

The Monastery at

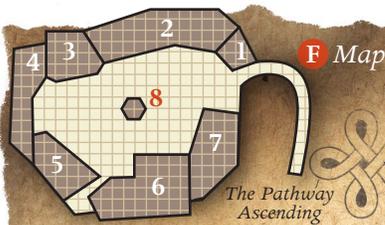
DOR AMON

DOR AMON sits in the eastern region, once the home of the immense towering Ohm Trees. In fact the monastery sits atop one of the petrified remnants of these titans. It is a refuge for seekers of answers and the gold that is knowledge. You can find both the sublime and insane studying inside of its ancient walls...

Premise: What is the cost of knowledge – and how far are you willing to go to possess it?

The Big Fight This is envisioned as more of an exploratory scenario, though there are mysterious catacombs under the monastery where a good many creatures could be lurking...Attacking the monastery itself is a fool's errand the narrow walking path and treacherous heights make it easily defended by the monks, even though there be no fighting men among them. They have laid several traps for use in such a circumstance. It may be that you have been called upon to defend the rare tomes housed within its crumbling walls...and then maybe a demon could be loosed.

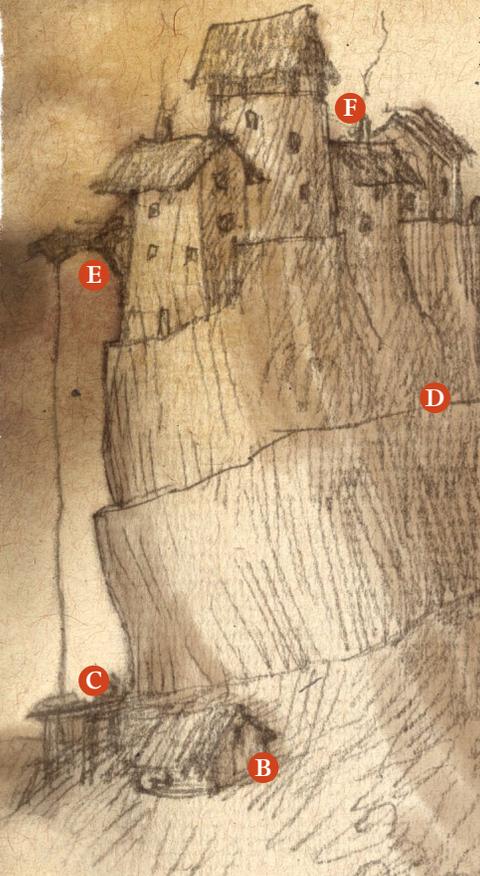
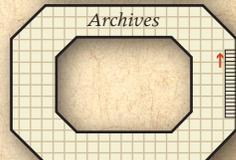
What goes on here? There are two libraries below the Monastery, the first a more "public" show piece, and below that after the thousand stairs the Grand Library, the true Library. Where does Dor Amon get its nearly unending flow of knowledge? A captive demon in fact, Xat Mirr Uukk... self proclaimed Master of Secrets.



The Pathway Ascending



Grand Library



Dor Amon

Below Dor Amon are a variety of underground caverns and works. It is said there is an ancient passageway to the treasures of Dor Galdur. Somewhere in this maze of tunnels also lays the oft sought for Sphere of Smaritus.

Dor Galdur, once proud military stronghold sits just south of Dor Amon, now dead and haunted. It's blackened top stands as a reminder to those who would work dark magic for destructive purposes.

Dor Galdur

Li Dor Sul

Smaller Li Dor Mogg stands to the north ever watchful of the caravan road. The local Goblin tribes revere it, and wish to one day reclaim there home atop its precarious peak.

Li Dor Mogg

A: The Traveler's House – Run by Brother Ellian, a former cut purse from the great city of Kraag. The Traveler's House has 4 modest guest rooms for travelers coming to study. Due to his former life, Ellian is a shrewd judge of character and may tell what the PC's are here for.

B: Warehouse – The storage of the monastery's newly arrived goods. A search of the premises will show the warehouse to be locked. If the PC's gain entry, they will find grain, coal pellets, potatoes, and aggressive rats.

C: Winch Loading Dock – Stacked crates cover this wooden platform. An examination of the crates and their contents reveal an unusual amount of poisonous dried mushrooms.

D: The Pathway Ascending – A narrow path circumscribes the Dor in an ascending spiral. There are five points on the staircase that have traps set up by the monks as part of their meager defensive precautions. They are known as the Five Trials and mimic the religious story of the pilgrim Huskvar.

E: The Winch House – The winch is manned by two Ogre brothers, Tellis and Uri. They have renounced the violent ways of their kin, but will take up arms if the monastery is threatened. They have a fondness for mushrooms.

F: The Monastery Itself – (1. Gate House, 2. Scriptorium, 3. Chapel, 4. Storehouse & Winch, 5. Rectory, 6. Abbot Yementa's Residence, 7. Restoratorium, 8. The Piazza with the Pillar of Sarduk at its center). The Monastery has seen better days...

G: The Library & Grand Library – (1. The Main Library Stacks and Stacks of books in tall shelves, 2. The Demon's Chamber). If the PC's find the hidden door (a wooden pillar fascade behind the Librarian's Desk) they can make their way to the demon's Chamber. There they will find Xat Mirr Uukk lounging in a comfortable chair reading with smoking jacket and pipe. He appears as a short rotund toad like creature (think Disney's Mr. Toad) – this is actually an elaborate illusion for guests. He isn't actually reading the book, but eating it. An examination of the area will show the remains of chewed books, missing inner pages. Xat eats the books, which are his sustenance, as knowledge, ideas and foodstuff. If a person or object breaches the confines of the brass pentagram inlaid in the floor, it may disrupt the holding spell enough to let Xat escape. He will only attempt to escape this after the PC's have left or if a PC actually breaches the circle. In his true form Xat is 10 ft. tall with an extra set of arms, long claws, poisoned fangs and wings that allow him to fly/hop/jump 50 ft. at a time. If released he will reign destruction and murder down on the abbey for his involuntary incarceration of 87 years.

H: The Catacombs – These natural caverns are home to Albino Cave Spiders. The spiders hibernate in silver cocoons suspended from the ceiling and when prey nears, they bust out and fly at them in numbers. Yes fly, Albino Cave Spiders have wings like enormous dragonflies! They are also semi-intelligent and form tribal family groups.

I: The Lost Archives – Legend has it that a lost archive remains hidden far below the monastery. Lost centuries ago in a previous golden age. Xat knows about its location and its contents...

J: The Long Passage – It is also legend that an underground passage exists that will traverse the miles between Dor Amon and Dor Galdur.

K: Caverns of Tarren Duul – These caverns are home to another tribe of Albino Cave Spiders. If the PC's were attacked by the previous set (or visa versa) they will smell the pheromones of the other tribe and attack immediately.

L: The Ruins of Dor Galdur – Deep below the blackened summit of Dor Galdur lies the other half of the renowned stronghold. After the catastrophe that destroyed the surface noxious fumes seeped down into the structures below killing all indiscriminately. What is left of the once great stronghold is said to be haunted by the spirits of those who died trapped below.