3
36-44	Goblin (MM)	2d4	2
45-48	Lizard, monitor (*MM*)	1	1/6
49-51	Monstrous Centipede, Large (MM)	1	1
52-55	Monstrous Centipede Medium (*MM*)	1	1/2
56-60	Monstrous Centipede, Small (MM)	1d4+1	1
61-63	Monstrous Spider, Large (*MM*)	1	2
64-67	Monstrous Spider, Medium (MM)	1	1
68-72	Monstrous Spider, Small (*MM*)	1d4+1	2
73-76	Rat, dire (MM)	1d2	1/3
77-79	Shadow (*MM*)	1	3
80-83	Shrieker (*MM*)	2d2+2	8
84-87	Skeleton (MM)	1d4+1	1
88-91	Violet fungus (*MM*)	2d2	6
92-95	Zombie, peat	2d2	4
96-100	Zombie (*MM*)	see below	

Fiendish Creature (1–2): choose from the following animals: giant ant, dire bat, craggoth hound, giant fire beetle, goblin, monitor lizard, monstrous centipede, monstrous spider, dire rat.

Zombie (1–2): choose from the following base creatures: craggoth hound, goblin, powrie, human

Seasonal Difficulties

In the springtime, when the runoff from the melting snow is particularly heavy, the upper caverns (those closest to the entrances) tend to flood. When this happens, traversing the passages is dangerous; there is a chance of raging torrents of water cascading through the tunnels, which can sweep away anyone trying to get through them (see **Drowning** in **Chapter 8: Glossary** in the *DMG* for more information).

In the wintertime, especially after heavy snows, the entrances to the subterranean pathways can be obscured or even buried under several feet of snow, making it difficult to find and enter the Path of Starless Night.

The Path

What follows are a series of specific locations within the length of the Path of Starless Night. While these spots are far from the only areas of interest along the route, they are the most prominent. Refer to the accompanying maps for more details. Note that the locations marked on these maps are arranged in a slightly different manner than normal; the main map of the Path of Starless Night is a cross-section of the Belt-and-Buckle Mountains. On this map (which is not drawn to scale, but instead is useful as a simple reference to this entire adventure locale), specific locations are numbered, from 1 to 11. Each of these locations is detailed in the section that follows. Some of these locations are further divided into sub-locations, which are indicated by letter (A., B., C., etc.). Additionally, because of the way that some of the main locations are shown on the cross-section map, multiple locations may be grouped together in the entries below, with several sub-locations listed under a single combined heading.

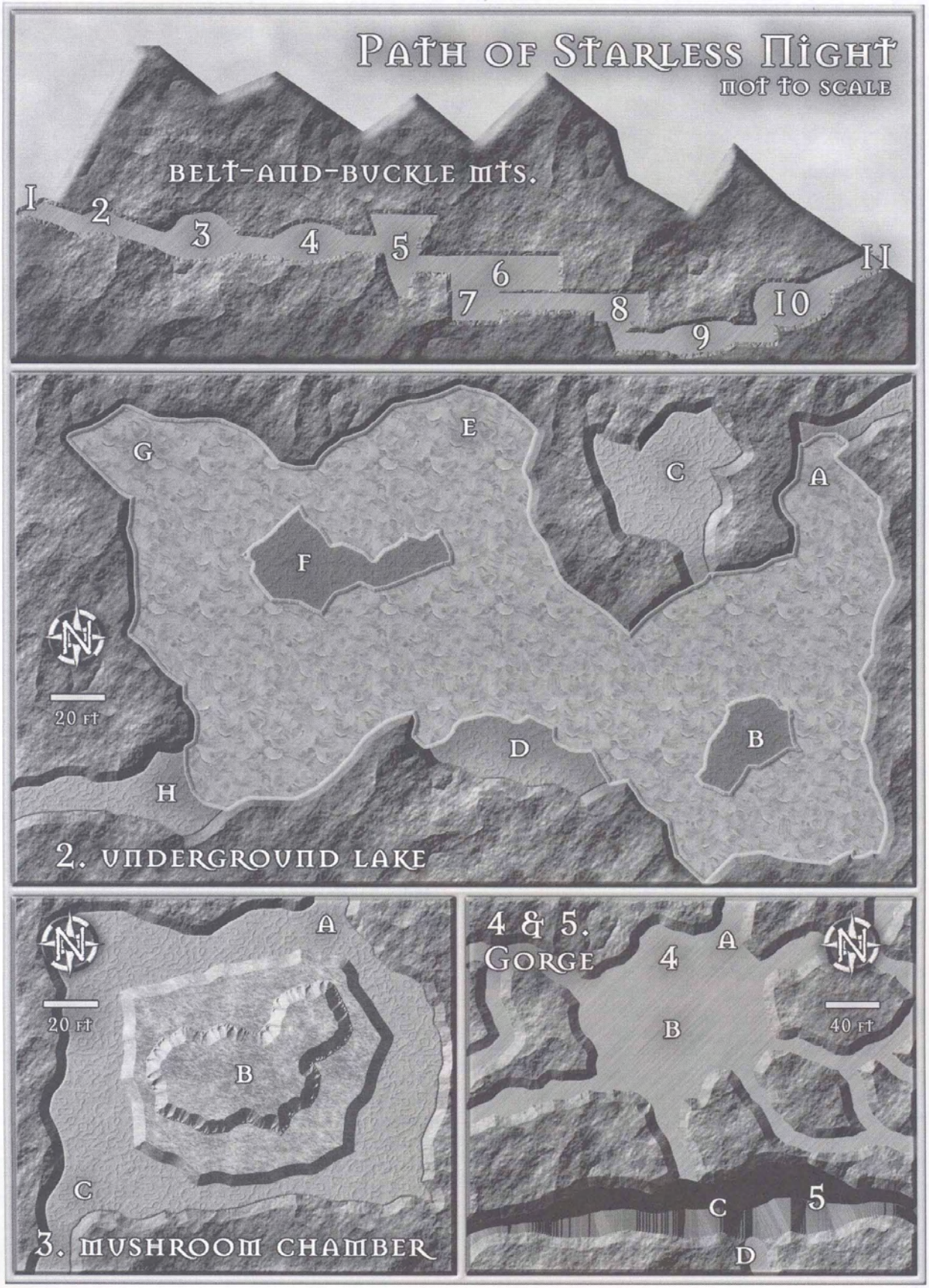
1. Entrance

The cavern entrance on the north side of the mountains begins as nothing more than a small opening at the base of a large outcropping of rock in the foothills of the range. Once past it, the way opens up into a large and airy cavern with rubble strewn about on its uneven floor. Near the back of the cave, along a gently descending slope, are two passages. One leads deeper into the mountain, the other slowly steepens until it is a narrow and unstable shaft, that narrows slightly, that descends into the depths below the mountain range. Anyone unlucky enough to slip while attempting to descend this second path is bound to become stuck, wedged in the gap with no means of extracting himself without help.

A little beyond the airy cave down the first pathway, the route joins with a small stream that flows deeper into the roots of the mountain. This stream burbles and splashes to one side of the tunnel for perhaps a quarter of a mile, then crosses over the front of the path and vanishes into a crevice. From that point on, the pathway is dark and silent.

2. Underground Lake (EL 6)

The first interesting landmark along the route of the tunnels is a small underground lake. It completely fills the floor of a large and odd-shaped cavern, requiring any who would reach the other side to swim, fly or ride in a boat of some sort. The water is icy cold, with gentle


PATH OF STARLESS NIGHT
NOT TO SCALE
BELT-AND-BUCKLE MTS.
I
2
3
4
5
6
7
8
9
10
II
G
E
C
A
F
20 FT
D
B
H
2. UNDERGROUND LAKE
A
20 FT
B
C
3. MUSHROOM CHAMBER
4 & 5.
GORGE
4
A
B
40 FT
C
5
D

waves that lap against the near shore. The faint drone of splashing water is clear in the distance.

A. Near Shore

The north entrance to the underground lake cavern simply slopes downward here, so that the shore of the lake laps right up into the tunnel. The ceiling of the path hangs slightly low here, requiring humans to drop low and elves to duck their heads. From this vantage point, anyone standing here can see a low island out in the water toward the south. Though the sound of a waterfall is a bit louder at this point, it is not in sight.

B. First Island

Several large mushrooms grow on this spit of land that sits only a few inches above the surface of the water. They are giant-sized specimens, as tall as a human. They range in color from gray to a bright purple. They are not edible.

C. High Cave

A small open sits high up on the side of the cavern wall. This opening leads to a small cavern which is the lair of a swarm of ordinary cave bats. If there is any loud noise from out in the main cavern, these bats swarm out and fly around, causing havoc with whatever else the characters are trying to do and inflicting minor damage upon them.

Bat Swarm: CR 2; Diminutive Animal (Swarm); HD 3d8; hp 14; Init +2; Spd 5 ft., fly 40 ft.; AC 16, touch 14, flat-footed 12; Base Atk +2; Grp —; Atk (1d6, swarm); Full Atk (1d6, swarm); Space/Reach 10 ft./0 ft.; SA Distraction, Wounding; SQ Blindsense 20 ft., Half damage from slashing/piercing, Low-Light Vision, Swarm Traits; AL N; SV Fort +3, Ref +7, Will +3; Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +11, spot +11; Alertness, Lightning Reflexes.

D. Shelf Island

This bit of rock juts out from the wall of the cavern, hanging over the water level by a foot or so. More of the giant mushrooms grow on its surface, but nestled in among them is a single shrieker fungus. Any light source that passes within range of the shrieker sets it off. The noise automatically summons the swarm of bats from Area C, as well as the giant constrictor snake that lives at the bottom of the lake.

Shrieker: CR 1; Medium Plant; HD 2d8+2; hp 10; Init -5; Spd 0 ft.; AC 8, touch 5, flat-footed 8; Base Atk +1; Grp -4; Atk —; Full Atk —; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-Light Vision, Plant Traits; AL N; SV Fort +4, Ref —, Will -4; Str —, Dex —, Con 13, Int —, Wis 2, Cha 1.

Giant Constrictor Snake: CR 5; Huge Animal; HD 11d8+14; hp 59; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15, touch 11, flat-footed 12; Base Atk +8; Grp +23; Atk +13 melee (1d8+10, bite); Full Atk +13 melee (1d8+10, bite); Space/Reach 15 ft./10 ft.; SA Constrict 1d8+10, Improved Grab; SQ Scent; AL N; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16; Alertness, Endurance, Skill Focus (Hide), Toughness.

The snake surges upward toward the surface, attacking any creature in the water, or attempting to flip small boats and rafts over.

E. Lake Drain

Right at the surface of the lake at this spot in the cavern wall, the water drains away through a small crack. The flow is constant and in equilibrium to the waterfall. Anything swimming or floating too close to the drain has a chance to get sucked into it and drown (Swim check DC 20 to avoid, Strength check DC 20 to paddle away).

F. Last Island

More of the giant mushrooms grow here, though there are no shriekers here. Instead, the skeletal remains of a powrie are hidden among the roots of the mushrooms, half-buried in the gravel and silt. A pair of sacred gem stones (agate +1, zircon +1) are lying in the soil near the skeleton's right hand.

G. Waterfall

Water spills over the side of a vertical surface of rock here from a height of almost 10 feet. It pours out of a low passage at a fairly rapid velocity, splashing into the lake about 15 feet from the wall. The water is choppier here, though it doesn't affect anything swimming or any boats passing by unless they go directly under the stream. In such a case, the force of the splashing water drives the swimmer or object down below the surface (Swim check DC 16 to surface away from the thrust, Reflex save DC 14 to avoid capsizing).



H. Far Shore

The passage slopes gently up out of the lake here, a bit wider than the previous pathway. The going is smooth through this tunnel for several hundred yards, the effects of having been cleared long ago by bygone inhabitants. After a bit, the route turns south again.

3. Mushroom Chamber (EL 5)

This large cavern is roughly square in shape and approximately 90 feet wide. A three-tiered plateau rises up from the floor of the cavern in the center. Giant mushrooms, some reaching 20 feet tall, cover the plateau and the rest of the floor here.

A group of goblins calls this chamber home, and they like to use the mushrooms as a screen to hide their attacks against things that wander through here. They lie in wait, listening for potential meals to cross their crude alarm systems (see areas A and C, below), and then attempt to move silently and attack with surprise.

Goblins (16): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5 each; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Full Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: Morningstar, 3 javelins, leather armor, light shield.

A. Entrance

The passage opens up into the cave here, though the plateau obscures the corresponding exit on the opposite side. The mushrooms are around six to eight feet tall at this point. The goblins at Area C (below) have spread dried beetle husks all about the floor here as an early warning system. Any character stepping on them causes a loud enough crunch that the goblins are ready and potentially gain the element of surprise. A character succeeding at a Spot check (DC 14) notices the husks. Even if the characters avoid the noisemakers, any light source they are using tips the goblins off to their presence.

B. Goblin Nest

The goblins call the top of the plateau home, and in addition to the dirty blankets, fish bones and other assorted junk that make up their nest, this is where they keep their few bits of treasure. Most of it is junk (necklaces of colored stones and shells, crudely carved chunks of wood, etc.), but mixed in with the detritus is a finely wrought silver spoon (value 50 gp). It is badly tarnished (Spot check DC 13 to notice it), but it has obviously been crafted by someone far superior to the goblins (the powries made it, but unless someone has the appropriate Knowledge skill, that just isn't evident).

C. Exit Tunnel

The floor near the mouth of this tunnel exit has a scattering of more beetle husks. The goblins are prepared for creatures coming from either direction. Note that, if the characters engaged the goblins in a fight in this chamber, once they exit through this tunnel, they find that more goblins are scrambling through smaller side tunnels to intercept them.

4 & 5. Round Cavern & Gorge (EL 10)

The chamber here is roughly circular, and the ceiling is quite high. Multiple exits depart all around the perimeter of the room, and like the tunnels back in the passage behind, they connect with the goblin lairs along either side of the main route.

One tunnel leads off to a gorge, and it is the path that has been marked in elven script as the correct way to go. It leads south, opposite from the entrance tunnel (area A).

A. Entrance

The passage running between Area 3 and here is a wide tunnel with many branching pathways joining it from both sides. If the characters engaged the goblins from Area 3 in any sort of a fight, more of the humanoids are attracted by the sounds of battle and begin chasing the characters as the PCs move closer to this cavern, streaming in behind them from the side tunnels. All of these smaller side passages lead back into the warrens that make up the goblins' lairs.

If the characters have been quiet up to this point, it's possible for them to hear the sounds of goblins echoing from the various tunnels as they go through their normal routines. If, however, the goblins are chasing the characters, the sounds of more howling humanoids grows louder at every passage except the one that leads to the gorge (area C, below).

Goblins (65): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5 each; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); Full Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: Morningstar, 3 javelins, leather armor, light shield.

B. Debris Pile

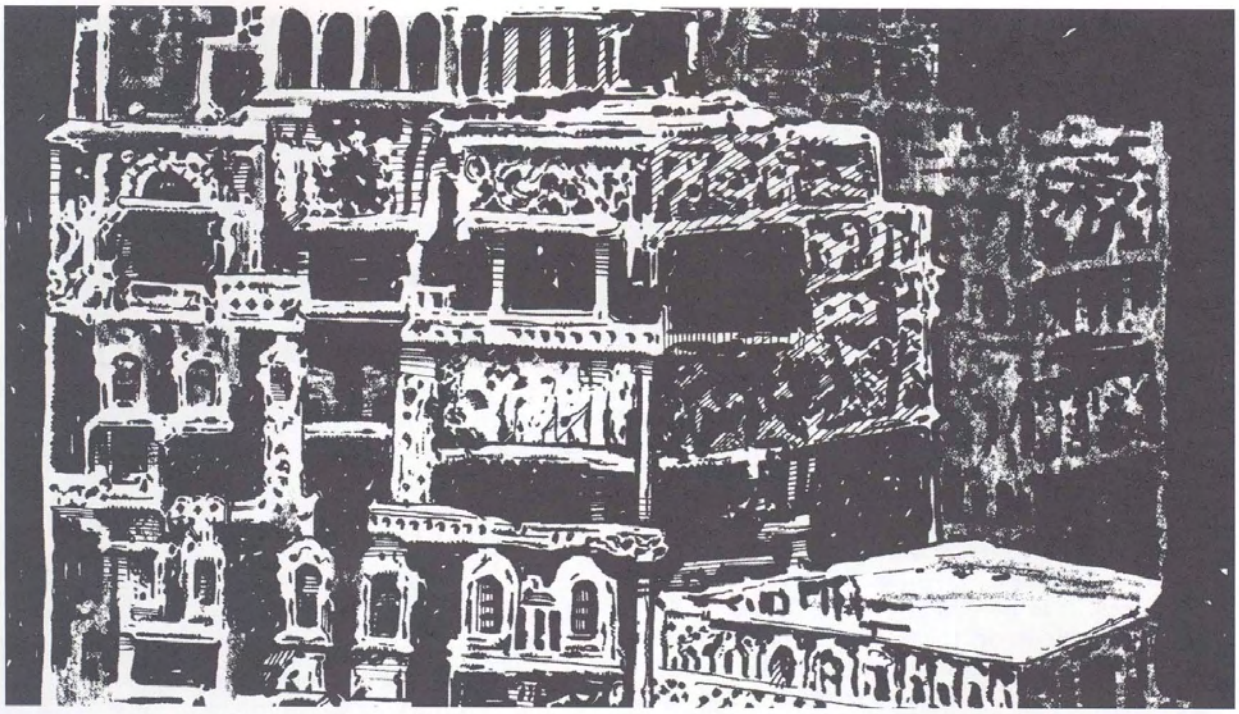
The center of the cavern marks the spot where the goblins join together in community activities and also dump some of their unwanted garbage (most of it gets hauled to the gorge, but the goblins are lazy and just dump it here until it gets to be too big of a pile). There is evidence that they have sacrificed a number of smaller cavern denizens here. Additionally there are the charred remains of mushrooms, which they sometimes burn for ritual fire (though they certainly don't need it to see by). There is nothing of any value in the huge trash pile.

C. Gorge

The tunnel ends abruptly here at the edge of a precipice (Area 5 on the cross-section map). There is a narrow and treacherous trail that leads down the left side of the chasm, but it is steep and rock-strewn and not easy to descend at all (Climb check DC 12 to avoid slipping and sliding down, possibly taking out others below; two failed checks in a row indicate the slipping character has slid right over the side, a drop of several hundred feet). It drops down for about 30 feet before it ends in a sudden edge, and everything falls away into darkness straight down from there.

Most light sources are not bright enough to reveal how close the far side of the chasm is, but anything that glows brightly enough to illuminate up to 30 feet reveals Area D, below. There are a few outcroppings of rock that are sufficient for tying rope off, should the characters think of it.

The goblins drop their trash down to the bottom here, far, far below this level.



D. Tunnel

Across from the small ledge below the lip of the chasm is the other side of the gorge, about 30 feet away and 10 feet further down. A tunnel leads away from here, but there is no ledge in front of it and nothing on which to tie rope. Other means of securing a line with which to cross over must be found.

Interim

The tunnels between the gorge (Area 5 on the cross-section map) and the powrie city (Area 6) change as the characters descend deeper and deeper beneath the mountains. The natural caverns, whittled away by the flow of water over millions of years give way to worked passages cut out of the rock by intelligent creatures. Square and stout, these worked passages lead straight for many miles, with more worked side passages branching off from them. Worked stone blocks form a road of sorts, and crafted columns shore up the ceiling at regular intervals. Occasionally, a corridor turns or opens into a larger chamber. As the characters progress, the air actually becomes warmer rather than cooler, almost stifling, as the PCs drawing closer to a great heat source.

Finally, the characters reach a wide and straight tunnel that leads to the ancient and forgotten powrie city.

6 & 7. Powrie City

A civilization of powries somehow grew here, in the depths of the rock beneath mountain peaks. They built a great city inside a vast cavern, terracing the floor to support their stout, blocky homes. At the height of their civilization, the powries had constructed an impressive place, encompassing levels upon levels of dwellings and public buildings.

Today, the city is a ghost town, having been lost to the ravages of time. The buildings no longer stand straight, for their mortar has long since decayed away, and the stones lean awkwardly or lie scattered across the stone floor haphazardly. Furthermore, the treasures the powries must have once possessed have been stripped away. There are no coins, no weapons, nothing of any value still in the place; only a few broken vessels, clay pots and urns, broken stone furniture and scattered utensils are left of a once-powerful society.

The different levels of the city are connected by worked-stone staircases that are positioned at various spots between levels. Fully thirty feet wide and cut shallow for easy steps, the staircases are more like ramps.

A. Defensive Chamber

The passage that leads to the front gates of the city runs from north to south and ends before a low, stout door of wood (the origin of

which is not clear). The door hangs haphazardly upon only one hinge. Beyond the door, a large room, wider than it is deep, spreads out. The room is segregated by a series of walls that run perpendicular to the entrance, east-west, all parallel to one another.

The walls, made of thick mortared blocks, do not rise all the way to the ceiling. They stand only perhaps six to seven feet high. Each wall has a doorway that cuts through it at one end or the other, but the ends alternate, so anyone wishing to cross the room must first turn from the broken door to the left, moving all the way to the east side of the room. At that point, the visitor passes through the first of the doorways, and then travels all the way back to the west, to other side of the vast chamber, to another doorway.

Thus, to cross a distance of perhaps 150 feet, a character must zigzag back and forth, no fewer than 30 times, traveling well over a mile in the process. It is possible to hop atop the walls and attempt to jump them one by one, and if any character chooses to climb up to see if this is feasible, eventually, he can see a great set of double doors just beyond the last wall.

Where the thirty blocking walls end, a raised platform begins. Four magnificently carved steps lead up to it, and on the south wall of the defensive chamber, flanked by two sets of two columns, is a large iron double door. Each of the columns has been carved in the likeness of a powrie, in full battle gear and with hooked sword drawn.

The doors are not locked or barricaded and swing open easily.

B. Platform

The double doors open onto a large platform near the top of the great cavern that houses the powrie city. From this vantage point, most of the rest of the chamber is visible, for the city glows faintly from the countless fazl pod colonies that have permeated the entire place. The stepped sections of the city spread out as far as the eye can see, level upon level upon level, down into the lower bowels of the cavern.

C. Upscale Neighborhood (EL 3)

Set out in the middle of a deeper pit within the middle of the cavern (marked as Area 7 on the cross-section map), this plateau juts up from the floor separate from the rest of the surrounding level. It is connected to the rest of the city by means of a finely crafted stone bridge. On this island of rock, a selection of larger, more affluent houses once stood, forming an upscale neighborhood separated by location from its surroundings.

A pair of monitor lizards now occupies the neighborhood, slithering among the rubble near the head of the bridge. They attack anything that comes within range on sight, darting forward to deliver powerful bites to anything they perceive as food.

Monitor Lizards (2): CR 2; Medium Animal; HD 3d8+9; hp 24, 21; Init +2; Spd 30 ft., swim 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +5; Atk +5 melee (1d8+4, bite); Full Atk +5 melee (1d8+4, bite); SQ Low-Light Vision; AL N; SV Fort +8, Ref +5, Will +2; Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2.

Skills and Feats: Climb +7, Hide +6, Listen +4, Move Silently +6, Spot +4, Swim +11; Alertness, Great Fortitude.

D. Charnel Chamber

A room identical to the one defending the front gates guards the lower entrance here. It sits adjacent to the very deepest section of the city, set in the wall of the lowest tier off the open pit of the cavern. Like its counterpart, this room is wider than it is deep, and it is filled with the same series of parallel walls meant to slow intruders from gaining the doors without a fight.

It is also filled with a great many bones and the scorched remains of a large wooden ballista.

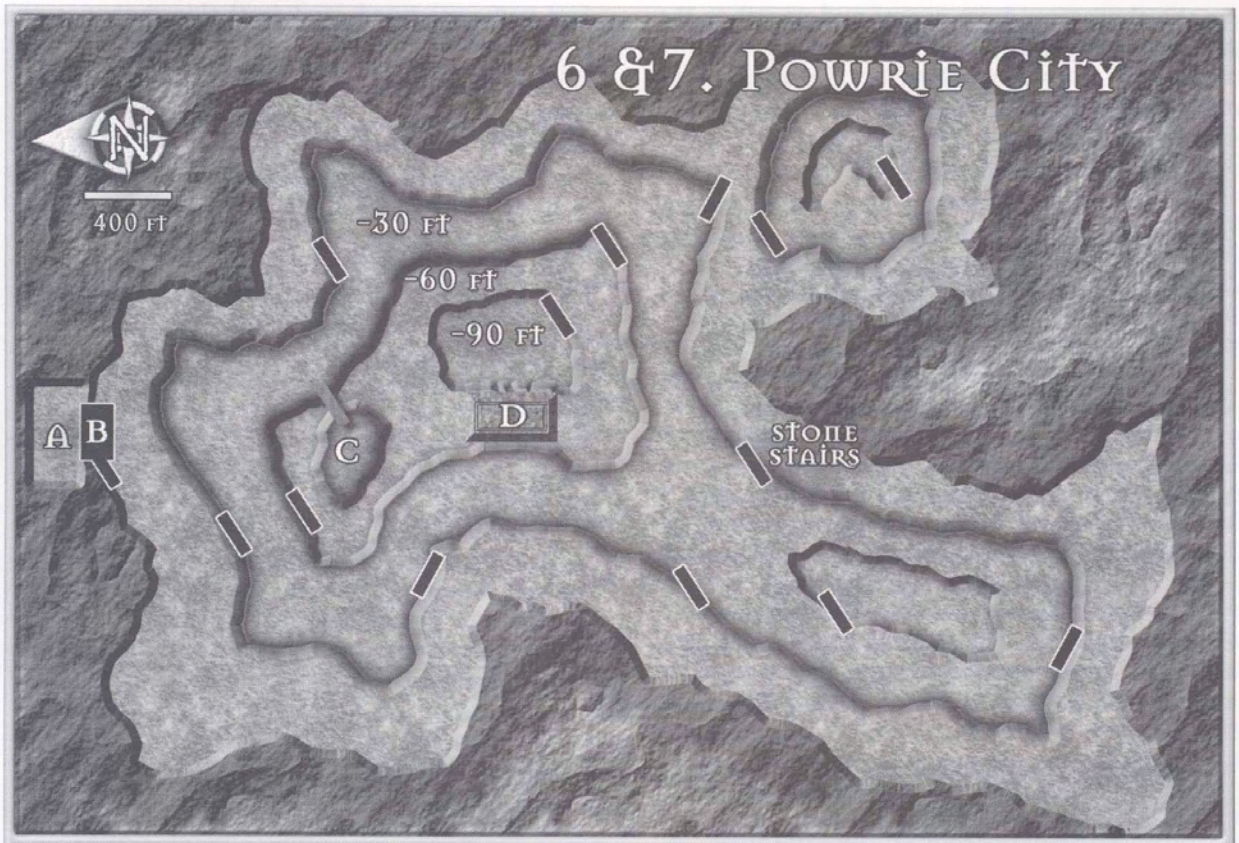
Long ago, the city was wiped out, completely decimated by a dread wurm and its fiery breath. It was here that the powries made their stand against the beast, hoping to fend it off from gaining their city, but they could not defeat it, and all perished. The dread wurm then took their treasures, patiently picking the city clean of wealth over the span of decades, and took it all to its lair deeper beneath the mountains (See Area 10, below).

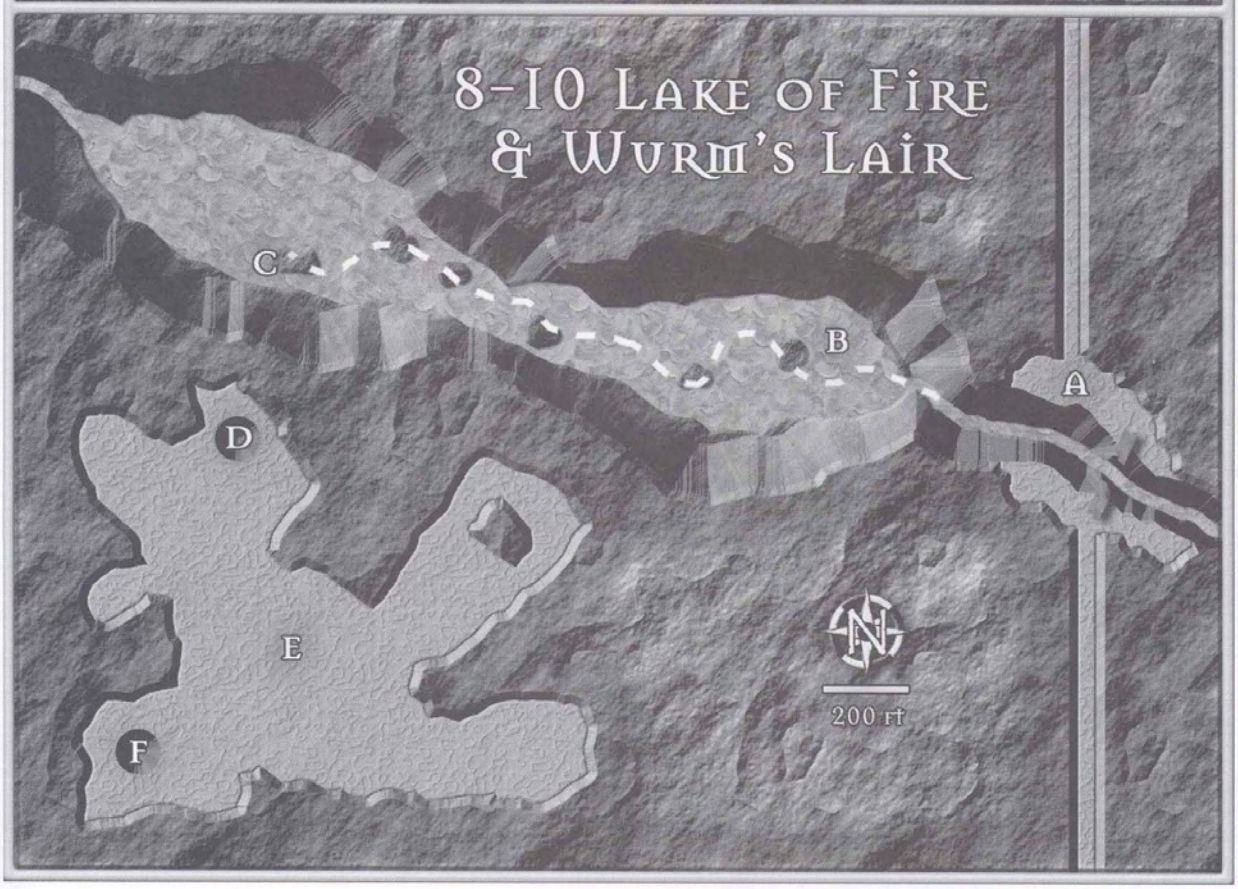
From this morgue of a chamber, a passage of worked stone, identical to the one that led into the city higher overhead, heads directly west for a while before turning south again.

Second Interim

The worked passage leading generally south out of the powrie city (Area 7, above) shows signs of having been constructed above a great source of heat, possibly magma. Warmth bleeds through the stone, and smoke and fire waft up from below through cracks that sometimes run through the stone.

The passage continues for several miles in this manner, nearly a day's march by foot. Again, there are occasional side passages off the main thoroughfare, but the widest route always runs straight, like a highway through the mountains.


6 &7. Powrie City
400 ft
-30 ft
-60 ft
-90 ft
A
B
C
D
Stone Stairs


8-10 Lake of Fire & Wurm's Lair
A
B
C
D
E
F
200 ft

As the characters draw nearer and nearer to the broken bridge (Area 8, below), the heat grows more and more uncomfortable (though it does not inflict any sort of damage).

8–10. The Lake of Fire

The underground road the powries built finally ends, arriving at the limit of what used to be the powries' domain beneath the earth.

A. Broken Bridge

The passage empties into a large and rough-walled cavern split by a great chasm through its middle (marked as Area 8 on the cross-section map). The remains of a bridge that once spanned the cavern to the opposite side, where the tunnel seems to continue, jut out from either side of the chasm. The bridge has partially collapsed, leaving a gap of nearly 40 feet in the middle.

At the bottom of the cavern, far below and off to the west from the chamber with the bridge, the glow of fire is evident. The climb down to the bottom of the cavern is steep, but there are sufficient hand- and footholds that it is not terribly difficult (Climb check DC 15), especially with rope. The drop to the bottom is 500 feet.

B. Lake of Fire

The bottom of the chasm winds its way along a narrow, twisting route. If the characters follow the source of the heat and light (to the west), they eventually arrive at the lake of fire (marked as Area 9 on the cross-section map). The lake of fire is actually water-filled, though a flammable oil leeches into the water from some source elsewhere, covering the surface. Something has ignited the oil, and it now burns in patches scattered across the whole of the lake. While the flames themselves are hot, the water is only warm to the touch.

Small islands, large rocks, broad stalagmites, and spits of land rise up through the surface of the water all across the lake, creating a scattershot set of stepping stones that can be used to cross the water without actually getting wet—or burned. While most of the possible routes



lead to nothing more than dead ends, there are a few ways of getting from one end to the other (the accompanying map shows the route the two elves and the ranger took in the novels; it is indicated with a dashed line).

C. Side Tunnel

Along one point in the great chasm with the lake of fire, the stepping-stone route moves close enough to the south side of the gorge that, with a great leap (or a bit of swimming), characters can reach a small shelf of rock jutting out into the water. There is a small tunnel cut into the wall above this jagged outcropping that leads away from the gorge.

The side tunnel does not venture very far, instead exiting into a pit that is open overhead into a larger chamber (Area D).

D. Open Pit

The side tunnel ends in the bottom of this open pit, which is perhaps fifty feet high and made of rough, broken stone. Overhead, a glow emanates from some unseen source in the larger chamber.

E. Wurm's Lair

This large and misshapen cavern serves as the lair and treasure hall for the dread wurm Agradeleous (shown as Area 10 on the cross-section map). He has collected all the vast wealth of the powrie nation here, stacked in loose piles that spill in many directions. Other chambers off to the side contain even more of the stuff.

Near one wall by the open pit (Area D, above), the remains of a second dread wurm lie half-buried beneath the glint of gold and silver. All that is left of this dragon, Agradeleous's mate of many centuries ago, is its skeleton. She was grievously wounded in the taking of the powrie city (the wooden ballista got in one good shot) and managed to return to the nest the two of them shared, but finally succumbed to her injuries.

Agradeleous's treasure is a wonderful collection of gold, silver, gems and worked items of every sort imaginable. There are more than a few enchanted goods here, trinkets similar to Flamedancer, the sword that once belonged to the ranger Emhem Dal.

Whether or not Agradeleous is in his lair when the characters visit is dependent upon when you've set your campaign. If it is at any time prior to the beginning of Brynn's appearance on the steppes of To-gai in the novel *Transcendence,* then the wurm is here. If it is during the events following his exit with Juraviel and Cazzira to the end of the novels, then Agradeleous is most likely not home—though he may have left some nasty surprises for would-be thieves.

Obviously, the characters in your group are unlikely to be able to stand up to a dread wurm; running an encounter where they battle with him may well be unproductive—except to kill the player characters. Knowing this, as well as the fact that the dread wurm so loves good stories, it's possible (and perhaps more useful) to arrange the encounter so that the characters come willing to trade—tales from outside the darkened tunnels in exchange for a particular item or two.

If Agradeleous is away, you need to carefully consider what he's done to safeguard his hoard during his absence. The creature is clever enough to put numerous traps to good use. Still, enterprising characters are bound to overcome such obstacles and steal away with a few pocketfuls of treasure. Let them enjoy the fruits of their labors—after all, they've managed to survive all that has led up to this point, and this is the payoff. Choose treasure for them to find carefully, and remember: it's times like these when you must strictly enforce carrying capacities, to make sure they can only enjoy what they can carry away.

In one corner of the cavern, a cascade of coins has spilled down a steep and narrow ravine that breaks through the surface of the floor and leads away through other caverns to the south. It was this route by which Brynn fled when she managed to escape the dragon.

F. Prison Pit

This perfectly vertical pit is exactingly round and has walls that are as smooth as glass. Fifty feet below at the bottom, set into one wall, a small tunnel leads away from the pit to a narrow ledge overlooking a waterfall that tumbles past into a deep, deep gorge filled with lava far below. The water has been heated to a steamy level further up the channel by more magma just below the surface of the rock there, so it is soothingly warm as it flows past, perfect for bathing.

Agradeleous uses this pit to harbor prisoners (such as he did with the two elves, Juraviel and Cazzira), for he knows that, without his help, it would be impossible to get out. The dread wurm himself can jump into and out of the pit easily in his humanoid form.

11. South Entrance

The Path of Starless Night finally winds its way out from under the mountains on the south side of the range, near the base of one peak not quite on the grassy plains of To-gai. There are

still some slopes and valleys in the foothills of the mountains here, which help to hide the tunnel from the wandering humans to the south.

Additional Elements

There is much more to the Path of Starless Night than what is presented above. Here is a sampling of other chambers that might be found by characters who explore the tunnels off the main path, or who simply get lost along the way. The main key to making exploration of the subterranean passages beneath the mountains exciting and unique is to think three-dimensionally. Don't simply have the characters travel along flat tunnels, but force them to climb and descend, too. Working vertically as well as horizontally is half the challenge.

Crystal Cavern

The characters discover a magnificent chamber where the walls are formed of crystalline rock that glitters and flashes in a myriad of colors from the light of their torches or fazl pod bulbs. Every surface is faceted, every stalagmite and stalactite shines and glimmers. Think of the images of natural caverns like Carlsbad, and include some of the features found there.

Of course, the goblins think the cavern is wonderful, too. A small group of them consider it to be a holy place and have developed something of a cult in worship to the "shiny place." Though they don't normally need light by which to see, they have gathered some of the natural lighting from other parts of the Path (fire beetles, fazl pods, burning oil from the lake of fire, etc.) and brought it here, illuminating features they particularly like.

This cultish subtribe keeps all other goblins away through intimidation and outright brutality. If the goblins catch the characters in their sacred crystal chamber, they wildly and savagely attack in order to drive them out.

Crystal Cult Tribesman: goblin Bbn1; CR 1; Small Humanoid (Goblinoid); HD 1d12+1; hp 16; Init +1; Spd 40 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -2; Atk +3 melee (1d6+1, Small heavy mace); Full Atk +3 melee (1d6+1, Small heavy mace); SQ darkvision 60 ft., fast movement, rage 1/day; AL CE; SV Fort +3, Ref +1, Will –1; Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +5, Hide +9, Intimidate +3, Jump +5; Toughness.

Possessions: Small heavy mace, leather armor, light shield.

The goblin cult makes regular offerings to their shiny place, depositing small trinkets and other items of value in the shallow pools, at the base of particularly impressive stalagmites and columns, or in niches in the walls. This is their treasure.

Alternatives: Perhaps another, more unusual monster lives in the crystal cavern, and the goblins consider it to be haunted or cursed. The creature could utilize the dazzling display of colors to confuse and disorient potential victims, or it might just lurk in an unusual place (a cloaker on the ceiling, a demon spirit inside a column, etc.).

Goblin Community

Like the powries, the goblins discovered a place where they could live in relative protection and isolation from those who would prey upon them. On an island in the middle of an underground lake (much larger than the lake in area 2), they founded a village. The goblins built homes on the island out of mushroom parts, slicing and drying the stems for planking and using the caps for the roofs. They travel to and from the island in canoes made of giant beetle carapaces and pull blind cave fish from the water for food.

Goblin Community (hamlet): Conventional; AL NE; 100 gp limit; Assets 1,100 gp; Population 221; Isolated (100% goblins).

Authority Figure: Leader Ftr7

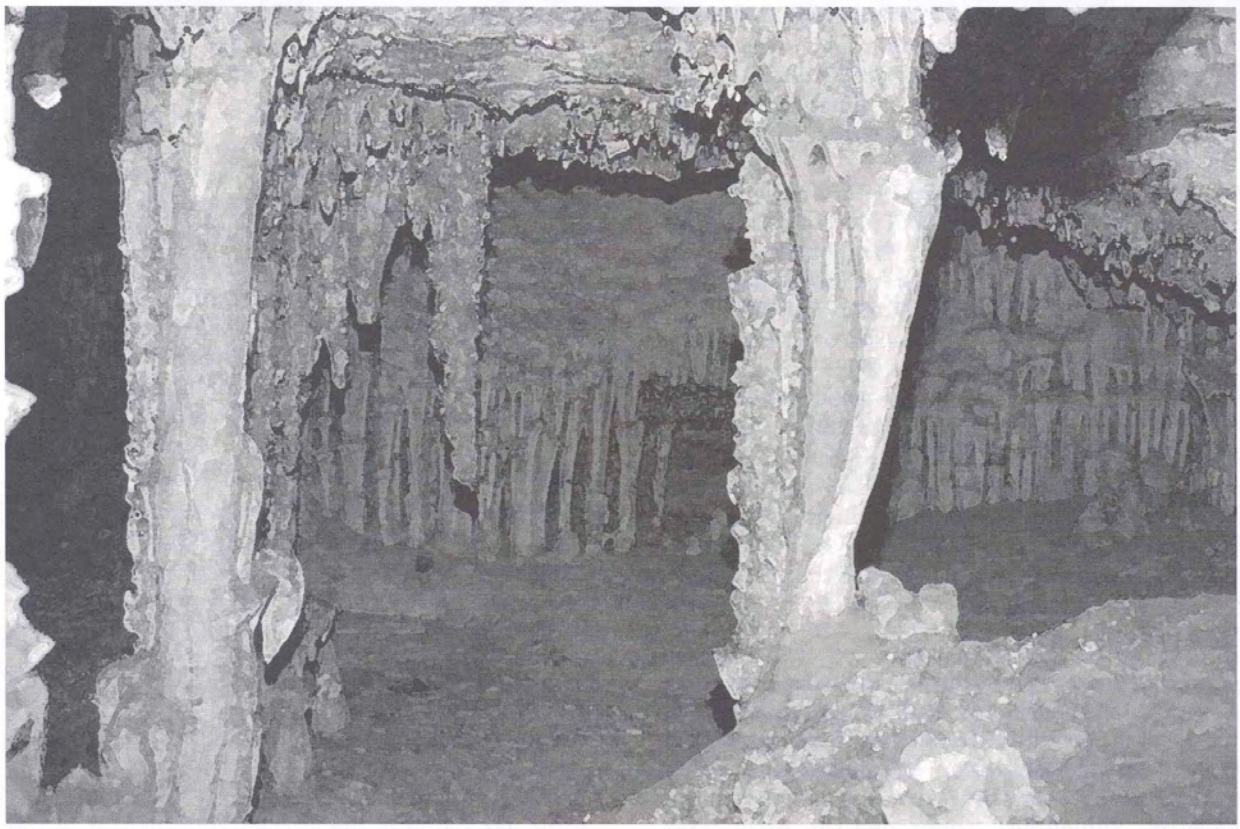
Other Figures: Lieutenants Ftr5 (2), Sergeants Ftr3 (11).

Lava

Lava is a handy obstacle to throw in front of the characters. They can encounter it in a variety of settings, from having to cross chasms filled with it to discovering lavafalls and lakes of molten magma barring their path. Geysers of the stuff can even shoot up out of the rock, catching them off guard. Sometimes, tunnels that seem safe initially can be flooded with lava from deeper levels, forcing the characters to backtrack in a hurry (and possibly back in the direction of monsters they were previously running from). Be sure to familiarize yourself with the effects of damage by fire and lava in the *DMG*.

Mines and Smelters

The powries chose to settle in the Path of Starless Night and build their great underground city because of the rich veins of ore and previous metals and minerals they discovered while here.



As they constructed their homes in the massive, tiered cavern (see areas 6 and 7), the powries also began to mine the rock nearby for those pockets of gold, silver and gems.

When the dread wurm defeated the powries, their mines were left, abandoned to time and whatever beasts discovered them and crawled inside. The characters find the mines as a series of tunnels cut into the side of a great chasm, with large spoils piles at the bottom of the gorge as evidence of their existence. At one time, there were balconies that crisscrossed up the face of the chasm, built of stone or wood and joined by great ramps, but many of them have since crumbled away, making it difficult to reach the mine entrances.

Still, the trip might be well worth it, for inside the powries dug a fantastic amount of gold and silver out of the rock, then smelted it right on the premises and forged beautiful things. They also mined a variety of gemstones out of the rock, cutting them with precision and using them to decorate their other treasures.

Most of that treasure is in the hands of Agradeleous now, but some of the unfinished goods are still inside the smelters and forges of the mines, waiting for their owners to come back and finish crafting them. And certainly, there might still be rich veins of value still within the stone.

Of course, such riches will not be free for the taking; slithering and flying things that like the darkness have almost certainly taken up residence inside the mine tunnels, and they will not like their sleep disturbed by intruders.

In addition to treasure items, the characters can find abandoned equipment, such as picks and axes, smelting equipment, jeweler's tools, ladders, chain, rope and even crude carts. Besides a handful of suitable monsters, there is also the risk of collapse, poisonous gases, floods and sinkholes to contend with.

Powrie Burial Ground

The dwarves of Corona might not be terribly reverent, but the ones who dwelt in the Path of Starless Night had to place their dead somewhere. Near their great city but off to one side through a low, wide passage, they carved out a great chamber of multiple levels, then filled it full of stone cairns.

The chamber itself is tiered, like an inverted ziggurat, and the walls are pocked with narrow holes where bodies are slid inside and

(sometimes) sealed off with a thin layer of stone or brick. In the middle of the vast room, stone boxes are stacked one on top of another, each a small room with a pair or trio of sarcophagi inside. The higher ones are reached via narrow bridges from the edges of the tiers.

Of course, along with the decay of the dwarven city, the stonework of the burial chamber has crumbled, too. Much of the mortarwork that sealed off the crypts has been reduced to powder and dust, exposing the remains of the dead inside. Some of the tall stacks of cairns have toppled over, breaking away from their bridges and spilling their contents out into the open air.

The dead do not like to be so abandoned, and some few have risen to walk again, waiting for their descendants to come back and properly re-inter them. The characters are likely in for some unpleasant surprises when they stumble upon this chilling chamber during their travels.

Sinkhole

Sinkholes can appear anywhere in the subterranean passages that cross beneath the mountains. As water drips down from the higher stone to the lower, it can eat away at the softer rock, carving out natural pockets that become caverns. Sometimes, those caverns grow large enough that the stone above them becomes unstable and crumbles away, exposing higher chambers.

In many places along the Path of Starless Night, sinkholes appear underfoot, where large caverns have finally expanded to the point where the rock falls away. Along a tunnel, the floor might simply give way beneath a character (or it might have dropped away centuries ago, leaving a gap that must be crossed). In a larger chamber, a sinkhole might appear in the floor in the middle or along one side.

Often, sinkholes are still pockets of air, but sometimes, a sinkhole might actually be flooded. In such cases, a sinkhole might at first appear to be a body of water blocking a route, but if the characters examine it closely, they can discern that the depth is much greater than they might have initially perceived.

Sinkholes can also fill with lava during active volcanism in the region. What might seem to be solid ground beneath a PCs' feet could suddenly break away, exposing a bubbling cauldron of magma just below.

Sinkholes can expand over time, too. Sections of worked stone, such as where the powries constructed their city, might slowly succumb to a sinkhole as more and more of the lip of rock breaks away beneath its own weight or that of whatever was built upon it. It is not uncommon for entire buildings to slip below the surface of a water-filled sinkhole right before the characters' eyes.

Underwater Passage

Sometimes, water just can't seep through the cracks of an area fast enough. Instead, it puddles, becoming an underground pond or lake, filling a sinkhole, or even flooding an otherwise dry passage in a low spot. Such obstacles can pose interesting challenges for characters.

In a passage, the tunnel might slope down at a certain point, then ascend again on the other side. In between, the route is underwater, like the water in a drain trap. Characters can try to swim through it, though the prospects are always more than a little frightening, because the water is dark and cold, and it's impossible to say how far it goes before precious air is available again.

Characters might also have to explore a side passage off of a sinkhole that has filled with water. In such instances, the water could be perfectly clear, and the tunnel they need to get to plainly visible along one side of the flooded cavern. In other instances, the water could be cloudy or even iced over. Or, it might be bubbling from some gas rising to the surface from deeper in the rock, churning it up and giving it a foul odor. The water might also be boiling hot, superheated by magma just a few feet beneath it in a lava tube.

Bridge Adventure

This portion of the adventure makes use of the Path of Starless Night. It is broken into two parts. The first part of the adventure takes the characters all the way through the route to the opposite side of the mountains. The second part revolves around Drebi'lar's greater scheme to summon and bind a Demon Dactyl under his control. He needs a special and unique item buried away from the surface world, and in order to recover it, he must journey deep into the Path to where it is hidden.

Part 1: Crossing the Divide

This part of the adventure is simply a journey to get the characters into To-gai, where they can make their way down to the Walk of Clouds (for that part of the bridge adventure). It works better if the characters have not yet chased Drebi'lar or some of his subordinates into the tunnels in Part 2, but you can just easily use this part afterward.

Preparation

All you are going to want to do before the characters embark on this straightforward journey is work up several separate encounters, choosing from the list of extra suggestions and making up a handful of your own. This way, when the characters follow a different path than what is featured above (the route the elves so kindly marked many years ago), you have some things to throw in their way. Refer to the *DMG* for all sorts of good ideas for creating the perfect "dungeon crawl."

Getting Started

There's little that needs to be done to set this up. The characters simply need a reason to go through the mountains to get to The Ring of Fire and Walk of Clouds so they can learn what Drebi'lar is up to. That's done easily enough by having Lady Dasselrond (or King Eltiraaz, or Drebi'lar himself) reveal that the Jhesta Tu monastery was his early home and that they can find out more information about his plans.

You could also put additional pressure on the characters if you establish some sort of a time limit. Maybe they are reluctant to enter into the Path, but going around or over the mountains will simply take too long. Or maybe they must get to the Walk of Clouds before Drebi'lar can complete his scheme and summon the Demon Dactyl (at which point he will almost certainly lose control of it and the world will be cast into darkness and war once more).

However you set it up, the characters eventually have to collect the proper gear and head down that first tunnel. Run the exploration of the Path like any dungeon adventure (again, refer to the *DMG* for more details on dungeon adventuring).

Part 2: Lock and Key

This portion of the bridge adventure takes the characters into the Path of Starless Night in an attempt to stop Drebi'lar the gem sorcerer from recovering an item he needs to complete his plot. It works better if you run this part after Part 1, but it is not impossible to transpose the portions of the adventure and still have them work.

Preparation

Drebi'lar needs a special vessel, known as the Demonheart, which he believes he can use to capture Bestesbulzibar and control him. The Demonheart is a stoppered bottle forged of gold and lined with silverel on the inside. The Touel'alfar crafted it long ago, after Terranen Dinoniel slew the dactyl but lost his own life in the process. The elves hoped to be able to use it the next time the dactyl appeared in Corona.

Somewhere along the way, though, the Demonheart was lost. Drebi'lar believes it was taken from Andur'Blough Inninness by the Doc'alfar when they left that realm, carried into the Path of Starless Night back when the wingless elves occupied both the tunnels there and Tymwyvenne. When the Tylwyn Doc were forced to abandon their homes in the Path, the bottle was left behind (or perhaps it was stolen during the fighting that drove the elves out of the tunnels—the histories are unclear).

Whatever the reason, the bottle found its way deeper and deeper into the caverns below the surface, until at last it was forgotten amid the refuse of the powries, who did not know what they had. When Agradelous destroyed the powrie city, he took the bottle along with the rest of the treasure. The dread wurm has it still today, though he does not realize what it is he possesses.

Drebi'lar intends to steal it out from under the dragon's nose.

The Demonheart

The Demonheart functions similarly to an *iron flask* (see **Chapter 7: Magic Items** in the *DMG*), except that it is specially attuned to demon spirits and the like. Drebi'lar believes that he can enhance its potency through special magic that uses the other items he has been trying to gather (the essence of Andur'Blough Inninness, Dinoniel's sword, the Doc'alfar alchemical elixir, and with the help of a book of sorcery from St.-Mere-Abelle). Though in theory a Demon Dactyl could be captured in the modified Demonheart, even with such enhancements, the creature's great strength and resistances make it very unlikely that Drebi'lar could succeed.

Getting Started

This is a relatively straightforward adventure path. The characters have discovered that Drebi'lar is going into the tunnels, and they must stop him, beat him to the Demonheart or follow him to find out what he's up to. Which one depends on where in the plot of the adventure the characters are, as well as how you've set up the bridge adventure.

For example, if the PCs are just starting out, they might not yet know exactly what Drebi'lar is up to, but they must keep an eye on him (say, if Lady Dasselrond ordered them to do so). In such a case, they most likely decide to follow him. If they have chased him halfway across Corona and back and know that he's collecting items, then they might actually try to stop him before he gets all the way to whatever it is that he's after this time (even if they don't know what it is themselves). If the characters have been to The Walk of Clouds and learned what Drebi'lar knows, then they might actually attempt to get into the depths of the tunnels ahead of the gem sorcerer and find the Demonheart before he even goes after it.

When they get to Agradeleous's lair, you've got several possible outcomes.

Thieves

The characters might try to sneak in and steal the Demonheart out from under Agradeleous's nose without the dread wurm noticing—a pretty tricky option, since the dragon spends most of his time worrying about this very thing. To counteract would-be thieves, he's got traps armed and ready to go all about his lair. He also sleeps very lightly, often hiding in a treasure mound to conceal himself and fool intruders into thinking they are alone.

It's possible that Agradeleous is out and about when the characters slip into his lair. That just depends on how tough you want to make it on them (and when in the DemonWars storyline you've set your campaign). Even if the dread wurm is not home, the characters must still find the Demonheart. If they know what it looks like (from Drebi'lar's notes—see the Bridge Adventure section in Walk of Clouds), they can just start digging through the mounds of treasure. But if they only have sketchy and vague knowledge, they're going to have to determine a better way to locate the vessel.

Of course, if Drebi'lar has been right on their heels for a while, he and/or some of his minions might appear during the search, complicating the characters' efforts even further. There is little that can build more tension and excitement than arguing or battling over possession of a valued artifact underneath a sleeping dragon or when he might return home at any moment.

Negotiation

The characters might opt to approach the dread wurm and simply attempt to parlay with him. If they can convince him to hear them out before deciding they need to be eaten (Diplomacy check, DC 25), they might just manage to sway the dragon into letting them take the Demonheart—perhaps in exchange for some other treasure to replace it, or a few really good stories (Perform check, DC 20).

Alternatively, the characters could possibly convince Agradeleous that he must keep the Demonheart safe, preventing Drebi'lar from getting his hands on it. Whether this means moving the item to a different location, having the dread wurm swallow it, or letting the characters "borrow it" for a while is up to the group. The players might even think of some completely different solutions to the problem that keep the gem sorcerer from succeeding and at the same time do not rile Agradeleous up.

Whatever solutions the characters come up with, it shouldn't be a cake walk for them to convince the dragon that they are not out to steal from him. He might be more susceptible to listening if he has already been out and about in the world (the end of events in the novel *Immortalis*), but he still shouldn't just out-and-out trust them.

Chasing

If you set up the adventure so that Drebi'lar gets to the Demonheart first, the characters might still have a chance of catching up to him before he gets out of the tunnels. It's even possible that the gem sorcerer has Agradeleous on his tail, with both the characters and the dread wurm tracking him down. Stopping him then comes down to a running chase through the halls, complicated by who can get past the various obstacles with greater ease.

Of course, you could also reverse tactics on the characters, having Drebi'lar sucker them into the middle of the Path before vanishing. Suddenly, that trail that has been so easy to follow has disappeared. The characters are left to find their own way out. You can further complicate things by having some event take place behind them that prevents them from simply backtracking (the goblins are on their tail, a lava eruption sealed off the route, etc.)

WALK OF CLOUDS

Introduction

In a place far removed from the paths of most men and women, just to the south of where the steppes of To-gai butt up against the desert sands of Behren, there is a ring of mountains. Known as the Mountains of Fire, they are perhaps not as steep and treacherous as those of the Belt-and-Buckles to the north, but they are just as inhospitable.

To the mystics of Jhesta Tu, hospitality is irrelevant.

From the grassy plains that lie in the middle of the Mountains of Fire, surrounded on all sides by those towering peaks, a traveler can find a path that leads into a gorge. At the base of that gorge, among the carelessly strewn boulders, sits the bottom of a staircase. It is a first step, both physically and spiritually, for it leads high into the mountains that surround the gorge, up beyond the mists that fill that gorge to the Walk of Clouds, the home of the Jhesta Tu. Those who take that first step and reach the summit have only just begun a climb that will last a lifetime.

Location in Corona

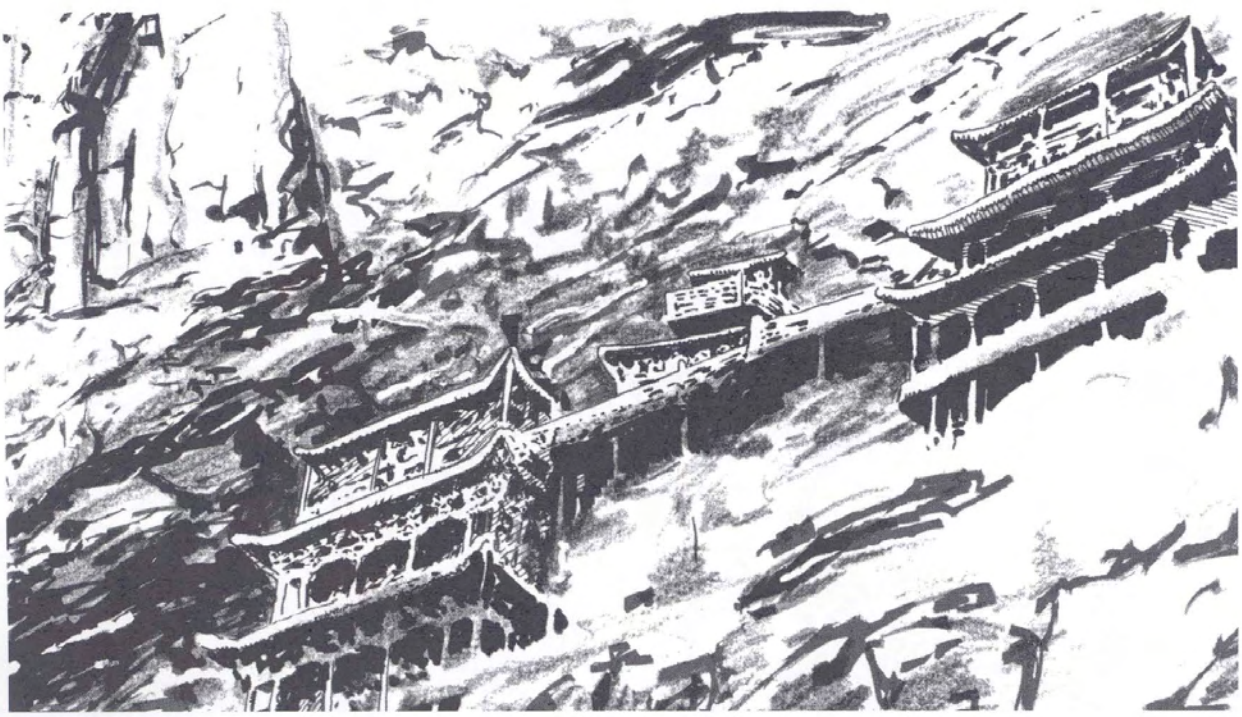
The Walk of Clouds monastery sits high on the walls of a steep gorge on the western side of the ring of mountains known as the Mountains of Fire. The ring is southeast of To-gai and Southwest of Behren, bordering both but a part of neither.

Game Significance

The Walk of Clouds is the home of the Jhesta Tu, the mystics. It is the home of Pagonel, who wears the Sash of All Colors, the one who traveled with Brynn Dharielle during the emancipation of her homeland and her participation in the war against Aydrain Boudabras in Honce-the-Bear. It is a place of peace, of great enlightenment and learning. It is also the home of the traditional enemies of the Chezrou Lei, the noble warriors who serve the Yatols of Behren.

History

The Jhesta Tu came to the valley inside the ring of fire many centuries ago, looking for a place where they could study and mediate in peace.



They found the misty gorge a suitable habitat and made their homes on the sides of the cliffs there. In the intervening years, they rarely strayed from their mountain home. Once in a great while, a Jhesta Tu will journey out beyond the ring of mountains to world of other men, to watch, learn and perhaps even participate. But such a journey is rare.

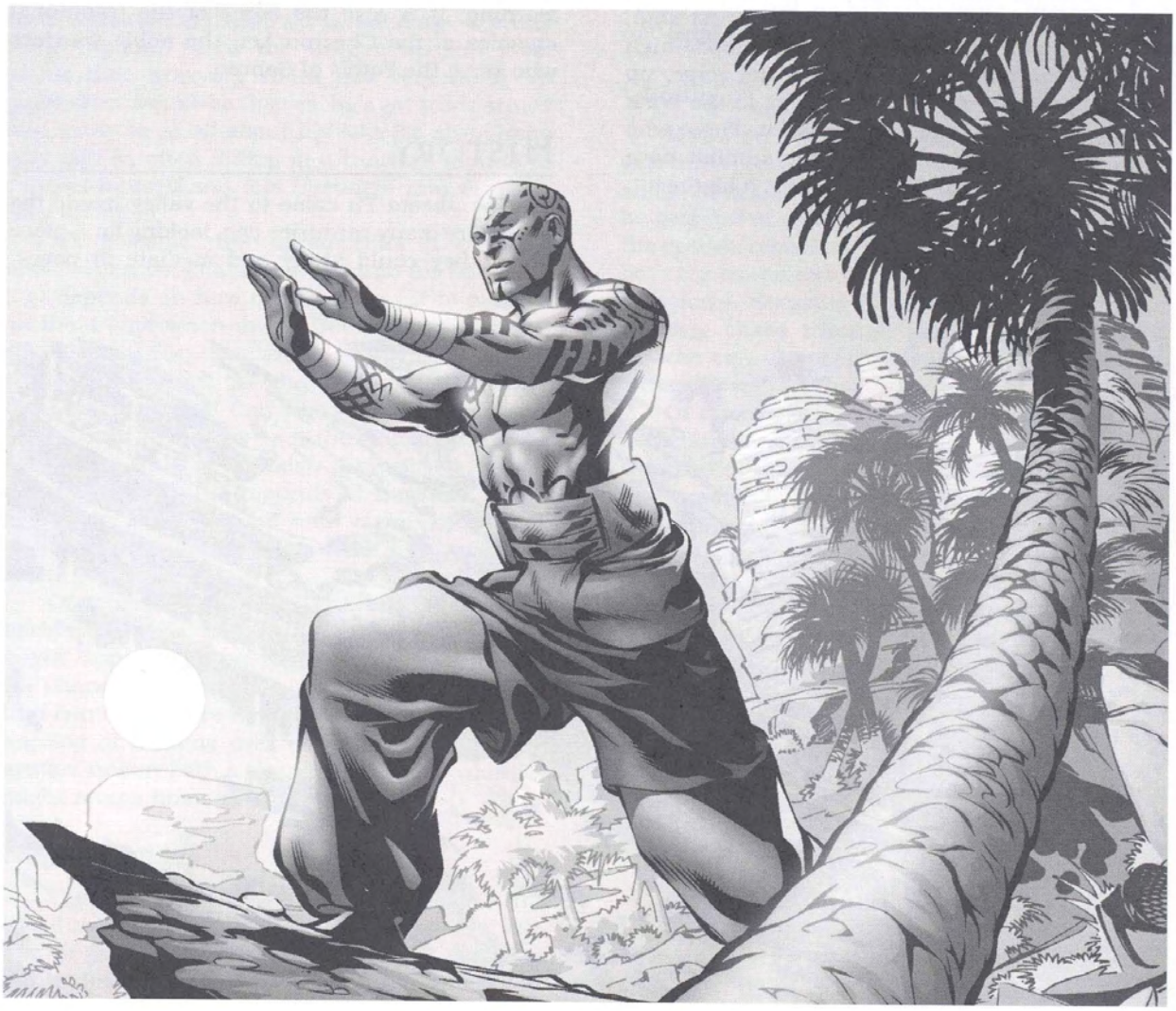
Today

The Jhesta Tu practice their beliefs today much as they did in previous centuries. Little has changed; any who would enter and study are welcome. Even some who are not of a mind to join the order can visit, as did Brynn during her healing after the fall of Ashwarawu. Few others come, though, for the ring of mountains seems to be at the very edge of the world, and there is little else in the vicinity that make the place inviting.

Population

Not quite 150 brothers and sisters live in the monastery of Walk of Clouds, all of them striving for peace and a greater understanding of the inner Chi. They live and work in harmony, adding their own insight and resourcefulness to make the Walk of Clouds self-sufficient. Some who come after living years in the world beyond bring with them their skills, their talents and experiences, and thus make the lives of all around them better.

Some of the monks are very young, children no more than three or four years of age. Others are in their seventies. Age is no measuring stick for enlightenment, though, for often those children who have been among the Jhesta Tu for only a short while have a far greater insight. Their minds are still open and eager for understanding of the world around—and inside—them.



The following is a breakdown of the Jhesta Tu by class and levels. Note that in some cases, when a member comes to the monastery after years in the world beyond, he already has levels in another class. The listing below does not reflect these additional character levels, only those earned while at the Walk of Clouds: Mnk19 (1), Mnk17 (2), Mnk14 (3), Mnk11 (5), Mnk8 (7), Mnk5 (10), Mnk4 (13), Mnk3 (21), Mnk2 (24), Mnk1 (55).

Game Function

While little action and adventure took place in the Walk of Clouds during the seven-book series of the *DemonWars Saga,* it is nonetheless a fascinating locale because of its uniqueness. In addition to being the home of Pagonel, it can serve as the origin of other characters that are a part of the adventure group. It can be used as a repository of critical knowledge, a refuge and a place of training.

If you are running the bridge adventure that is a part of this product, the Walk of Clouds holds the keys to Drebi'lar actions and plans. See the entries at the end of this section for more information.

Prominent Individuals

Pagonel is without a doubt the single most prominent Jhesta Tu mystic to appear in the stories. Having attained the Sash of All Colors early in the tale, he ventured forth for reasons unknown, even to him at the time. He is an insightful man, more than willing to examine any problem from every possible angle, if for no other reason than to gain a deeper understanding of the ramifications of every act. He is slow to judge, and even when he has passed judgment on others he does not condemn them, instead trying to share a bit of his own vision of the world and, in so doing, enlighten them.

Pagonel is a formidable fighter, able to stand toe to toe with the most accomplished Chezrou Lei warriors. Even so, he is loathe to fight except to defend himself. The mystic would much prefer to bring another around to his way of thinking and make that person an ally than to engage in conflict with foes.

Pagonel: Male human Mnk19; CR 19; Medium Humanoid; HD 19d8+19; hp 108; Init +10; Spd 30 ft.; AC 22, touch 22, flat-footed 16; Base Atk +14; Grp +16; Atk +17 melee (2d8+2, unarmed strike); Full Atk +17/+17/+17/+12/+7 melee (2d8+2, unarmed strike); SA: Flurry of Blows, Quivering Palm, Unarmed Strike; SQ: Abundant Step, Diamond Soul, Evasion, Improved Evasion, Ki Strike (adamantine, lawful, magic), Purity of Body, Slow Fall (any distance), Still Mind, Timeless Body, Tongue of the Sun and the Moon; AL LN; SV Fort +12, Ref +19, Will +14; Str 15, Dex 22, Con 13, Int 14, Wis 16, Cha 11.

Skills and Feats: Balance +30, Climb +24, Escape Artist +28, Hide +28, Jump +26, Listen +5, Move Silently +28, Spot +5, Tumble +30; Alertness, Blind-Fight, Combat Reflexes, Deflect Arrows*, Dodge, Endurance, Improved Initiative, Improved Trip*, Lightning Reflexes, Stunning Fist*, Weapon Focus (unarmed strike).

Layout

The Walk of Clouds sits high up the sides of a narrow gorge, a series of cliff dwellings built into the very sides of the mountains where the water cut them away. The only way to reach the dwellings is by following a staircase that follows the side of the gorge, doubling back as it ascends—a walk of over a mile.

There is a bridge at the top of the staircase that spans the gorge, connecting the two sets of buildings together into one community. The buildings themselves are wide-faced but not deep, clinging to the side of the cliff. They stack atop one another, seemingly haphazardly, but melding themselves into the curves and outcroppings of the cliff. Some of the living space is dug into the cliff walls, like caves.

Higher up, beyond the dwellings, a trail wanders back and forth, climbing to a pass and beyond, where the very tops of the peaks separate. The view of the gorge below, the valley beyond, and even the rest of the mountain range is spectacular here, but the monks follow this trail for more insightful reasons than simple vistas. The trail leads to another narrow cliff top, where monks can sit, sometimes for days, and mediate.

Refer to the accompanying map for more details.

Unique Characteristics

The gorge and the monastery are very well protected from would-be attackers. To begin with, the only way to ascend to the dwellings is by way of the staircase known as the walk of five thousand steps. The path these steps follow winds around the inner walls of the gorge, back and forth several times, until they at last reach the point where the buildings are located, intentionally enough, directly above the very first step on the canyon floor. No army could ever advance up those steps more than two abreast,

and the soldiers would be harried most of the way from overhead. They would find no cover and no protection from the rain of stones and magic that would come down upon their heads.

In addition, the gorge itself is filled with mist, an obscuring veil born of the tumbling, cascading waterfall that slips over the side of the cliffs at the head of the gorge. The water sprays across the rocks during a descent of nearly 1,500 feet, filling the air with its moisture and making the whole gorge a ghostly place. From the floor where the water finally reaches bottom, it flows out through the canyon and onto the grassy plains of the valley beyond the entrance to the gorge.

Lastly, the monks who dwell in this monastery could easily hold the head of the stairs that come up from below, one or two of them able to withstand an endless stream of would-be attackers with little trouble and little danger of allowing any enemies to slip past them. Walk of Clouds is a place built as much for defense as it is for reflection.

The Order of the Sashes

The mystics of Jhesta Tu seek to establish some order to their methods by ranking those among them into various skill categories. They accomplish this through the color of belt sashes. There are a number of colors, beginning with white for the novices, which is the Sash of Air. As the mystic progresses in his training and enlightenment, he moves on from white to yellow, signifying that he is moving from the air toward brown, the Sash of Earth. From brown, the mystic attains green, signifying another transition. Beyond green is the blue belt, the Sash of Water, then through purple to the red sash, the most lofty of ranks, known as the Sash of Life.

Though the mystics wear these colors to differentiate themselves according to rank and skill, they do not feel prideful in the color they have achieved, nor do they look down upon those who still wear a lesser color. Everyone must follow the path to enlightenment in their own time and way. To feel otherwise is to be unworthy of the color in the first place.

Key Locations

What follows is a description of the various buildings and other sites that make up the monastery. Refer to the accompanying map; notice that there are two representations of the Walk of Clouds in detail, the North Face and the South Face. These are similar to cross-section views, in that they display what the monastery looks like from the side, rather than from overhead. Thus, the north face is a head-on view as though the observer were looking north at the cliff wall from the south side. The other map simply reverses the point of view, as though a monk on the north side of the gorge were looking at the buildings on the south face of the canyon walls.

North Face

The following keyed locations are the various buildings of the north side of the monastery.

1. Bridge of Winds

This is the point where the bridge crosses the gorge and connects with the cliff face on the north side of the canyon. The beginning of the five thousand steps is almost directly under here, over 1,000 feet below.

2. Greeting Foyer

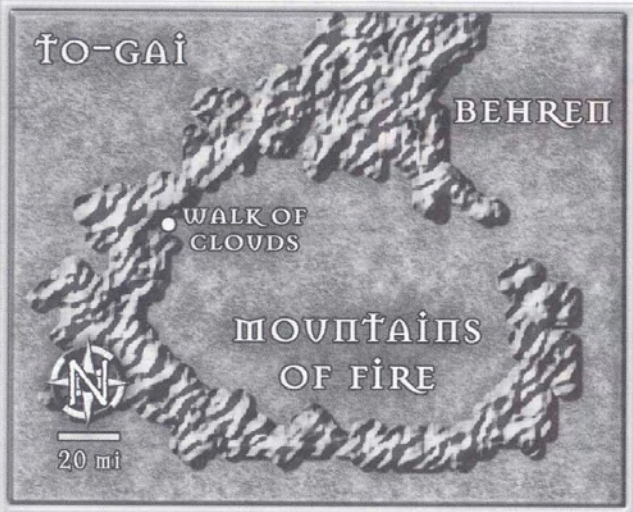
New visitors who arrive at the Walk of Clouds are always greeted in this chamber, which faces the Bridge of Winds. It is a simple room with many windows, but little in the way of furnishings. Those who come to the Jhesta Tu hoping to learn their ways must first strip away the last vestiges of their old life; they discard all that they possessed before, including their clothing. Then they are given simple robes to wear for the duration of their stay. From here, the new arrivals are shown to their personal quarters, and this is followed by a tour of the places they will need to be able to find, such as the dining hall, the appropriate training and exercise rooms, and wherever they will be working to earn their keep within the walls.

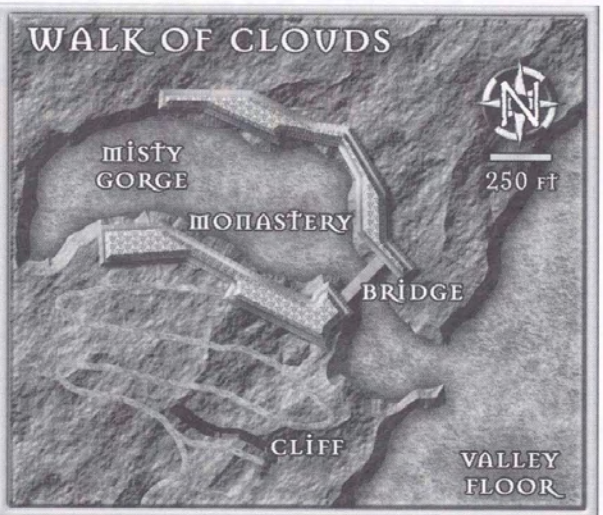
3. Supplies

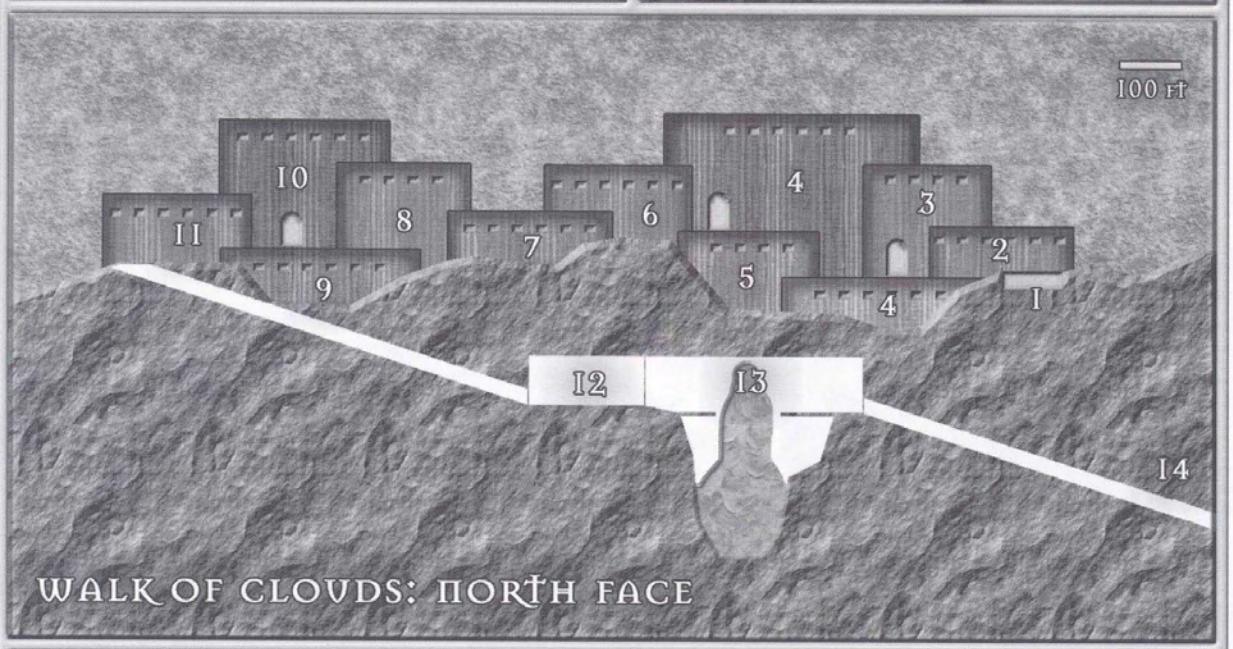
Much of what the Jhesta Tu need to survive up here on the canyon wall is stored in this building. Everything from tools for building, repair, and gardening to clothing and candles are kept here. Often, when new arrivals come with a good amount of gear, the mystics will retain those items (especially clothing, food, tools and equipment) and store them until a use might be found for them. Very little gets thrown away in the monastery; everything has some value.

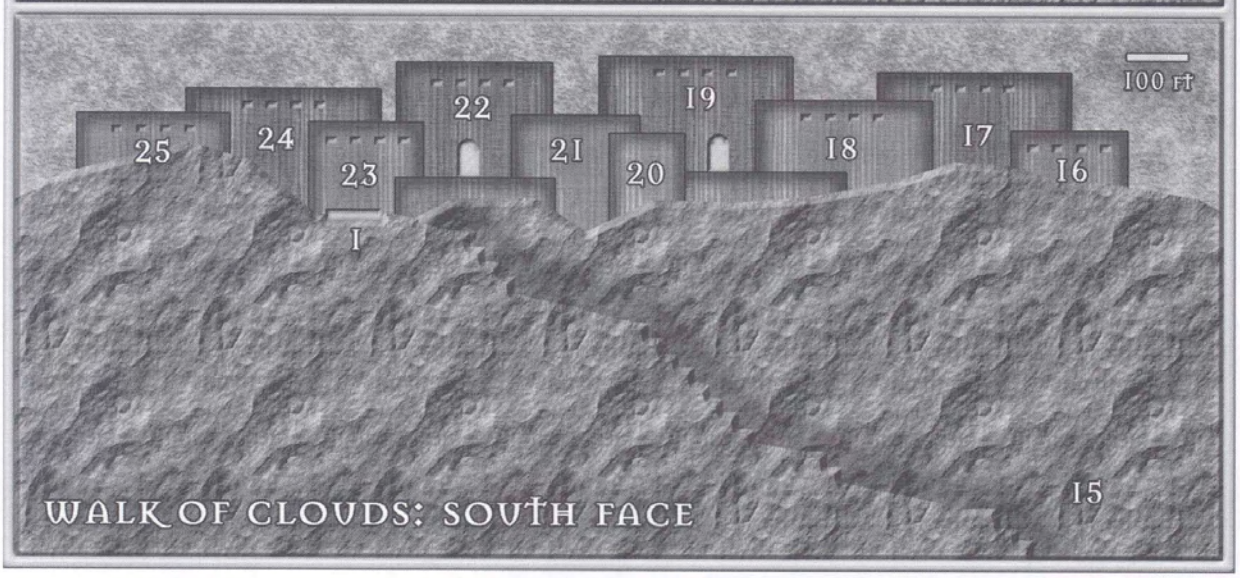
4. Training and Exercise

The younger monks come to this hall to train with the more experienced monks. The inhabitants can devote as much as six hours each day to stretching, mediating, training to fight without weapons, or simply discussing insights into various metaphysical topics. Some days, the monks work only with their hands and


TO-GAI
BEHREN
WALK OF CLOUDS
MOUNTAINS OF FIRE
20 mi


WALK OF CLOUDS
MISTY GORGE
MONASTERY
BRIDGE
CLIFF
VALLEY FLOOR
250 ft


100 ft
10
11
8
9
7
6
4
5
3
2
1
4
12
13
14
WALK OF CLOUDS: NORTH FACE


100 ft
25
24
23
22
21
19
20
18
17
16
1
15
WALK OF CLOUDS: SOUTH FACE

feet. At other times, they use weapons (when they are proficient with them) in order to demonstrate effective techniques of defense against those weapons.

In addition to the large open floor area, where most of the stretching and training is conducted, there are also a series of boxes, poles, ropes, rings, beams and pits arranged into something of an obstacle course. Mystics can practice their balance and maneuvers among these features, leaping and climbing, swinging and balancing.

5. Single Sleeping Quarters

Those adults among the mystics who do not have a mate sleep in this hall. Each chamber is set with a bed, a desk and chair, a wardrobe and a small bookshelf. The mystics are free to bring other things to their room as they please, or to keep a few books from the library on their shelves in their rooms until they are finished with them.

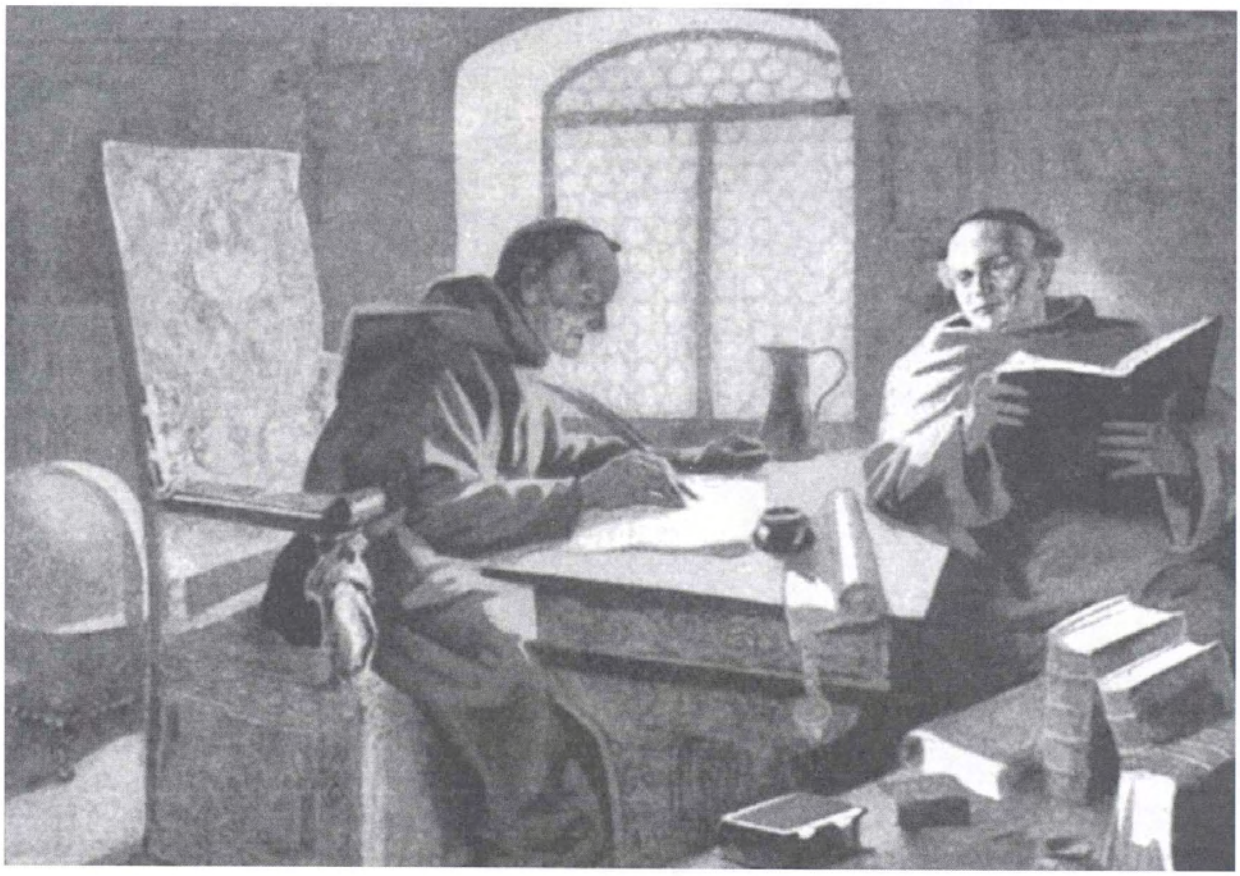
This is the area where Pagonel slept while he was still studying with the Jhesta Tu.

6. Classroom

The more mature monks come here to engage the advanced mystics in cerebral discussion, but it isn't limited to just the inner power of the Chi. The monks also discuss philosophy, history and geography, among other topics. Even though many among their members come to the gorge as children—babies, in some cases—the mystics wish for them to have a better understanding of the world beyond the gorge so that they can better understand the nature of man. Anyone who has had any experience out in the lands beyond the Mountains of Fire is welcome, and even encouraged, to share what they know with others in the class.

7. Garden

The mystics grow their own food in the gorge, and this garden is one of the primary sources. Not a building at all but rather a low wall filled with rich soil—painstakingly hauled up from the fertile riverbed one bucketful at a time, and further fertilized with the ground-up lava stones gathered from the fields beyond the gorge—the gardens supply the mystics with many of their fresh vegetables. Each day, several of the Jhesta



Tu that have an affinity with the plants come out here and tend to the growing bounty, hoeing the soil, removing the weeds, or carrying buckets of water from the cistern when the rain has not come in a while.

The gardens are not the only sources of food for the inhabitants of the Walk of Clouds, though. All along the five thousand steps, vines grow that provide fruits of various kinds, including berries, melons and grapes. Much of this the mystics eat fresh, but they also dry and preserve some of the produce they grow in their garden or pick from the vines.

8. Family Sleeping Quarters

These private rooms are set up for those mystics who have come to the Walk of Clouds as a couple or family, or who have met a mate while here. The rooms are of varying sizes, depending on how large the family that shares it is. Some of the chambers are actually suites of rooms, with a common living area and separate bed chambers off of that.

9. Cistern

This structure is not a building but a watertight basin that is open to the sky. All of the rain water that falls onto the monastery roofs gets channeled to this large square tank for holding. It rains rarely enough that the cistern sometimes comes close to drying up, but with each storm that passes through the mountains, there is enough fresh, cold water to fill the cistern once more. When the mystics are in danger of running out of water, they will set up a bucket brigade along the five thousand steps, reaching to the first point where the waterfall spills over the walkway, and bring water up to refill the cistern. This is rarely necessary, though.

10. Laundry

The monks come here to clean their personal clothing, using water from the cistern outside. There are no launderers; instead, each mystic who is old enough is responsible for the task at regular intervals. By the time the cycle is complete, every mystic has performed the laundry service once, and the cycle starts anew.

The mystics make their own soap from lye (Which they gain from leaching ashes from their cooking fires) and ground lava stones.

11. Hall of Lights

This building is actually an outer pathway that surrounds a circular chamber. Inside the chamber, rows and rows of candles shine brightly, which are then reflected off of mirrors set all along the perimeter. This light then shines upon several strategically placed rock and crystal fountains that burble and splash in the center of the room, catching and refracting the light into rainbows of colors.

The mystics treat this as an informal temple. Anyone is welcome to come and meditate before the fountains, but there is no formal group gathering. Often, mystics will meet here and spend a few moments in silent reflection, gazing at the many hues before them, before going off to another part of the compound together to tend to other business.

Just beyond this room, near the end of the north buildings, there is a narrow stairwell. This stairwell leads down three levels to a small landing where an iron door sits in the wall. The door is not locked, but few pass through it, for it leads to the Path of All Colors, a test of mind, spirit and body for those who believe they have found the secret of the inner Chi, have touched it and controlled it. Once a mystic passes through this iron door, she does not come back through it. She either passes the test and exits on the far side, or she perishes.

The air on the other side of the iron door is hot, but not uncomfortably so. The path is natural, with rough walls and an uneven floor, but it is straight. It descends at a gentle but steady angle for a long distance, toward a faint orange glow below. After a half-hour of walking, the path ends at a second door. The air is hot and has a strong odor of sulfur here. Hanging along a series of pegs to one side of the door are many, many red sashes, some newer, some quite old, for they have been here since the first members to wear the red Belt of Life ventured down the Path of All Colors and stepped through the second door.

12. Statue Room

Beyond the door with the many red sashes is the first part of the test along the Path of All Colors. Here, a whole series of statues, posed as warriors with a variety of weapons, seem positioned almost at random around the room. However, they are connected by means of special mechanisms beneath the floor which are triggered by a set of pressure plates. Once triggered, the statues begin to move, stabbing, slicing, and smashing at the mystic as he moves through the chamber. There is but one way to navigate through the mesh of weapons; one false step, one incorrect decision, and the razor-sharp blades very well may kill the mystic.

A mystic must successfully navigate through no fewer than five attacks, one each during 5 successive rounds of "combat." Furthermore, if the mystic does not succeed at a Will save with a DC of 25 after each round, he is subject to a second set of attacks from each statue, as though it receives an attack of opportunity (this signifies whether or not the mystic makes the correct choice of direction in moving away from the attack).

These statues are designed to be tough; the mystic is not going to get through unscathed. The point is to see if he can survive them (that is, is he high enough level and has enough hit points?). Remind the player to use every trick at his disposal that isn't cheating, such as "fighting" defensively, using the Dodge feat, etc. to get through this. And, of course, the monk can heal himself once the ordeal is over using Wholeness of Body.

The attacks are as follows:

Round 1—**Thrusting Spears:** Atk +12 melee (2d6+10/×3, Large spear)
Round 2—**Swinging Glaive:** Atk +15 melee (2d8+15/×3)
Round 3—**Spikes in Floor:** DC 25 Reflex Save avoids; (2d6, spikes)
Round 4—**Shooting Spears:** Atk +12 ranged (2d6/×3, 2 Large spears)
Round 5—**Swinging Swords:** Atk +12 melee (3d6+12/19–20, 2 Large greatswords)

Once the mystic has navigated his way across to the opposite side of the chamber, he finds before him another door and a lever set into the floor. Pulling once on the lever begins the process of resetting the traps—the mystic will hear the sounds of sand pouring from counterweights, and the slow scraping and grinding of machinery beneath the floor. This goes on for an hour, until the traps are reset. Then the mystic must push the lever back to its original position engaging the pressure plates, before continuing through the door.

13. Lavafall Chamber

The area beyond the statue room is a blast furnace of heat, for it is the very heart of the mountain. The mystic finds himself standing on a small ledge with an iron beam only a few inches wide, glowing orange from the heat, before him like a narrow walkway. A great lake of lava pools within this wide chamber, and in the center, a lavafall cascades into it from a channel above. The iron beam heads directly toward the lavafall, stopping but a few feet from its near side.

Though the mystic cannot know this, there is an identical beam on the far side, perfectly aligned with the near one, that stretches away from the lavafall. The mystic must run the length of the first beam, leap into and through the lavafall, and land atop the opposite beam. Beyond the second beam, a pathway continues out of the room, natural like before, and gently sloping down.

For each round spent in this chamber, the mystic suffers 2d6 points of heat damage. In order to run the length of the beam without falling, the mystic must succeed on a Reflex save of DC 25. The jump is 30 feet across (Jump check, DC 30). Passing through the lavafall inflicts 20d6 points of damage on the mystic. The mystic must then succeed at a Reflex save of DC 30 to land properly on the opposite side, and a final Reflex save of DC 25 to sprint to the far end. A piece of cake!

14. Long Walkway

Beyond the chamber with the lavafall, the pathway descends, gently, steadily, on and on. The mystic must walk for several hours, always downward, always ahead, until at last, he can see a faint glow of light. At the bottom of the path, the mystic finds himself at the bottom of a shaft, only ten feet in diameter, and several hundred feet deep. Resting either on a small outcropping of rock or perhaps on the floor of the shaft is a new belt, woven of the finest threads of silk of every color of the rainbow. In shadow, the belt appears to be black, but when held in direct sunlight, it scintillates with the hues of its threads. It is the Sash of All Colors. The mystic has successfully navigated the Path of All Colors and earned the new title and sash.

The pit has perfectly smooth sides and cannot be climbed, and yet, the mystic must ascend it. That is the way of Jhesta Tu. The pit exits among some boulders in a very small box canyon. A short walk out of that canyon deposits the mystic right below the Bridge of Winds, at the base of the five thousand steps.

Once the mystic has passed the test and earned the Sash of All Colors, it befalls him to weave a new one, to replace the one he now wears. He must come to the edge of the pit and cast it down, to the bottom, as his predecessor did for the one he now wears.

South Face

The following keyed locations refer to the buildings along the south face of the canyon.

1. Bridge of Winds

This is where the other end of the bridge sits, connecting the two cliff faces together.

15. Five Thousand Steps

The gorge that serves as the foundation of the Jhesta Tu monastery is a mist-filled place. A waterfall tumbles over the edge of a high shelf of rocks at the far end of the canyon, cascading down over 1,500 feet to the floor of the gorge below, where it trickles out to the valley beyond. The mist fills the valley completely, obscuring the surroundings to anyone walking up the five thousand steps. The effect is one of isolation, allowing a monk (or a would-be monk) the opportunity to look inward rather than at his surroundings.

The stairs themselves hug the canyon wall as they slowly, steadily ascend. The route passes around the inside of the gorge three times, beginning on the north face at the bottom, then following the contour of the canyon wall. It crosses the waterfall at the inner end of the gorge all three times, in each case passing beneath an outcropping of rock that serves as a roof, causing the water to splash out beyond the path. Thus the path actually traverses behind the waterfall, between it and the wall of the canyon.

The path is narrow, never more than three or four feet wide, more often only a foot or two. It is not continuously steps, but instead sometimes gently sloping surfaces. It is usually slick with moisture from the mist, and the drop off to the outer side is steep and dangerous. No one hurries along the five thousand steps. It finally reaches its pinnacle on the south face of the canyon, very near to the Bridge of Winds.

16. Garden

Like area 7, this is a garden where food is grown to feed the inhabitants. Instead of vegetables, the mystics raise grains for bread, corn for meal and even some flowers for decoration throughout the monastery. The mystics also occasionally have meat and cheese with their meals. The meat usually consists of fish caught in the stream at the bottom of the gorge, while they get their milk from the sheep they raise down in the valley, which can subsist on the grasses there. The Jhesta Tu also shear the sheep for their wool, which the mystics use for weaving wall hangings, rugs and heavy robes for the cold seasons.

17. Pantry

The mystics keep much of their non-fresh foodstuffs in this chamber, including loaves of bread, dried meats, cheeses, dried fruits and vegetables, salt, chilies, and so forth. Anything they wish to cook that cannot be picked right out of the ground or off the vine that day must be preserved somehow; as a result this building is set well back in the cliff, where it is dark and cool.

The mystics work hard to keep the various containers sealed from moisture and vermin, but the occasional scavenger still manages to get into the foodstuffs from time to time. The most common infestations come from bugs (in the meal) and rats (which can gnaw through wooden containers to get at what's inside).

18. Kitchen

All of the food to be eaten is prepared in this part of the monastery. Like with the laundry, every Jhesta Tu takes a turn assisting with the cooking, preparing simple dishes like stews and soups, baked vegetables or the occasional fish, and lots and lots of bread and cheese on the side. The kitchen has several large fireplaces for cooking, as well as some large wooden trestle tables for preparation work. The Jhesta Tu craft much of their own cookware and eating utensils—often simple items of clay or wood. At any given time, the inhabitants include at least one or two craftsmen who can produce earthenware crockery, wooden dishes and mugs, or forged iron kettles and pans.

19. Dining hall

Every single Jhesta Tu gathers together to enjoy a repast in the dining hall each day. The room is simply decorated, with long wooden plank tables and matching benches to sit upon. The windows in this chamber are large, letting good light in during the day. At night, candles burn at every table, giving the place a warm glow. Sometimes, after the meal, the children are allowed to sing songs, or the older, wiser mystics tell parables about the lives of both the foolish and the wise. Everyone pitches in to clean up; the dishes are washed back in the kitchen while the preparation of the next meal begins almost immediately, for it takes a while to cook enough food for 150 people.

20. Meditation Garden

This small chamber actually juts forward, out over the side of the cliff, by several paces. The walls are high, but there is no roof; it is open to the sky overhead. Inside, it is a small rock garden with a single fountain in the middle, a place especially suited for quiet reflection and meditation.

Jhesta Tu sometimes come here to enjoy the tranquility and to fall deeply within themselves, in a spiritual trance. Because it is a private place, the monks have a system to keep from interrupting one another. A mystic who wishes to use the garden for private reflection simply places his sash through the door ring before he closes it. When another comes along and sees the sash, he knows that the garden is occupied and that he should not enter. The mystic then either sits quietly and waits his turn, or heads off to do other things, planning to come back later. It is customary for the mystics to limit their use of the garden to an hour or less, but this is no hard and fast rule; someone who has entered a deep trance has no means of keeping track of the time, and no other mystic would begrudge their companion that time of spiritual insight.

21. Play Room

The Jhesta Tu welcome the presence of children in their home, for they wish to always have a future for their order that is full of hope. The very young children who come here (either with their parents or as orphans) get to spend parts of each day in this chamber, under the supervision of mature mystics. The children are permitted to frolic and play as they see fit for part of the day, for the mystics believe that seeing the world through the wonder of a child's eyes can often allow adults to more fully appreciate the joy of the world.

The activities do still have some structure, for the children must also learn. They undertake crafts, listen to stories (always with a lesson to be gleaned), and practice meditation. They also learn how to balance, jump, tumble, and other fun activities that they will perfect as they grow older and indeed will carry with them through the rest of their lives.

22. Children's Sleeping Quarters

The children of the monastery who do not live with their parents in the family quarters (area 8) share rooms here. The very young sleep several to a room with an older mystic or two there to reassure, while the older children share semi-private quarters, two to a room. Except for size, these rooms have all the same furnishings that the adult rooms across the gorge do.

23. Library

The library is the Jhesta Tu mystics' window on the world. The monastery has an outstanding collection of books on a great variety of subjects. There are many books with illustrations, maps and diagrams that even the younger inhabitants can appreciate. Through books, the mystics are able to keep themselves educated on the machinations of the outside world, so that when they depart (whenever the world beyond calls to them and their skills), they are not ill-prepared to face it.

Everyone is encouraged to enjoy books at the library or to take them to their rooms for a time. There is no record-keeping of who has books or for how long; the whole place works on the honor system. Of course, there are always a few particularly absent-minded mystics, especially the more mature ones, who can be forgetful and keep books for many months, but no one minds; the mystics believe that a book becomes available for others to use when it is appropriate for it to do so.

24. Classroom

The children at the monastery who are old enough to begin learning in earnest (from about 5 years of age on) receive some of their lessons from within this hall. The teachers use many tomes from the library in their lessons, educating the future of the monastery patiently. The children learn reading, writing, basic arithmetic and oratory skills.

In addition to classical education, the children are also taught practical skills, which they are expected to learn in order to help contribute to the ongoing upkeep of the monastery. The teachers work with the children patiently, looking for each child's aptitude; when they discover where a youngster excels, they apprentice him or her to an older mystic to learn the craft more fully.

As they grow older, the children are allowed to attend classes with the older mystics across the gorge (at area 6).

25. Cistern

This is another large tank for catching and holding rainwater (see area 9, above). All of the run-off from the various roofs of the buildings on this side of the gorge is channeled into this stone container, which is open to the sky.

Bridge Adventure

This section of the bridge adventure is broken into two parts. The first deals with the characters' pursuit of understanding about Drebi'lar's intentions, while the second one works as a possible conclusion to the overall bridge adventure, stopping the gem sorcerer from realizing his scheme.

Part 1: Research

At some point shortly after the characters cross paths with Drebi'lar for the first time, but before they begin to truly understand that he is up to something nefarious, the characters can come to Walk of Clouds to learn more about the gem sorcerer's past. Since Drebi'lar spent his youth here, it is reasonable to expect that some insight can be gained by speaking with those who knew him.

Preparation

You must decide just how much you want the characters to learn here (based in part on what order you intend to run the other parts of the bridge adventure). Once you have determined the level of knowledge to be gleaned, you can arrange how you wish for them to gather it. Some of the older, more mature mystics at the monastery certainly remember Drebi'lar, and one or two of them might be able to shed some light on his personality, the kinds of knowledge he was interested in, what sorts of books he was reading, or even where some of his old things are still stored.

It's possible that the mystics are tight-lipped and unwilling to spill the beans about their former companion, even if he did exhibit very unbecoming behavior for a Jhesta Tu. On the other hand, if one or more of them could sense the pride and lack of Chi balance inside the future gem sorcerer while he was at the gorge, then they might be willing to open up quickly, if it means preventing catastrophe.

Getting Started

First, the characters must know to go to the monastery for answers of some type. In other sections of the bridge adventure, there are suggestions on when this can happen. Lady Dasselrond might urge the characters to visit the Jhesta Tu, or King Eltiraaz. A captured subordinate of Drebilar's might let slip that the gem sorcerer originally hailed from the Mountains of Fire.

Getting the characters to the monastery is the next step, and it's not an easy one. The sense of urgency must be pretty strong for them to journey all the way down from Honce-the-Bear (from very far north, if they've been at the Barbacan or Andur'Blough Inninness), past the Belt-and-Buckle Mountains, and through To-gai. Most likely, you have set things up so that they have just passed through the Path of Starless Night, but it's possible that they have arrived from another direction (they could have hopped a ship from St.-Mere-Abelle and sailed down to the south and marched inland from the coast).

Investigating

Once the characters arrive, they can engage in small talk with the mystics concerning the gem sorcerer's personality those years ago, but the real information to be found revolves around his scheme. Whether they gain the insight from his notes or from the remembrances of the other mystics, the PCs discover that Drebi'lar read about an ancient vessel that could be used to capture a demon spirit. He began to believe that, with the proper rituals, this vessel could be attuned and strengthened enough to capture a Demon Dactyl.

Drebi'lar had only half an idea of how he could do the modifications to the vessel when he departed the Walk of Clouds. He clearly planned to put the rest of the pieces together along the way. He certainly hoped that the book of sorcery he needed would further guide him in his endeavor, and he was confident he would find it in a library somewhere else. His notes mention some of the other things he will need, though in a couple of instances, they are frustratingly vague (for example, a "bane to the Demon Dactyl," rather than Dinoniel's sword, and "an alchemical binding agent," rather than "the Tylwyn Doc's zombie elixir.")

If the characters have already crossed paths with Drebi'lar or some of his minions in previous episodes of the bridge adventure, then they may be able to put two and two together and figure out what he finally settled upon for his different ingredients. If not, then they may begin to figure out what the gem sorcerer is after before the different bridge adventure plots reveal such to them.

From here, the characters' options are wide open.

Part 2: Final Confrontation

If and when Drebi'lar has managed to collect all of the different items he needs to complete his alterations of the Demonheart, he returns to the Walk of Clouds to perform the rituals. The characters (hopefully) will be trying to stop him.

Preparation

This part of the adventure should come last, and only after Drebi'lar has gotten (and held on to) the different ingredients he needs to perform the alterations to the Demonheart. So long as the characters have prevented the gem sorcerer from gaining even one item, he will not attempt to complete his scheme. Instead, he will be devoting all of his efforts and resources to stealing the missing items back.

Getting Started

Once he has everything he needs, Drebi'lar races to the Walk of Clouds. The final stage of his great scheme is at hand. Drebi'lar believes that his greatest chance of success lies in familiar surroundings, where he can more easily focus his concentration. Where better than the place where he mastered the art of concentration in to begin with?

The characters may or may not be aware of his destination, but they certainly should know by this time what he's attempting to do. They're hot on his tail, and the tension should be high; will they reach him in time?

Arriving and Setting Up

Drebi'lar reaches the Walk of Clouds first and goes to find a suitable spot to begin, while his minions remain behind to slow and even stop (if possible) the characters as they pursue. The best place to defend the monastery from attack is, of course, at the top of the five thousand steps, but the gem sorcerer realizes this will draw too much attention from the mystics too soon; he doesn't need them getting into the middle of everything until it's too late for them to do anything about it.

Thus, the subordinates' first line of defense is on the gorge floor, beneath the Bridge of Winds, with the canyon walls to guard their flanks. If the characters manage to break through that, then more of Drebi'lar's cronies will be positioned at various spots along the five thousand steps, one to three per spot, to make it difficult to climb quickly.

In the meantime, Drebi'lar himself needs a place of quiet, where he isn't likely to be disturbed while he performs his rituals. He chooses the quiet meditation garden for this, knowing that, during the day, the chances of some mystic intruding when the place is obviously occupied is next to nil. He moves inside, shuts and bars the door, puts the last couple of underlings by the door to stop interlopers from getting to him, and begins.

The Rituals

The first part of the rituals, which is the alteration of the Demonheart, is not in and of itself a real threat, as the gem sorcerer is simply manipulating a magical artifact for a slightly different use. It takes Drebi'lar several hours to complete this (the magicks involved are taxing). Thus, the characters have time on their side—at least initially. Of course, you can choose to just go with dramatic tension and assume that the first ritual takes only as long as is necessary to put Drebi'lar dangerously close to completing the second ritual just as the characters are trying to batter down the door of the garden and stop him.

The second ritual is the one that must be prevented, for Drebi'lar is going to attempt to bring forth a Demon Dactyl and capture it within the altered Demonheart. For this, the gem sorcerer draws once again on the book of sorcery that he stole from the St.-Mere-Abelle library, inscribing the symbols he needs (just like those Father Abbot Markwart used in the novel *The Demon Spirit*) into the ground. Then he begins his final magical process, gems in hand.

Stopping Drebi'lar

Drebi'lar is a dangerous foe, and one that might be too powerful for the characters to defeat by themselves. However, to avoid having NPCs do the dirty work for them and stealing their thunder in the final hour, you can assume Drebi'lar is in a weakened state from all of his magical exertions. His magic points are practically drained, and he is fatigued. Of course, the PCs must first get past the last of the gem sorcerer's defenses, namely a pair of his most trusted subordinates.

The final fight to break through to the garden and reach Drebi'lar should be tense and feel on the edge. When the characters discover him, Drebi'lar is sitting before the summoning symbol chanting, and there is a strange, sickly swirl of color in the air around him and within the symbol. The Demonheart is in the middle of the

symbol, unstoppered at the moment. He's gotten it started, and now all he needs to do is wait and watch.

It's going to be close.

All the characters need to do is get someone past the two guards at the door and disrupt the ceremony. But Drebi'lar knows this, so he will use whatever power he has left to keep the PCs at bay until the ritual is complete. It's ultimately up to you how much longer the ritual has to go until completion, but a good measure of time to make it close should be about four or five rounds. Drebi'lar's goons can stop the characters for the first round or two, and the gem sorcerer himself can defeat the first couple of attempts to ruin the ritual.

It won't take much to disrupt the ceremony: knocking over the Demonheart with something like an arrow or a thrown weapon, scuffing at the symbol in the dirt with a boot, or the best and most heroic act of all, jumping into the middle of the sickly glowing light that's rising up all around the vessel. If a character does this, he becomes trapped in the Demonheart instead of the dactyl, and the whole summoning ceremony is cancelled.

Naturally, if Drebi'lar is still standing when someone manages to ruin his scheme, he's going to more than just a little upset. He will throw whatever he's got left in the way of gem magic at whoever did it (if they're still within range—otherwise at the next closest character), hoping to drive them back enough that he can make a run for it. If the characters think everything is over just because they interrupted the ritual, remind them (through Drebi'lar himself in in-game dialog, if necessary) that he can easily start over again if he is able to gather up the vessel and escape.

The Mystics

The Jhesta Tu seem uncertain about what's going on. They are reluctant to allow a battle to take place inside their sacred home, but at the same time, they are uncertain which side is the most worthy cause to support. This is because you don't want the mystics to be in the middle of everything, doing the characters' jobs for them. After all the chasing and thwarting they've gone through, it would be a shame to allow the Jhesta Tu to steal the PCs' moment of glory right at the end.

However, it might very well be the case that Drebi'lar is just too powerful for the characters to stop on their own. He is a powerful monk and gem sorcerer, and if the characters are just not advanced enough to hurt him, they really have little hope of defeating him unaided. In such a case, one or two of the mystics (those who helped the characters during their visit in Part 1, if possible) come to the aid of the characters. If you're going to beef up their ranks in this way, though, don't make the mystic face Drebi'lar one on one; find a balance of power that still makes it a tense fight with no clear-cut victor. In most cases, one more body, perhaps only a level or two higher than that of the characters, is sufficient to turn the tide.

After the fight is concluded, the Jhesta Tu will eventually come to understand what just happened and congratulate the PCs on their quick thinking and quicker reactions. If Drebi'lar is still alive, the mystics take him away, promising to deal with him appropriately. They want to try to rehabilitate him, for he always showed sparks of understanding the way of the Jhesta Tu, even if he never quite had the patience for it.

Wrapping Up

The Jhesta Tu welcome the characters to stay with them for as long as they need to recover. Those who are able will be expected to earn their keep, of course, but those who need it are offered all the rest and healing they desire. The mystics are more than happy to share their ways with anyone who is interested in studying with them. (This will allow any players who desire it to add levels of monk to their characters.)

The Demonheart is locked away in a very safe place. It can't be easily destroyed, for it is an artifact of formidable power, but it can be hidden from others who would use it for the kinds of nefarious purposes Drebi'lar had in mind. If a character sacrificed herself by leaping into the effect of the vessel's magic, then the PCs must figure out how to free her (a command word does the trick, but Drebi'lar is the only one who knows it, and he's not talking).

Once the characters are ready to depart the Walk of Clouds, they may wish to let others know the outcome of the whole escapade. If King Eltiraaz or Lady Dasselrond charged the characters with stopping the gem sorcerer, they will certainly want to hear an update. The Touel'alfar will still want Terranen Dinoniel's sword, and the brothers at St.-Mere-Abelle will feel much better when they get their sorcerous book returned to them. The PCs might also still owe Agradeleous a story or two. The characters still have some journeying to do before they are truly finished with this adventure.

CREATURE SUMMARIES

Some encounters in this book deal with various creatures that are detailed in other DemonWars sources. For ease of reference, we have included condensed treatments of four of the most significant of those creature types on the next two pages, updated to reflect version 3.5 of the core rules.

Giant, Coronan (Fomorian)

Huge Giant
Hit Dice: 15d8+60 (127 hp)
Initiative: -1 (Dex)
Speed: 40 ft. (8 squares)
Armor Class: 17 (-2 size, -1 Dex, +10 natural), touch 7, flat-footed 17
Base Attack/Grapple: +11/+26
Attack: Huge club +16 (2d6+10) melee or rock +9 (2d6+7) ranged
Full Attack: Huge club +16/+11/+6 (2d6+10) melee or rock +9/+4/-1 (2d6+7) ranged
Space/Reach: 15 ft./15 ft.
Special Attacks: Rock throwing
Special Qualities: Rock catching
Saves: Fort +12, Ref +4, Will +4
Abilities: Str 25, Dex 9, Con 19, Int 6, Wis 8, Cha 6
Skills: Climb +14, Hide –6, Jump +15
Feats: Cleave, Great Cleave, Power Attack
Environment: Any hill, mountains, and underground
Organization: Solitary, gang (2-5), band (6-9), raiding party (6-9 plus goblins)
Challenge Rating: 10
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +4

The creature is at least 15 feet high and very bulky, weighing more than 3,000 pounds. Its brutish savagery is evident in the primitive club it carries and the crude skins it wears, not to mention the bloody goblin carcass it gnaws upon, tearing the raw meat from the bone with its strong, yellow teeth.

Combat

Fomorian giants prefer to smash anything and everything they can see with their huge clubs, although they also find great sport in throwing very large rocks at things. Occasionally, a giant will be smart enough or lucky enough to find a huge sword of some sort, and it will use that weapon to justify its position of leader.

Rock Throwing (Ex): Fomorian giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. They can throw rocks weighting up to 75 pounds 5 range increments of 100 feet each.

Rock Catching (Ex): Fomorian giants can catch rocks (or similar projectiles) hurled at them. Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium rock, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be aware of and ready for the attack.



Goblin, Frost

Small Humanoid (Cold, Goblinoid)
Hit Dice: 2d8+4 (13 hp)
Initiative: +1
Speed: 20 ft. in hide armor (4 squares); base speed 30 ft. (6 squares)
Armor Class: 16 (+1 size, +1 Dex, +3 hide armor, +1 light shield), touch 12, flat-footed 15
Base Attack/Grapple: +1/-3
Attack: Spear +3 melee (1d6+1) or spear +3 ranged (1d6+1)
Full Attack: Spear +3 melee (1d6+1) or spear +3 ranged (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Immunity to cold, vulnerability to fire
Saves: Fort +5, Ref +1, Will –1
Abilities: Str 12, Dex 13, Con 15, Int 10, Wis 9, Cha 7
Skills: Hide +7*, Listen +2, Move Silently +6, Ride +5, Spot +2
Feats: Alertness
Environment: Any cold
Organization: Gang (4-9), band (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24 with dire wolf mounts), or tribe (40-400 plus 100% noncombatants plus 1 3rd level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24 dire wolves and 2-4 winter wolves)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +1

The short, squat humanoid has a flat face and a broad nose. Sharp-pointed ears and even sharper fangs give the humanoid a demented look. Its skin is a mottled blue-gray, while its eyes are almost solid white. Shaggy gray hair hangs in a wild main about its shoulders and face.

Combat

Goblins have one true advantage that they exploit: They are very prolific, moreso than almost any other humanoid race. They use this to their advantage, preferring overwhelming odds to bring down any foe they come across. While they are not brilliant strategists, they are tenacious



and will follow orders given to them, although they will typically execute the orders to the letter; creative thinking is not their strong point.

Skills: Frost goblins receive a +4 racial bonus on Move Silently and Ride checks. Frost goblin cavalry (mounted on dire wolves or winter wolves) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

*In snow or icy areas, frost goblins receive a +5 racial bonus to hide checks.

Challenge Rating: Goblins with levels in NPC classes have a CR equal to their character level –2.

Powrie

Medium Humanoid
Hit Dice: 2d8+10 (19 hp)
Initiative: +0
Speed: 30 ft. (6 squares), swim 15 ft. (3 squares)
Armor Class: 16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple: +3/+5
Attack: Short sword or shortspear +5 melee (1d6+2) or heavy flail +5 melee (1d10+2) or light crossbow +0 ranged (1d8)
Full Attack: Short sword or shortspear +5 melee (1d6+2) or heavy flail +5 melee (1d10+2) or light crossbow +0 ranged (1d8)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Powrie traits
Saves: Fort +5, Ref +3, Will +0
Abilities: Str 15, Dex 10, Con 20, Int 10, Wis 10, Cha 6
Skills: Climb +4, Intimidate +2, Swim +4
Feats: Endurance
Environment: Any cold
Organization: Team (2-4) or squad (11-20 plus 2 3rd-level leaders)
Challenge Rating: 2
Treasure: Standard
Alignment: Always lawful evil
Advancement: By character class
Level Adjustment: +0

The dwarfish creature is short and stocky, though with spindly limbs. Its nasty disposition is evident in the evil leer plastered on its oversized facial features, and in the harsh, guttural sound of its speech. The creature looks tough as boot leather, heavily muscular in spots and bony in others. On its head is perched a red beret, stained with the blood of its many victims.

Combat

Powries love nothing more than to charge into battle at the first sign of any enemies, whirling their weapons overhead and yelling in delight. If possible, a powrie will bull rush an opponent, attempting to knock him down or slam him into a tree or wall. Although some of them do carry crossbows, these are not the favored weapons of the Coronan dwarves, for they do not have the patience to stand back and fire missiles at their enemies.

Powries are incredibly difficult to injure, due to their amazingly tough hides and stocky statures. Their dense bone structure makes bludgeoning weapons nearly ineffectual; in fact, most normal weapon blows bounce right off them, barely nicking their skin.

Powrie Traits: Damage reduction 5/+1; +2 racial bonus on saves against gem magic; +2 racial bonus on Fortitude saves against all poisons.





Touel'alfar

Medium Fey
Hit Dice: 2d6 (11 hp)
Initiative: +4 (Dex)
Speed: 30 ft. (6 squares)
Armor Class: 19 (+4 Dex, +4 evasive flying, +1 *bi'nelle dasada*), touch 19, flat-footed 10
Base Attack/Grapple: +1/+0
Attack: Longsword +1 melee (1d8/19-20), or longbow +4 ranged (1d8/x3)
Full Attack: Longsword +1 melee (1d8/19-20), or longbow +4 ranged (1d8/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: *Bi'nelle dasada* +1*
Special Qualities: Elven traits, leap of the clouds, slow fall
Saves: Fort +0, Ref +6, Will +6
Abilities: Str 10, Dex 19, Con 10, Int 15, Wis 16, Cha 14
Skills: Balance +8, Hide +12, Jump, Knowledge (nature) +7, Listen +8, Move Silently +11, Search +10, Spot +8, Survival +7
Feats: Alertness, Hover, Martial Weapon Proficiency (longsword), Point Blank Shot
Environment: *Andur'Blough Inninness* ("The Valley of Mists")
Organization: Company (2-4) or squad (11-20)
Challenge Rating: 1
Treasure: Standard, double goods
Alignment: Usually lawful good
Advancement: By character class
Level Adjustment: +1

Hovering on a pair of gossamer wings, the creature otherwise seems much like a beautiful young human, with gorgeous golden eyes and hair, and a clear, sweet voice. It moves with an easy, unconscious grace that reveals its harmony with the natural world.

Combat

Touel'alfar are masters of *bi'nelle dasada*, "the sword dance" in their own language, and are unmatched in its use. *Bi'nelle dasada* can be performed only by a character who wears no armor. It allows the character to add his skill bonus to his AC as well as to his choice of either attack or damage roll with a sword. (See "The Touel'alfar Woodsman" character class in *R. A. Salvatore's DemonWars: Campaign Setting* book for more details.)

Leap of the Clouds: A *Touel'alfar's* maximum jumping distance (vertical or horizontal) is not limited according to his height. (See the Jump skill in the core rules.)

Slow Fall: A *Touel'alfar* takes damage as if a fall were 50 feet shorter than it actually is. He can use a nearby wall, tree, or other object to slow his descent and fall any distance without harm.

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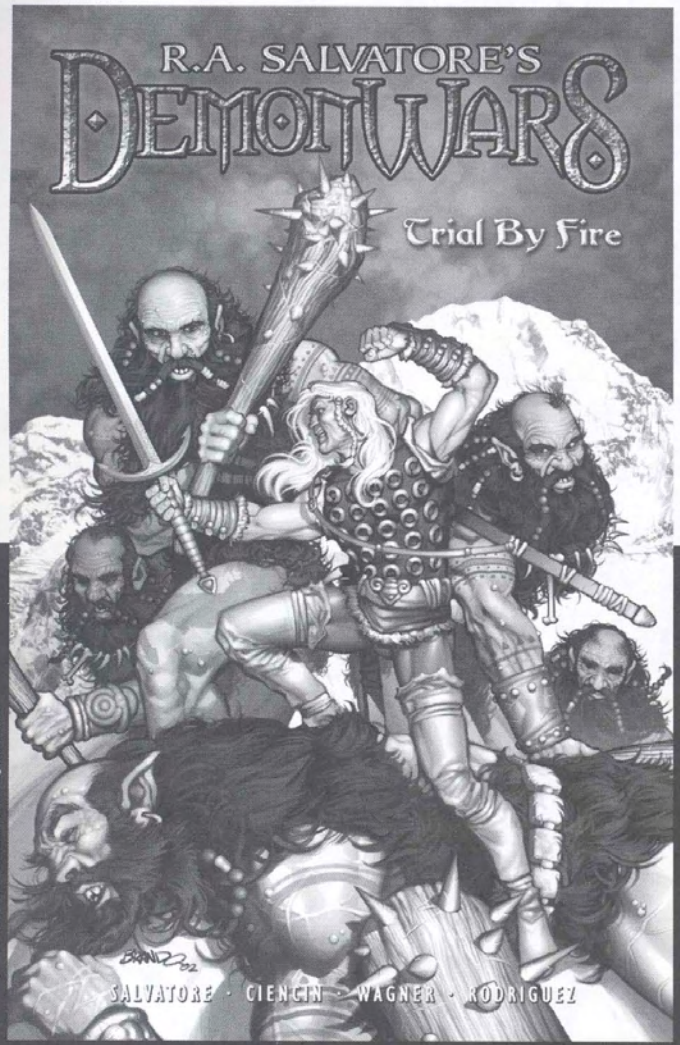
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The DemonWars Saga™ is brought to you by R.A. Salvatore. Friend and collaborator, Thomas M. Reid, author of *Insurrection*, book 2 in *Forgotten Realms: R.A. Salvatore's War of the Spider Queen* series, crafted this guide to Corona's most important places.

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FAF 2702
MSRP $24.99 US
ISBN: 1-932201-53-X

R.A. SALVATORE'S DEMONWARS ENCHANTED LOCATIONS Requires the use of the Dungeons & Dragons Player's Handbook®, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.

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