



DUNGEONS AND DRAGONS

**GREYHAWK**

# Lord Velor's Prison

FALL 2021

BY BRIAN SMITH



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## World Of Greyhawk

### BONE MARCH CAMPAIGN

### LORD VELORS PRISON

BY BRIAN SMITH

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## PREPARING FOR THE EXPEDITION

This adventure is part three of a series of linked Campaigns set in the Bone March region of Oerth in CY610. This module details the demi-plane of Azal'Lan, its inhabitants, and adventure hooks.

This adventure is designed for a party of 4-6 characters of levels 6-10. The party should have a total of 30-55 levels (45 is best). The party should have at least one magic-user and one cleric. You may wish to adjust the strength of monsters and encounters based on the abilities of the party. Be impartial and fair, but give the characters the benefit of the doubt in extremely dangerous situations. However, if the players insist on taking big risks, they must be willing to pay the price.

### INTRODUCTION

## THE ADVENTURE

### DAYTIME ENCOUNTER TABLE

[Gazateer page 12]

### NIGHTTIME ENCOUNTER TABLE

The demi-plane of Azal'Lan's tower is a small realm trapped between Oerth, Avernus (1st of the Hells), and Domain of Dread created when Azal'Lan and his retainers was taken by the Mists into the Domain of Dread. The land therefore touches three planes simultaneously with denizens of all present at various times. Physically the realm reflects the architecture and populace of the region around Azal'Lan's tower located in the NW edge of the Adri Forrest in CY. The original inhabitants and their descendants are cursed and cannot leave the demi-plane. Outsides may enter and leave via the roads though some become trapped and suffer the same fate as those taken here originally. Within Azal'Lan's tower are various magical items of great power along with two Dwarven Artifacts taken from the Dargon and Logeth clan holds in part 1 & 2.

### THE CURSE

The curse affects all those who enter the realm and attempt to steal any items within the tower, or engage in fatal combat with any cursed inhabitants. Visitors to the realm such as traders or commoners passing through can otherwise come and go. However the nature of the lands makes it unlikely

that visitors will remain unmolested for long, often with fatal results for the visitor. Those cursed may not physically leave the realm (except by use of a Gate or Plane Shift spell), and once dead their souls remain trapped here. As a result the number of undead have slowly been increasing, while those of the living have dwindled as few new people settle in the area and fear keeps the birthrate low.

### REALMS ORIGIN

After Azal'Lan disappeared and Lord Velor invaded, many of the realms occupants tried to flee but the surrounding mists kill all those who attempt to leave. For cursed occupants the only safe way in or out is by passing through the druid stones scattered about the land or use of a Plane Shift or Gate spell. The druids of the Adri erected standing stones around the lands to ward off travelers. Those who choose to pass may simply follow the old roads through the present day lands of Oerth where dark and overgrown ruins stand in the place of the villages sucked into the demi-plane when Azal'Lan disappeared. Other times the mists rise and swirl taking the hapless travelers the demi-plane their to live out the remainder of their often short and brutally ended lives. Over the centuries many creatures have thus entered and become trapped but a few brave (or reckless) souls entered in search of the magical riches contained in Azal'Lan's tower.

The former are mostly Oredian commoners along with a few elves and dwarves who's wanderings or mining take them unwittingly past the magical barriers on the main roads. The latter are composed of a few adventurers who settled in the small villages or rural areas now just trying to survive. One adventurer is not as he seems nor did he go quietly into hiding but rather he boldly waged a campaign of terror. Lord Velor once a Knight Protector of the Great Kingdom was instructed to find and kill Azal'Lan by Ivid after he defied his rule by declaring Knurl and the surrounding lands his fiefdom. To ensure his loyalty Ivid turned Velor into a Knight of Doom or Fiend Knights ordering him to bring Azal'Lan's head back on a pike or die trying.

Velor returned to his castle, gathered his cleric Dorjen, battle mage Grenvar and set forth to Azal'Lan's realm in the Adri Forrest with a small company of 50 heavy Calvary troops, Velor and his forces boldly entered by the east road and once enshrouded in the mists lost their way and became trapped like so many before them. Unable to return to Oerth they waged a short but brutal war on the local populace for control of the lands.



## VELORS CONQUEST

The woodsmen of Lomath, Fellspar, and Verdumore were the first to die. Sorgen held out longer because of its wooden palisade and the Abbot from Sorgen abbey aided in their defense. It wasn't long though before all were under Velors control. The abbot of Sorgen was driven mad by the infernal energies of Velor and the town capitulated immediately thereafter. The northern villages of Harford and Gattford were never fully conquered as Velor turned his focus south to deal with Brigoram and Demoray. Velors troops were lured into a battle near Brigoram marsh and many were killed as their mounts sunk into the muck. The survivors pushed on west to Demoray outside the keep of Azal'Lan.

### BATTLE OF DEMORAY FIELDS

Azal'lans henchmen still in the tower sallied forth and fought a pitched battle on the plains of Demoray. Velors forces routed the local units and marched on Azal'Lans tower. As they entered the keep Azal'Lans tower itself reportedly attacked Velor and his forces. A magical battle ensued that lasted for days leaving much of the tower and surrounding area in ruins. In the end only Velor and Grenvar survived, the towers wards proving impassable to even their combined power.. They took up residence in the courtyard complex where they remain to this day still attempting to find a way past the door.

Some of Velors troops decried the butchery and tried to leave, those that entered the mist returned as the first undead. Many but not all of those that fell from both sides in the conflict also came back as undead. Velor asserted his power to control undead over them and they remain his loyal if unwilling servants to this day.

Velor seeks access to Azal'Lans tower and the artifacts it contains to complete his quest and free him the bonds Ivid placed upon him. With the task complete he can die with honor and finally end his miserable existence.

## DEMI PLANE CHARACTERISTICS

**Environment:** The realm is constantly shrouded in mists and always overcast (Plane of the Dread Lands influences). Vegetation grows and the land experiences something like seasons though it always seems like the sun never quite comes out. All the colors are muted and have a grayish or sepia tone tint to them. Smells seem old, moldy, and hard to distinguish. (Plane of Avernus influence)

**Finite Size:** Around the perimeter of the area marked by the Druid stones, the plane of Dread Lands and Oerth both bleed into the demi-plane. The effects of both of these planes are detailed below.

Normal Gravity

**Partial Timelessness:** Hunger, thirst and aging do occur but slowly (@10 to 1). However, once PCs leave this plane, these conditions resume, but not retroactively. Healing occurs slowly due to the powerful influence of the Dread Lands. This plane is NOT timeless when it comes to magic, or rest time needed to recover spells. Time does pass in the outside world compared to the dimension's perceptions.

**Impeded Magic:** Spells of 4th level and below are generally unhindered and go unnoticed. 5th level spells and above have a 20% chance of drawing the attention of a passing demon, or devil. Velor or Grenvar will notice any such spell casting and depending on the nature may take action or allow it to proceed.

Such spells require a spellcraft check (DC 15 + the level of the spell) to cast successfully.

Light spells have their ranges and areas effectively halved if successfully cast.

Clerics of good aligned deities cannot cast augury or commune.

Gate or Plane Shift spells (banishment) may work but only on a spellcraft check (DC 15 + the level of the spell) to cast successfully. Only artifacts tied to this plane or the standing stones can be used to move between the Dread Lands, Oerth and Hell without peril.

## PLACES OF NOTE

### ADRI FORREST

#### BRIGORAM

The ruins of a small thorp sits at the edge of a bog. Nothing remains but rotted timbers which now serve as roosts for various black birds

#### DEMORAY

Burnt out and overgrown buildings are all the remain of the former farming and woodsmens village of Demoray.

#### DEMORY BATTLEFIELD

A gently sloping series of hills covered with prairie grass standing 3-5' tall obscures the carnage of a massacre. A few sheep and game can be found grazing in this wide expanse along with bits of mostly buried bone and rusted armor. 75% chance of encountering an undead here after dark.

#### FELLSPAR

A rustic hamlet of woodsmen sits back in a small clearing. The hamlet is surrounded by a simple wooden fence with a single gate at which a solitary youth stands watch.

#### GATFORD

A small rustic hamlet sits besides a great peat bog, sheep and goats scurry about small mud and wooden homes. The air is heavy with the smell of wet earth. A run down coach house serves as a smithy, mill, and inn.

#### HARFORD

A massive three story fortified manor house stands in the center of a wood and mud walled collection of row houses and small gardens.

#### LOMATH

The ruins of a small thorp stand among the grasses and trees.

#### MUCKRAKER COACH HOUSE

A solitary coach house stands at the junction of the roads to Gatford to the North and Hartford to the East. A few outbuildings across the gravel road house the few shepherds and woodsmen who still work the lands near here.

#### SORGEN

The largest inhabited settlement standing in the realm. Nearly 25% of its buildings are in disrepair

and or abandoned. The population distrusts strangers, and many are starving as the recent spate of attacks keeps most inside the walls leaving the fields to go fallow.

#### VERDUNMORE

The ruins of a small thorp stand among the grasses and trees.

#### TOWER OF AZAL'LAN

(AKA the Mysterious Tower) Clearly visible above the plain and nearby Adri Forrest the great Wizards Tower of Azal'Lan stands its lonely watch. The tower is built upon an outcropping of rock that juts defiantly from what was once a small hill now surrounded by a stoutly built stone wall enclosing a small group of outbuildings.

#### WAILING WINDS (CAVE COMPLEX)

A haunted series of caves one of which conceals a hidden entrance leading to a small and reclusive delve of hill dwarves decking out a meager existence.

## PROMINENT PERSONALITIES

### LORD VELOR

Over the centuries since his removal from the Prime Material Plane, Ivids control over Velor has weakened and essentially ceased allowing Velor to recover much of his independence. Ivid can still direct his will but only at great effort which leaves him fatigued and therefore Velor has not been troubled for many decades

Since being trapped on the demi-plane Velor has learned Azal'Lan is on a different but intersecting plane - that of the Domain of Dread. Reportedly within Azal'Lans tower is an artifact that will allow Velor to open a Gate to leave the demi-plane prison. He is alternately torn between his knightly oath to serve Ivid and honor his quest to kill Azal'Lan or escape the realm and return to Oerth to pursue Azal'Lan by other means.

**Description:** A once ruggedly handsome face is now gaunt with age, his red eyes flicker oddly, a heavy burgundy cloak drapes over ancient golden banded mail that conceal a faded crest emblazoned upon it. (Bolters - Medium Horse Regiment) He seemingly radiates power that alternately washes over you like a wave of warm water followed by a sense of deep malaise.

### VELORS GOALS

Velor will attempt to use the party to gain entry to the tower.

Velor will send minions to attack to gauge their strength and if he believes they can breach the defenses he will let them alone in the hopes they can open the tower for him.

Velor will attack the party directly only if they seriously begin to threaten control of his realm.

Velor will negotiate with the party if he thinks he can turn their actions to his benefit. He will attempt to gain the artifacts by trading other items or information of value. He has no interest in anything else.

[https://ghwiki.greyparticle.com/index.php/Knights\\_of\\_Doom](https://ghwiki.greyparticle.com/index.php/Knights_of_Doom)

## GRENNVAR

**Description:** A sickly green robed human, be-decked in vials and wizards implements his hollow eye sockets hide small coal like pupils, almost translucent flesh barely seems to cover his bones.



## PROMINENT LOCATIONS

### DEMORAY

Demoray was the closest settlement to Aza'Lans keep and final stopping off point for visitors and merchants. Never much more than a small village it had a decent coach house and locally popular facilities to service both the residents and weary travelers. While Aza'Lan lived in the tower the residents prospered in so much as peasants can when so close to their overlord. After his disappearance and subsequent sacking by Velor the town rapidly declined in population. It's now almost entirely an overgrown ruin with only a few residents living in the village the remainder are woodsmen and shepherds scratching out a meager living.

**Demoray:** Before you stands the ruins of Demoray village, a temple, coach house, watermill, manor, and various smaller buildings stand out above the encroaching prairie grass. Two small watch towers and a half completed earthen embankment line the western side of a meandering creek that widens into a lily covered mill pond. Tendrils of smoke claw their way skyward from a few scattered buildings otherwise the majority of the village appears to be deserted.

**Watermill:** The watermill is a large building of timber with a lower course of stone. It operates from a small head of water built up in the dammed millpond behind it.

The water still flows through the wheel and the millstone is serviceable. A few of the residents have made attempts to use it without success. The millpond water is brackish but drinkable.

**Coach House:** The coach house is surrounded by a well built stone wall that has been breached in multiple locations. The roof is missing as is most of the building which appears to have burst outward leaving dangerous looking rubble everywhere near the compound.

The coach house was the last refuge of the towns defenders and suffered Velor and Grenvars terrible

wrath in the form of magical acid and fire. All the occupants were killed.

A DC 15 investigation check will reveal an entrance to the cellars is buried under rubble. The cellars are still intact and hold good wines in 20 or more barrels worth 1500GP if all of them are removed. A combined strength of 40 more will be required to lift the debris and clear a path to the cellar.

Entering the ruins has a 25% chance of causing a collapse per turn spent in the rubble causing 2-D10 crush damage as debris falls on the party. Deliberately disturbing the ruins increases this to a 40% chance unless the party takes precautions to shore up the rubble.

**Garrison House:** The garrison house is a semi-fortified building of stone, situated next to the temple near the center of town. The building is square with iron bars over the windows, a steeply gabled roof, a slouch iron bound door, and while mostly overgrown with thick ivy appears to have been recently repaired.

Before Velors assault it housed a few men-at-arms, a kitchen, workshop, and armory, with sufficient equipment not only for the men of the garrison but also for the levy of townsmen who might be called upon to defend the area. A few of the local woodsmen have made repairs the building and use it as a shelter and storage area for their game/hides. There is a 30% chance it is occupied by 1-3 woodsmen passing through.

**Manor:** A two story stone and wooden manor house with three gabled windows and a fine covered porch stands behind a small stone archway covered in ornate carvings secures the entrance to the grounds. Sheep graze on the property and unlike elsewhere in town the grass here is only a few inches tall leaving a clear view of the grounds. A barn stands behind the manor while as pasture lies to the east. A 8' tall wrought iron fence is twisted in multiple places as though some large creature violently passed through it surrounds the property. The gate is shut, but the padlock hangs open. A barely perceptible column of smoke along with a beckoning smell of something being freshly cooked is faintly detectable.

The manor house now suffices as the local inn and meeting place. Most of the towns remaining residents frequent this place daily and 3-12 can be found here at all times. The tavern keeper is a decent goodwife who goes by the name Mina. Payment is usually in barter as coin is scarce. The food is of

excellent value and heartily served. Mutton is plentiful as is small game and root plants. Meade and spruce beer are served, there is no hard liquor.

There are four rooms upstairs, one is Mina's, the other three are used as storage but can be rented out.

### MINA THE TAVERN KEEPER

*"Mutton and mead - aye it's a king's feast"*

Medium human, LN

A human woman, stoutly built, with ruddy cheeks, and a motherly if somewhat stern demeanor. She wears a greasy apron and heavy iron key ring is tied about her waist.

**For the Perceptive or Medically Trained:** She hums and talks to someone constantly at a volume level that's barely perceptible.

**Backstory:** Mina and her husband were farmers until she saw her husband dragged off into the grass while walking back to their home by a dark shadowy figure. She back ran to town and seeing the "fortifications" (fence) hastily took up residence here and is afraid to leave the property. She tends sheep to keep the grass low and for food.

**Secret or Obstacle:** She's sings and talks to her dead husband as she's going mad.

**Temple of Hextor:** A foul air hangs about this building. Its stone walls are neatly set with a series of capstones running around the top decorated with carvings of humans battling all manner of humanoids. The two bronzed entrance doors seem to have been blasted open as they now totter on their hinges. Many of the the stained glass windows are broken and thick ivy vines weave in and out like snakes giving the appearance the building is being pulled down into the ground against its will. Next to the temple is a low stone wall enclosing a dozen or more crypts also covered with ivy their doors and covers open to elements.

The temple is abandoned but not empty. The insides have long been ransacked but those that died here remain its guardians. There are five mummies amongst the crypts that will attack if their graves are disturbed. The mummy will attempt to drag the individual into the crypt with them and shut the stone sarcophagus. All attackers are at disadvantage due to the close quarters. The individual can attempt to open the crypt and exit on a strength save.

The temple is used by Yulanni a priestess of Osybus in human form as a waypoint between her masters on the Realm of Dread who keep a watch on Velor. There is a 25% chance she may be in the temple if the characters enter at night. She will attempt to pass herself off as an adventuring cleric who came here with her two henchmen (Ord the fighter and Nuck the wizard) seeking relics to sell in Greyhawk. They were attacked by undead and separated on the plains so she came back here in the hopes of finding them.

There is a secret door under the alter that holds Yulanni's possessions.

Deathlock mastermind at the tower

## DEMORAY FIELDS

### CORMACAR THE RANGER

Cormacar is not a man of this realm, but originally hailed from the Gnarley Forrest. He is a doughty and helpful man, and a shrewed judge of character. His woodland skills have been adapted to bog life, and is always willing to lend a hand or join a party looking for adventure. He has short reddish hair. sparkling green-brown eyes, and a tanned skin; he dresses in earthy and dull green colors .

### GART'NAG

Gart'nag is a dark haired Oredian of noble stock from Spinecastle. He became a brigand after his family fell on hard times and became trapped as he stalked a caravan heading south into the realm. Alert and cunning, with an evil mind and a penchant for cruelty. Very handy with a knife and full of dirty tricks, he is also adept in all manner of traveling skills (e.g., boat, bogshoes, riding, etc.).

## FELSPAR

### HALDAN

Ferret-faced little man with a goatee; pathological liar, will sell out anyone for three GP or strong drink. Drinks too much. Obviously uncouth and of ill repute.

## GATFORD

Gatford is the realms last remaining "good" hamlet of any sizable population. Its citizens are mostly poor farmers/shepherds and a few industrious souls who who live together for safety. They are the last outpost many ever see alive on the northern road in/out of the realm. The great Gatford bog to the

east is overrun with bugs, trolls, and other foul creatures who generally keep to themselves. A few adventurers have settled near here over the years and keep what watch they can over the area but like every other settlement Velor has placed spies to report on the daily comings/goings of anyone from outside the realm who passes through.

A small rustic hamlet sits beside a great peat bog, sheep and goats scurry about small mud and wooden homes. The air is heavy with the smell of wet earth. A run down coach house serves as a smithy, mill, and inn.

### SUSANNAH CLARE

Susannah is an acolyte of Pelor though she keeps her views to herself. She will assist in healing and caring for good aligned party members. She will not leave the town.

### SAUL THE BLACKSMITH

Saul is a burley man, with arms like iron bands, and a wry grin on his face. He is both the blacksmith and village spokesmen. Mostly works on horseshoes and plows, but can make swords, repair armor, etc.

### HARALD THE BUTCHER

A temperamental man who drinks a lot. Whenever encountered, make an unmodified reaction roll. Depending on the day, can range from actively belligerent too enthusiastically friendly.

### JAMISON THE FLETCHER

Makes bows and arrows of good quality. Also raises hunting falcons in a shed in the back of his house. Secretly a 6th-level assassin who uses druidically-trained falcons to convey secret messages to Velor. If uncovered in Sorgen (he makes periodic trips there) he does not exist here; if not yet caught, heroes cannot keep plans secret from the enemy.

## HARFORD

Harfords clean and presentable outward appearance hides a rotten core. Its most prominent citizens trade information about, and on occasion the very lives of visitors to slavers working for Lord Velor in exchange for “protection” from the realms even more evil denizens. The townsfolk are lawful but militant mindset and as such tend towards the evil side especially towards outsiders or those they perceive could threaten their security. They will treat the party with suspicion but not outright hostility unless provoked.

They town of Harford is a very neat, walled, and well kept village centered around a large three story Coach house. Its outer walls are stout wooden posts driven deep into the ground with the gaps filled with stone & mud. The interior streets are narrow 12-15’ or smaller and entirely lined by neat row houses, or small businesses.

### KEZIA THE HERBALIST

Kezia is an old woman with wide but sorrowful eyes. She knows all the healing and poisonous herbs int the realm and grows many of them in a small pot near her house. She only has 30% chance of having something the party needs in stock but 100% knowledge of where it can be found in the outlying area.

### HEFFIN THE MILNER AND FAMILY

Heffin is a distinguished looking middle aged, totally bald man with one arm and piercing green eyes. He is the town Milner and along with his three sons and wife run the mill, smithy, and coach house. He got his arm torn off in a mill accident.

His son Kaarl usually tends the bar in the Whispering Pines Coachhouse. Karrl seems good natured but is not good of heart. He keeps an eye out for “recruits” for the Red Company and isn’t above spiking a drink to ensure a long night of slumber results in the victim awaking to find themselves a prisoner bound for some future army not of their choosing.

### BAIRD THE TANNER

An immensely fat, bearded man with an incredible tolerance for drink. Normally found at the Whispering Pines Coachhouse, where he flirts outrageously with Racquel and Carlotta (who respond in kind), but is a happily and faithful married man.

### RACQUEL AND CARLOTTA

Two shepherds who also turn tricks at the Coachhouse. Their parents were killed some years ago by undead. They know the location of the “lost” druid stone in Harford Bog.

Whispering Pines Coach house: A well built and maintained three story coach house much of which is neatly finished stone. A small courtyard with covered stables and a deep fresh water well makes this an excellent spot to stop and rest. Smells of fresh cooking fill the air while music can be heard from inside.

The building forms the center of Harford and all the streets and buildings radiate out from it. The second story houses guests and is composed of eight comfortable rooms of variable size and a single large common room. Kaarl and his family live on the third floor.

Depending on when the party arrives the coach house may be occupied by members of the red Company who stop here to pick up any potential recruits identified by Kaarl.

At night Raquel and Carlotta often ply their trade here.

A wandering bard can usually be found here. He's a scout for the local thieves guild and his young son often helps out in the stables - when he's not napping. His son will try to signal any thieves in the party (thieves cant) to be mindful of not conducting any business in town, and be careful around the Red Company if they are present as they are slavers.

If the party spends the night at the coach house they have a 30% chance to hear something from the RUMOR table.

## MUCKRAKER COACH HOUSE

A solitary coach house stands at the junction of the roads to Gatford to the North and Hartford to the East. A few outbuildings across the gravel road to the north serve as a barn and residences for the few shepherds who still work the lands near here. Its walls are stoutly built to provide protection from all manner of naer-dor-well highwaymen. A iron bound gate wrought with ancient sigils of protection is the only entrance to the small stable and two story main building.

The coachhouse has a single sentry concealed in the second story of the house.. Unless the characters takes precautions to avoid being seen, Fruna will be aware of their approach.

The coachhouse is a two-story stone-walled building in good repair with a dozen or more windows shattered and barred. The entryway is tiled with mosaic floor. A roaring fire burns in the large fireplace but seemingly gives off little light or heat. Inside a collection of old faded tapestries hangs upon the walls both to keep out the draft and provide some color.

Accommodations consist of several large rooms with beds or the common room which takes up the

entire first floor. Fruna maintains a small room on the second floor.

The menu is typical roadside fare with a few delicacies thrown in.

Roasted Deer and Watercress, Tankard of Cider (11 cp)

Salted Lamprey and Parsnip, Tankard of Mead (10 cp)

Smoked Trout and Chestnut Bread, Tankard of Mead (9 cp)

Patrons:

A traveling dry goods. merchant and his two escorts are present.

**Dirinel:** Male Human Merchant, Good. Dirinel is fair in appearance, with red hair and hazel eyes. He wears plain clothing and riding boots. Dirinel seeks a company of adventurers to escort him to Sorgen.

**Hildo:** Male Halfling, Neutral. Hildo has short silver hair and soft amber eyes, and a thick beard. He wears modest garments and a sling of vials and potions.

**Nimrilye:** Female Human Soldier, Neutral. Nimrilye is tall, with curly white hair and large green eyes. She wears chain mail and wields a mace and shield. Nimrilye is a pack-rat, and carries a satchel of random junk.

## FRUNA THE INNKEEPER

Fruna is an aburn haired human female of indeterminate age wearing a leather apron. She moves constantly about the main floor, and by her constantly darting eyes towards the entrance appears to be expecting trouble to arrive at any moment.

## SORGEN

### CREDGEMORE THE ACOLYTE

Credgemore is an old and broken man both physically and mentally. The strain of dealing with the undead and loss of the towns children put him over the edge. He knows the Abbot is in league with Velor and has warded his house to keep from being abducted during the night. He may or may not (50% either way) be home during the day as he often wanders to the Druid Stones to wait for a sign of help from beyond.

### DIMITRI

Dimitri runs the Blue Stone Coachhouse. He is an honest man but deeply afraid of Lord Velor and what he might do the village if he assists collaborators. He knows his wife aspires to gain Velor's favor and suspects she is a spy for him. He will be gruff but cordial and attempt to shoo the party out of town as soon as possible.

### ILENA

Ilena is Dimitri's wife and runs the blue Stone Coachhouse. She is also an able and zealous spy for Lord Velor who keeps a lookout for new visitors.

### DORF HALLE

Dorf is a fit but older man and captain of the town militia. He owns the small but profitable brewery in Sorgen. He was an adventurer who got trapped here years ago and unable to return started a brewery to drown his despair. He may assist adventurers if they prove capable of defending themselves by providing shelter and information about the realm. If he believes they can escape the realm he may offer to go along if they agree to help free him.

### FORIN THE FIGHTER

Forin is another adventurer who got trapped here. He's old (80+) and now hard of hearing but still has a good memory. He knows about Velor's desire to recover the artifacts and return to Oerth. He has a map of the realm stashed in his home.

### KIRE THE TANNER/LEATHERWORKER

Kire is a young woman, stoutly built, with a keen mind for faces. She's an accomplished woodsman who makes a fair living trapping & tanning hides and creating leather goods.

### MORICK

Morick is a chiseled man, clothed in a mix of linen and leather armor carrying a halberd. Morick owns a small farm and manor just to the north of town.

**Backstory:** *He patrols the road between Sorgen and his farm/fields early every morning hoping to find some sign of his daughter Anna who was taken on the path to the fields each day.*

### OLD CRONE

The old crone runs the herbalist shop near the Field Gate. She is a member of the druids guild and besides running the only remaining herb shop, she tends animals and keeps an eye on the Abbey. She reports to Kezia in Hartford and uses crows to carry

her messages. (The crows are usually mistaken for those that spy for Velor) *A successful DC 20 Perception will reveal that crows seem to come and go from her shop.*

### RENCLIFF THE FERRYMEN

*"Dark days behind, darker days ahead"*

Medium human, CN

A human man, tall and seemingly aged before his time. He exudes a great sadness, but you can see fire in his eyes. He's wearing heavy linen clothing common to fishermen and there's a distinct smell of fish and sweat about him.

**For the Perceptive or Medically Trained:** His hands show the wear of hard labor and his eyes are always darting about.

**Backstory:** A FISHERMAN BY TRADE he took up work as a ferryman in better days.

**Wants & Needs:** To be reunited with his children

**Secret or Obstacle:** He blames himself for his children being kidnapped as he didn't take them with fishing the day they were abducted. He's become manic depressive and it's getting hard to get up out of bed to fish.

**Carrying:** 20sp

## FERRYMEN'S LODGE

### Rencliff the Ferryman

Rencliff operates a small ferryboat and fishing business. During the day there is a 25% chance he will be on the lake taking passengers across or 50% chance he's out fishing.

He lives alone since his wife died of grief after the children were abducted and taken to the abbey. He's taken to bouts of depression and then fits of rage. A DC15 Observation check will reveal smashed crockery all around his house. A DC20 check will notice giant size footprints stopping at the fence though they could easily step over.

If the party rescued his children and informs him of such a deed his mood will brighten dramatically and he will ask the party to escort him to Sorgen as he's afraid the trolls will follow him if they realize he won't be there to feed them. If they refuse he will turn manic depressive again. He will be extremely skittish if the party spends more than a day in the area.

He knows about the trolls nearby but they don't bother him as long as he feeds them fish. He will



warn the party about "black hulking things in the woods and bog" if they ask about the cabin or tower. If the party attacks the ferrymen he will scream and the trolls will 75% chance come to investigate. If they see they party they will rush to attack.

The ferrymen's lodge is a simple wood and thatched roof building where a tendril of smoke rises skyward not far from the waters edge. The property is surrounded by a low stone and wooden fence that doubles as a pasture. Behind the house is a barn. The air here is heavy with moisture and the smell of peat.

Two small fishing boats are pulled up along the shore while a single long boat capable of seating eight is tied up at the end of the trail.

To the southwest behind a few cospes of trees stands a small wood and stone watch tower overlooking the lake. A path runs between a small bog and the trees from the house to the tower.

A family of three trolls live in the bog and can be found here at night and in the ruined cabin in the nearby woods. They don't generally cross the fence into the ferrymen's property.

To the south jutting up from the woods is a ruined cabin completely overgrown with ivy.

## SORGEN LAKE WATCH TOWER

A stone and wooden round tower @30' wide and 50' tall seemingly rises from the lake, a narrow pathway connects it to the land. It's clearly old but appears to still be in good condition. A single heavy oaken door provide entrance.

The door is locked and the key was lost when the trolls killed the last occupants.

The ground floor contains various block and tackle, ropes, and all manner of construction supplies. A simple stone stair leads up counterclockwise to the 2nd and 3rd floors. The smell of dung is pronounced.

The 2nd & 3rd floors were used a barracks and contain old furniture and supplies now mostly covered with years of bat dung. There is a 75% chance the room will be occupied by bats during the day. There are 10 crossbows + 10 bolts each, spears, swords, and shields as well as lanterns and heavy

cloaks stored here for the garrison to use in an emergency.

On the roof is an iron brazier stacked with wood. It was used to signal boaters and citizens in years past. There are 6 flasks of oil stashed under the brazier.

## SORGEN ABBEY

### MELIKOR THE ABBOT

Melikor is an old and frail looking man with dark piercing eyes that seem to bore into your soul. He is a former acolyte of Dorjen who survived his masters early demise at the Battle of Memory Fields. He remains a loyal servant of Velor and will actively oppose the party should they interfere in daily activities in Sorgen. He will not usually leave the abbey but rather send spies to follow the party as they move about.

Fiend is trapped in the Basement - Secret door enters the temple crypts.

Mist Hounds in the courtyard

A artifact useful against Velor is worn by a statue in the old dining and study hall. (DC 15 Perception to notice)

Much dust and leaves blow in was the glass windows are almost all broken.

Children's cells are on the 2nd floor

## AZAL' LANS TOWER

The outside is over 200' tall and the top is barely visible in the swirling mists. It is vine covered but they won't support a climber. Arrow slits pierce the tower starting 50' up at irregular intervals. A halfling or gnome could possibly fit through.

The tower is divided into multiple floors each of which is approximately 25' high.

### TOWER LEVELS

7th Azal'Lans Room  
6th Library  
5th Prison  
4th Gate Room  
3rd Ouija Room  
2nd Guest Chambers  
1st Maze Room  
Ground Entrance  
Dungeon Underdark

Passage between floors is via a curving stairway and some form of test designed to trap and either kill or imprison potential invaders.

### THE UNOPENABLE BRONZE DOORS

These doors have vexed Lord Velor and Grenval for over a century.

Two massive bronze and iron doors each nearly 10 ft. wide, 20' tall covered in etchings and low relief. The doors and floor in front of them are scraped and scratched, as if someone had unsuccessfully tried to force them open. No handles, keyholes, latches, or hinges seem available for their expeditious opening. It seems that they open inward, but even this is debatable. A barely perceptible sound of what could be breathing emanates from them.

These doors are of magical manufacture. No amount of pushing, pulling, shoving or ramming will open them. "Opening" spells (Knock, Passwall, et al.) have no effect upon them. Spells or items that cause damage will merely rebound and ricochet off these doors, and will do no harm to them. Items or spells that allow astral or ethereal travel will, however, provide passage. A wish will also cause the doors to open. If the SilverKey of Portals touches the doors, they will immediately swing inward to allow ingress.

The massive doors are magically glyphed and warded. Touching them does not set off the trap. A

deliberate attempt to open the doors triggers a ward affecting everyone within 20' of the doors.

The doors cycle through random glyphs on a 1D6. Each attempt results in 5D8 damage. DC15 Wisdom save for 1/2 damage.

- 1 Explosives - the blast clears the doors of their tarnish making the runes easier to see.
- 2 Fire or Ice storm - The area outside the door has a residue left
- 3-4 Waves of fear - DC15 Wisdom save, or be unable to approach within sight of the doors for 48 hours.
- 5 Electrical
- 6 Polymorph - DC15 Wisdom save. Table below

### DOOR TRAP

- 1 Mouse
- 2 Frog
- 3 Lizard
- 4 Snake

A small creature will fall through a previously unseen 2" hole (looks like a snake or small mouse could fit) and slip in before the party can rescue leading to a partially oil filled stone chamber with cylindrical walls buried 10' under the entrance area. Creatures inside typically starve to death.

Sticking a torch or any flame source in the hole may 25% chance (per insertion) ignite the fumes/oil causing 4d8 fire damage. Detecting the hole is a DC15 investigation check, and oil trap is a DC25 investigation check. The container can be dug out in 1 day.

### ENTRANCE HALL INTERIOR

A dark windowless circular room 100' across supported by arched buttress carved in the shapes of gnarled trees come together to form an almost crest like canopy more than 30' above a central well. Two curved staircases are opposite the entrance doors, one to the right going down, the one to the left curving up. The air is damp and clammy and has an oppressive weight to it.

A throaty voice rings out in old Oredian: Gird your minds well now children for the journey ahead may be brief, but your souls shall belong to me for eternity.

Along the far wall is a mechanism that appears to open and close the entrance doors. A range of debris that appears to have been scattered in haste lies scattered on the floor.

The voice is that of Azal'Lan "welcoming" guests. It is a reminder that those who come here tend to stay here...

The well is the home of a water elemental and anyone physically disturbing the water will be attacked. Within the well 25' down (visible if the party carries a light source, DC15 perception otherwise) is an ivory chest bound in bronze.

Ivory Box (1 cu. ft.): This box is corroded shut and must be pried open. It contains a scroll and four gems. Scroll of Create Food and Water and Find the Path, both at 20th level. The scroll is signed "Igniss Fatuus". Gems: 1 amethyst (500 gp), 1 diamond (1,000 gp), and 2 emeralds (5,000 gp each). Also in the chest are a dozen amulets that will allow the wearers relatively safe passage though the tower if worn prominently so the towers guardians can see it.

The carvings on the supports are executed in an old elvish style little seen in the world today.

They were done by Drow artisans from the time of their transition from the light of the woods to that of the underdark. Any elf who looks at them feels unnerved as they are now corrupted and dark.

DC15 Perception: There is heat rising from the lower steps.

DC20 Perception: The stairs up seem unused for a long time. While the stairs leading down seem to have the ground recently disturbed.

## 1ST FLOOR - THE MAZE ROOM

The room becomes notably darker as you step off the stairs and enter the room. Your vision seems to narrow uncomfortably. The air here is still, and the sound of your footsteps is strangely muffled as the sound seems to be absorbed by the very walls.

This floor is home to a Minotaur. Once everyone enters the room roll a DC15 Charisma save or suffer the confusion effects of the maze. Those who fail will see the doorway to the stairs disappear and be replaced by a stone wall. Those who save will still see the wall but recognize it as an illusion and be able to pass through.

Natural light (torches, lanterns) will not work here. Magical light is only half the radius.

The confusion makes movement difficult. Confused characters always move a different direction from that intended up to the distance they intended to move. Roll a 1D4 with 1 representing north, 2 east, 3 south, and 4 west. If the direction puts them into a wall shift direction by 1.

Every turn spent here requires a new check to see if the character remains confused, is freed from the effect, or becomes confused.

The minotaur will move 1 square towards the party each turn, bellowing, and taunting them. Once encountered it will attack for 1 round then retreat for 1d4 rounds before attacking again. The Minotaur will pick off single characters first.

If reduced to less than 1/2 HP it will retreat to one of the nearest areas marked by a stone Minotaur statue. After 1 turn spent resting there it will have its HP restored to full and resume hunting the party until its killed or the party makes it through the maze.

The exit is also an illusionary wall. Only characters who are not confused will be able to attempt to spot it or pass through.

## 2ND FLOOR - GUEST CHAMBERS

This level was intended to host a visiting wizard or sage but was never used. There are multiple rooms here.

The stairs deposit you into a hallway where dim light streams into the hallway from a stained glass opening. Beyond which can be seen a square room with two doors on opposite walls, a circular pedestal upon which a sphere of light seems to float dominates the center of the room.

Unlike the other windows on this level the light here is real. The view from all the other windows are illusions with magic illumination appropriate to the time of the day.

All the doors are warded with a command word etched in Old Oredian over the top of each doorway. DC 20 perception to notice. Failing to say the word before opening the door will activate the guardian sphere.

## GUARDIAN SPHERE

A glowing yellow and orange sphere resembling a captured sun pulses gently. It seems to float just

above the floor and gives off a pleasant amount of light and heat.

The sphere will move at 20' per round towards anyone in a room who has not said the command word. The sphere can change its size to fit through the doorways which takes 1 round to either decrease or increase in size.

A successful dexterity save means the character dodged the sphere. Contact with the sphere results in 4D10 necrotic damage and gives a burning sensation like its hot. It will pursue a character until they leave the level at which point it will return to its pedestal in the entry foyer.

The sphere is immune to non-magical weapons, electric, and fire damage. Cold attacks do normal damage, and physical blows do 1/2 damage. If reduced to 0 HP the sphere shuts down and drops with a loud metal clang onto the floor. After 1D4 rounds the sphere will relight and if the offenders are within sight it will resume its pursuit otherwise it will return to the podium.

#### West Room - Private living room

An archway leads to small kitchen and pantry to the north. A doorway to the west is marked with a moon symbol. An unadorned doorway to the south is closed.

The moon doorway leads to a privy and small storage area. The privy dumps the offal to the outside of the tower through a 6" hole.

The skeleton of a small boy dressed in Burgundy colored clothings is sitting with his back to the west wall. The boy was a servant who died in this room. His spirit haunts the chambers and keeps the rooms on this level clean. Disturbing the bones will result in him attacking the party by throwing various items (D1-6 damage) at the party until they leave the room or return his bones to their original position. A bless or remove curse will free his spirit. If freed a note will appear suspended in the middle of the room with the true name of the demon on level three.

#### Kitchen

A immaculately clean and seemingly well stocked larder containing various herbs, cooking ingredients, and wine urns of various sizes.

The food and wine has spoiled.

#### South Room - Bedroom

The doorway opens into a small but nicely furnished bedroom. A ornate marble bath is in a smaller room to the east.

The linens and furnishing are of good quality and worth 300Gp. There is nothing else of value in this room.

#### East Room - Private Study

A deep red carpet covers the floor, the far wall is covered with shelves made from richly carved wood and contains scrolls and books. A small desk is along the south wall while an archway to the north leads to another study area.

There are over thirteen hundred books and scrolls containing notes about the fauna and history of this area of the Adri forrest. The entire collection is worth between 4,000-6,000GP to a sage or druid if it can be moved which would take at least one large wagon.

Hidden within the books are a few magical scrolls and tomes.

The desk holds an orderly stack of astral diagrams and various notes. The notes detail positions of the stars over the course of many decades.

The remainder of the desk is covered with beakers and vials of various liquids and holds a rare set of alchemist's supplies.

A secret door (DC15 Perception to locate, DC20 Investigation to discover the operating mechanism) leads to a hallway that circles the tower and the stairway to the 3rd floor.

#### North Room - Observatory

A large brass telescope points towards the north wall and desk covered with papers sits nearby.

The papers are observation notes and note the positions of the stars from the around 391CY (just before Azal'Lans disappearance) The telescope would be worth between 3-5000GP to a sage if it can be moved without the delicate lenses being damaged.

The telescope points to a concealed door that opens into a small light closet where the stars can be observed without stray light. Within this small room is narrow slit that the telescope slides through. There is a secret door DC20 Perception check to discover leading to the hallway that leads to the fourth floor.

### 3RD FLOOR - THE OUIJA BOARD

The room lighting begins to flicker to life on its own, letters begin to appear in the floor, radiating a purplish green light. The ceiling and walls seem to emanate the same color giving everything the same purplish cast. A large triangular piece of wood sits in the center of room surrounded by what looks like ground bone. Scattered about the floor lie skeletal remains of multiple humanoid figures some horribly disfigured while others appear to be crawling towards, or perhaps away from something arms out-reached in one last grasp before death.

The room is full size ouija board. An invisible demon is bound to this room. The demon can detect lies and will prevent those who can't answer the questions from moving to level four.

Moving onto the board or touching the wood will activate the board and awaken the demon. A thief may attempt to climb walls (Difficulty 20, agility/climb wells check) and avoid touching the floor. Flying or levitating will also avoid activating the trap and awakening the demon.

The letters on the floor change color and now glow a sickly reddish purple and the wooden platter moves slowly in a large fire eight pattern before coming back to rest in the center of the room. The air suddenly smells moldy and feels damp, a fine layer of moisture covers everything as a fog rises a few inches over the floor partially obscuring the letters.

After a dramatic pause a distant sounding but demonic voice will ask:

- 1) What is your purpose here in the tower?.
- 2) Who is the owner of the tower?
- 3) Who is Lord Velor?
- 4) Where is Lord Velor hiding?

The party will have to answer truthfully by moving the platter to each letter to spell out the answer. A lie or attempting to move through the room will result in the demon attacking a character. Spell

casters first (Magic users and clerics in that order) then any lawful good character (Paladins will suffer two attacks) Rangers, Fighters and then other classes.

### 4TH FLOOR - GATE ROOM

An ornate and gently pulsating pentagram with scintillating colors across a ghastly spectrum has been carved into a raised platform coving most of the floor. The air has an acrid smell of burnt flesh and seems charged by some force as your hair feels like its standing on end.

Characters who examine the floor here will note that there is an eight-pointed star chiseled into the stone. The points of the star are entirely cleaned out, as if something is supposed to be set into them. The "something" which is meant to be inset is a set of eight metal triangles, each about the size of a halfling's hand and each of a different hue.

### 5TH FLOOR - PRISON<sup>1</sup>

This level contains the two prisoners taken from the prior adventure. Other NPC's or player characters may also be present depending on their prior actions.

#### Area 1: Entry Hall

This room was once the place where prisoners were checked in. It is clean and has an air of sterility about it. A wooden rack for cloaks, sword belts, etc. hangs crookedly on the north wall. The eastern door is of heavy but tarnished metal, and is set well and tightly fit to the wall. It has a small, barred peephole at eye level. A similar door is on the south west wall.

The east door is locked and is a DC20 to pick.

The south west door is not locked but requires a successful DC15 Strength (Athletics) check to open due to its weight.

#### Area 2: Torture Room

The darkness and stench of death is overpowering. A half-rotted wooden rack, workbench, and small stone forge are the only furnishings left. Upon the bench are the partially rotted remnants of an elf, its face is contorted in agony, and the eyes are frozen

<sup>1</sup> Adapted from WG7, P34



open as if staring up at something unseen on the ceiling.

A Revenant<sup>2</sup> named Eor'il haunts this room. Eor'il was once a leader of an Elvish village in the nearby Adri that dared to resist Azal'Lan. He was captured and tortured for his defiance.

- He knows that Azal'Lan was plotting to take over the whole March but was seeking a key of some sort held by lord of the March the in Spinecastle to secure the northern lands.
- Reportedly the key may have been stolen by a Death Knight and taken to his castle in the East of the Marches.

The revenant's eyes burn with resolve and flare in the presence of its adversary.

#### Area 3: Cell Block

This corridor has eight barred cells along the outer wall. The cells are separated from the corridor and each other by solidly build stonework, a single window with closely spaced iron bars in each door appears to provide the only light The cell doors are all closed, and a low goraning comes from somewhere beyond the entrance.

#### Cell Description

Each cell contains only a thin metal platter and a ragged pile of cloth and sawdust that might have once been a crude mattress.

Cells 1-2 is empty.

Cell 3 contains the body of Artagok the Dwarven High Priest.

Cell 4 contains Surilormor the Elven Lord of Harordford.

Cell 5 and 6 are empty.

Cell 7 contains Kruger Darzog the leader of Darzog Hold

There is graffiti scrawled on the walls of the cells, mostly in the common tongue of Greyhawk.

- A set of tally marks, numbering 394 in all, covers one section of a wall in the SE cell.
- A number of tic-tac-toe games have been scratched in the wall near the bars between the NE and NW cells.

- A number of recipes for chocolate mousse are scratched in crude handwriting on the walls of the NW cell.
- Magical symbols and numbers adorn the walls of the SW cell.
- At the end of one incomprehensible string of symbols is written the word "Eureka!" The wall and floor near this point are blackened, as if by a small fire.

#### Area 4: Entrance to sub-level

This large 50' circular room seems like its is the very center of the tower. A short curving stair leads down to a subfloor containing a massive brass grate some 30' across in the centre. A smaller hinged grate is inset into the larger and provides a means of accessing whatever is down below. The air here is cool and damp with a hint of something sulfurous.

#### Area 5: Stairway to next level

A small and unadorned room with a curving stair leading up is visible beyond the doorway. The ground is covered with fine layer of sooty ash but otherwise appears empty.

The door is locked and is a DC25 to pick.

### 6TH FLOOR - LIBRARY

This is Azal'Lans personal library and study. The number of tomes is impressive and fill an entire wall from top to bottom. Maps and murals adorn the walls.

Any character able to read both Suloise, Old Oerdian or Common can act as a sage with no fields of expertise by consulting the library for 12 hours every day. Each day of study runs a cumulative 1% chance (1% the first day, 2% the second, and so on) of coming across the only magical tome in the library, a Viscous Grimoire. As the book moves around, it is possible for a character to come across the cursed manual even by picking up previously perused books.<sup>3</sup>

The library contains treatise's on multiple arcane subjects, focusing on evocation magic and planar

<sup>2</sup> <https://www.dndbeyond.com/monsters/revenant>

<sup>3</sup> WG7 Castle Greyhawk, P5

travel. Three of the texts are valuable (100 gp each). They are titled Tenebrous and the True Path to Lichdom, Musings of a Planar Traveler, and Touched by the Far Realm: A Wizard's Lamentable Descent into Lunacy.

Tucked among these mundane tomes is Azal'Lan's spellbook, which bears the (right side up) Shadowdusk family crest on the cover and contains the spells Azal'Lan has prepared, plus arcane lock and glyph of warding.

#### Desk

The bottom drawer is sealed with an arcane lock spell cast by Azal'Lan. Inside is a small black journal. The first page of the book is trapped with a glyph of warding spell, whose explosive runes deal fire damage (save DC 20). The glyph is keyed to go off if anyone but Azal'Lan opens the journal. The journal details a series of potions and compounds intended to aid in becoming a lich.

After catching their breath from the battle with the devil, the party gathers the survivors of the fiends raid on the hold. The situation turns from bad to worse as Lofrat realizes that not only have two of the armies senior leaders been kidnapped but so have the artifacts that have been gathered to take on the humanoid army. A lesser devil who's true name still remains unknown has taken them to what appears to be a demi-plane of the hells.

Kazel Outpost  
Surilormor the Elven Lord of Harordford

Stirkirk Cliffstrider  
Norak Cragbuckle - Jovial dwarven owner of the Burnt Crow tavern

Sordord Coppershield an old (close to 200 years) grizzled dwarf veteran who is the garrisons master of arms

Aileen - Half-elven spy and body guard  
Lesser Devil - (Bone Devil) Impersonating Artagog the High Priest

Lamil - Gnome antiquities dealer  
Lofrat - Senior Priest of Clangeddin (2nd in charge)

The bones of the dead are warded to eliminate any thieves.

Trigger. The burial niches are disturbed by thieves or desecrators.

Effect. The doors slam shut and lock as a poisonous cloud (treat as a DC 15 cloudkill spell) fills the room. Countermeasures. A successful DC 15 Wisdom (Perception) check notes arcane runes on the back of the doors and in the burial niches. A successful DC 15 Intelligence (Arcana) check realizes that they are tied to a conjuration ward. The runes can be destroyed with dispel magic (DC 15 or cast at 5th level), which disperses the cloud.

## LORE

The following is a list of skill checks, DC's and information obtained, broken down by journal entry. For entries with a skill check that has multiple DC's, the information gained is cumulative.

[1]

Knowledge (religion):

- DC 14: Azal'Lan became a lich in 329CY.
- DC 24:

Knowledge (arcana):

- DC15: Azal'Lan
- DC30: The dark realm is controlled by deities of ancient origin that predate the rest of Oerths pantheon.



COMBINED MONSTER STATISTICS TABLE

MONSTER	AL	AC	HP	MV	AT	ATTACK BONUS	DMG	SPECIAL ATTACK	SPECIAL DEFENCE	CH	XP
Mist Hound	LE	12	13	30	1		3-12	Fire Bite 1d6		1/4	50
Ghast	LE	13	36	30	1	+3 +5	Bite 2d8+3 Claw 2d6+3	Stench DC10 CON	Poison Charmed Exhaustion	2	450
Ghoul	CE	12	22	30	1	+2 +4	6+2 bite 2d4+2 claw	Paralysis 1min DC10 CON	Poison Charmed Exhaustion	1	200

## RUMORS

The mages tower and its nearby inhabitants were ripped from Greyhawk.

Its safer to travel the roads than cut overland.

Good Elves still live in the Adri Forrest far to south.

Dwarves live in the caverns of the Whispering Winds to the West

Many have come from outside seeking to take tomes of great power and knowledge from the lost mages library in the tower

Important prisoners are taken west to the tower.

The Abbot isn't kidnapping children he's rescuing them from Velor and sending them out of the realm.

Ghosts have been sighted on the plains of Demoray ever since the great battle there

The druid stones can be used to teleport to other stones

### **Specific to Azal'Lan**

Azal'Lan can't be slain.

Azal'Lan was last seen in person in the realm over a century ago.

Azal'Lan once ruled over the city of Knurl and the lands were prosperous.

Azal'Lan fights a powerful Vampire for dominion over the lands.

### **Specifc to Velor**

Velor came to kill Azal'Lan

Velor seeks an artifact of great power to kill Azal'Lan

Velor believe's he was wrongfully imprisoned on this plane by Duke Grenell.

All who serve Velor bear a strange sigil upon his hand



