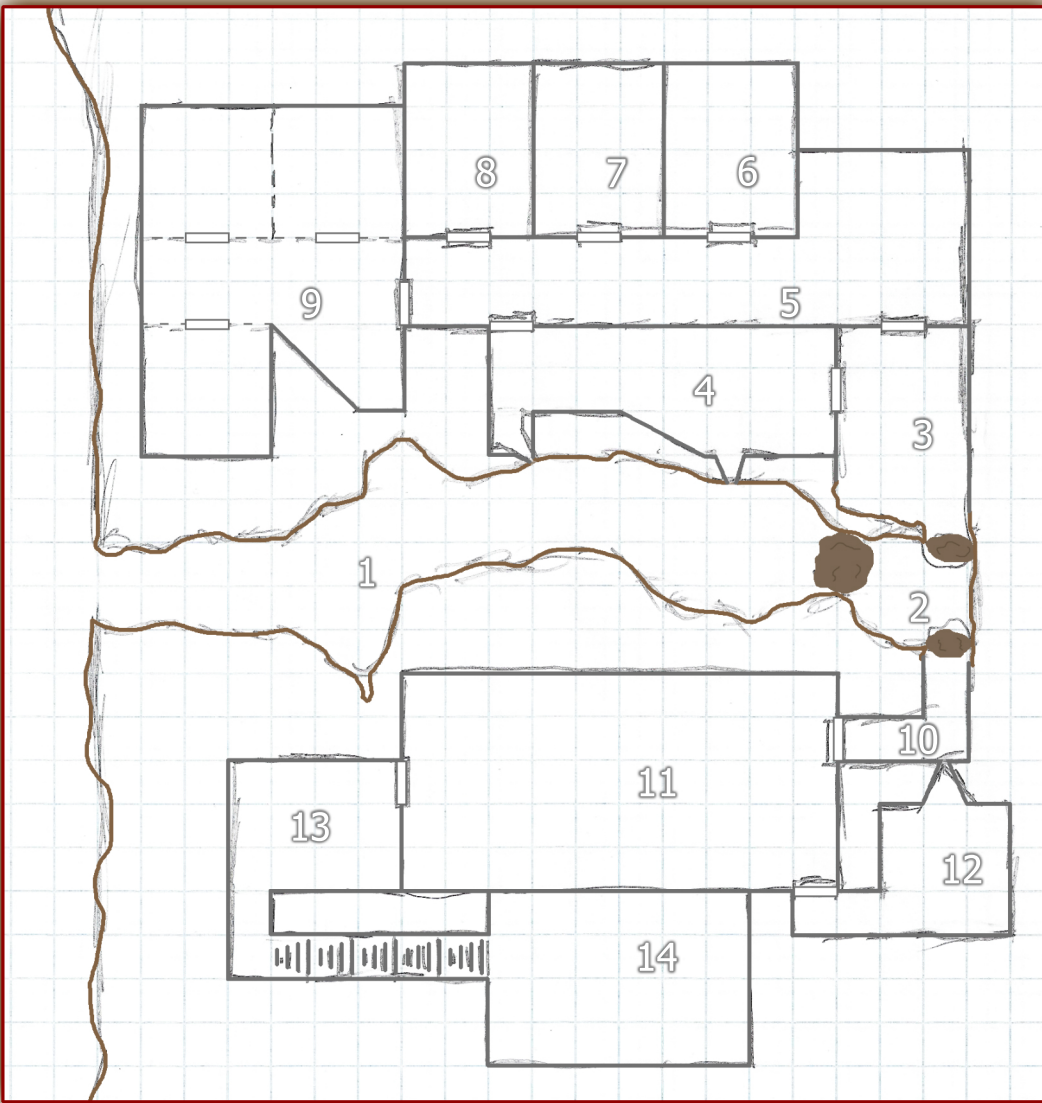
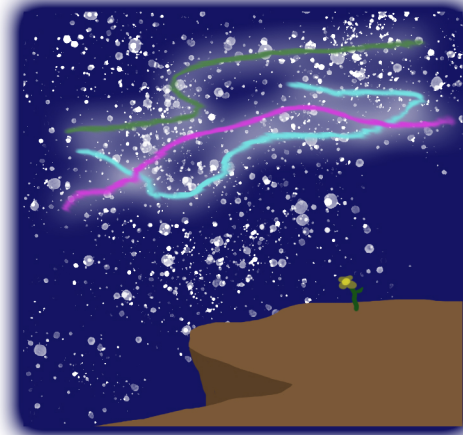


Scarlight

Ages ago, a dark wizard made her lair in a cliff face. She was defeated, but her lair remained. The townsfolk feared it, saying that she forever tainted the land, and calling it "Gaia's Scar". Children who snuck away on dares would return better behaved, and never speak of what they saw. Recently, a beautiful light has been illuminating the night sky. The villagers have traced the source of the light to Gaia's Scar, and now fear it heralds the return of the dark mage.



1. Rock corridor leads up to a giant rock. The rock must be removed to get to area 2. An Imp in area 4 mocks intruders through the arrow slits.

2. A small room with two more boulders. They are smaller than the first, and block areas 3 and 10.

3. Two doors, neither locked. Cave walls and floors transition to stone bricks.

4. Three imps are here. They're lazy, so they won't attack first. This room contains some very usable spears and arrows.

5. Long hall. Many doors, and a small room with chairs at the East end.

6. Musty old bunks and a chest with old boots, some money, and a spider in it.

7. Even more bunks. An Earth Elemental is trying to sleep, but it cannot, because Earth Elementals can't sleep. It's trying tho.

8. There is a hole here. It's the toilet.

9. A prison, with three cells. A demon holds a keyring and attacks on entry. One of the cells contains a dryad, who was making the lights. Her sister is being kept in area 14.

10. A small hall leading to a locked door. Needs the keyring from area 9. An Earth Elemental in area 12 hurls small rocks through the slit.

11. A huge room with several demonic runes and summoning circles. Many imps and a demon. Area 14 looks down on this area, 30 feet above, and rocks sometimes fly down from there.

12. A small Earth Elemental sits here and watches area 10. It attacks on entry.

13. A storage room. Contains magical implements not used for years. A globe sits shattered in the center. A staircase to the south leads up to area 14.

14. A study looking over area 11 with no Northern wall. A reddish brown demon-corrupted Earth Elemental stands in front of a cage containing an exhausted, older Dryad. It drains her magic into the dark crystal embedded in its chest to feed. Elemental attacks on sight.

An Earth Elemental, corrupted by forgotten magic, stole away two dryads to feed on their power, accidentally summoning demons. Now that it has been stopped, maybe the dryads will be cool and offer some kind of reward, or be good friends?



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