

Vallée du Ciel Trois

(The Valley of The Three Rainbows)

Priory on The Pass: A simple stone structure with stained glass window. Chapel area is 20' tall. 2 rooms adjacent to the priory are the monk's chambers and room cluttered with tools for patching stone, etc., has been made for free lodging to travelers to rest, donations gladly accepted. **Ferenc** likes making candy with sugar he buys from passing caravans, fights off boredom otherwise; **Jarl**, content, milks the goat, and **Ursula** cares for the chickens. Corral behind the priory houses goats and chickens.

Monks: Ferenc, Jarl, and Ursula - HD 1, AC 8 [11], Atk 1 x unarmed 1d4, AL N; ML 4.

Hp 4 5 3

Cliffs: 100' high. Scattered boulders provides shelter at the rocky upper slopes of cliffs.

Cliff 2: 400' high. Unclimbable without superior skills and or climbing gear.

Stone footbridge 1: Has "G.M." (Gilbert Malevoy) carved into the side.

Stone footbridge 2, cracked: the bridge has collapsed into the streambed. It has settled and is easy and safe to cross, but floods when it rains.

Stone footbridge 3 to castle: 3' high sides, over 15' wide river 5' deep. Worn gargoyle faces cap the sides of the bridge.

A. Beach Caves. Along the bluff near the shore is Stalactites hang from the 5x10' mouth. Sandy floor with occasional debris, from burnt firewood to fishbones. A tunnel in the back leads to **wine caves (J)**. Three rowboats have been dragged 30' into the cave from the shore. 1:6 vigilante taking refuge underneath one of the boats. The first two boats are sturdy, but close inspection reveals the third to be cracked, and will take on water if heavily rocked.

B. Cemetery. rusty iron gate surrounds the property. A marble façade decorate crypts with rather too pious or heroic images of Malevoys departed opens into a mausoleum where those few family members who have been naturally buried and accounted for now

rest. The dead who remain here, remain here. One of the tombs is false, leading to an underground room of ritual. A group of vagabond teenagers have made a pagan cult here and use the false tomb as their meeting-space.

C. Gazebo: 20' Fallen into disuse and decay, its latticed screens are overrun by a vampire vine (dark green, red leaves) (2HD, 1d4, spec ensnare and drain blood) 1:6 random curio.

D. Hermitage 30'x40'x15'. This simple structure has served as a Malevoy's final retreat on the estate grounds. Its current state is rather like trying to turn a third-rate inn's few rooms into a gentleman's lodgings. A ghost of an old man hurls mugs at intruders, then sinks through the floor. The **well** near the hermitage is a source of pure water, and sorrowful weeping can be heard from its depths from dusk till dawn. A crawlspace 30' down connects eventually with the well in secret tunnel behind the **winery**. At the bottom of the well is a gold ring (120 sp).

E. Fields: Wild corn, wheat, and pumpkins grow in profusion behind dilapidated fences. Scarecrows in one or two of them. Next to a stubbly field of potatoes, rubble of peasant's houses can be found (1:6 farm tool).

F. Lake: Crystal blue waters. Those spending time in the lake have 1:6 of seeing water's surface disturbed by something large swimming by below (a loch ness monster/plesiosaur). Anyone spending too much time or trying to swim near the cave below the chapel in the **Garden (H26)** has 1:6 of drawing the attention of one of the **Loch Ness monsters** living in the lake. There is another underwater cave nearby in the depths where 2 plesiosaur eggs are kept warm in a nest of seagrasses.

Loch Ness Monsters (2): HD 16; AC 4 [15]; Atk bite 4d6 or tail sweep 3d10; Spec swallow whole; ML 10; AL N; first has wand of paralyzation stuck in throat; second has swallowed the marble bust of a philosopher with inset golden eyeballs and teeth (2300 gp).

Hp 66 74

F1. Hilltop Island: The hidden crypt of a Mal'vol.

F2. Sandy Island: At night, a skeletal horse in saddle and bridle can be seen standing on the shore drinking water. On the island is a moldy and cracked saddle and bridle. If taken from the island, the ghost horse appears before the characters the next night, then disappears forever.

G. Marsh: The trail passes above tall reeds and grasses that extend out into the lake. 1:2 Ducks swimming in the hip-deep water, snapping at bugs and vegetation. Characters tramping through the marsh will be harassed by ducks (harmless, but causes encounter check). A sunken rowboat in the marsh lies with its side poking out of the water. Searching the lakebed around the area uncovers a random curio.

H. Orchard: An orchard of fruit trees. Overripe pears, cherries, and apples litter the ground. Fruit picked off the tree has 2:6 worms, 5:6 if on the ground. In a wheelbarrow is a discarded suit of armor, badly rusted. 3 ladders and 3 buckets can be found in the orchard on the ground or against a tree. A leafless old lightningstruck oak (a miserable Treant) rests peacefully unless they or the orchard is endangered.

Treant: AC 2 [17] HD 8, Attack 2 x fist (2d6) Spec animate 2 trees within 60', MV 60' ML 9.

Hp 36

Surprise 1:2 due to being mistaken for a tree, encounter occurs at 30 yards or less. Distrusts fire and those who wield it.

I. Bog: The ground becomes soggy, turning into swampland as it descends and winds between the valley walls. There are a few dead trees along the sides of the bog, which is quite warm and humid from decaying plant matter. 5 bog mummies (people at least 1,000 years old) are perfectly preserved by the bog, and worth 2,000 silver coin to interested parties. Floating mats of moss give the illusion of solid ground. Robber flies and mosquitos buzz in the air and venus flytraps grow on the water.

J. Vineyard: Where the wine of the Malevoy estate is made. Wild grapevines have outgrown their lattices

and sprawl across the paths. 1:6 chance of finding a grape (1 HP). Strange things are seen here- if an encounter happens, 1:2 it's actually rabbits.

Winery: Weeping willows surround the building.

Patio: Several heavily weatherworn chairs that collapse if sat in.

Inside: Chairs, broken wine racks, and empty bottles are scattered about the lobby. **Dark stains** in the floor are wine. In the northeast corner is a 4-member **rusty mechanical band**. A coin-slot with a sign on it reads "The Marvelous Mal'vol Mechanical Musicians". If a silver coin is dropped into the coin-slot, the band groans into life and plays a screeching and badly-detuned rendition of a once-popular song (check for encounter).

Arcade has framed etchings of Mal'vol family members. final studies for the painted portraits in the castle.

Wine Cellar: Stairs down descend into wine cave. 8 wooden casks 6' tall against the walls. In the alcove on the far wall is a wine rack. A few crates with empty bottles are stacked in the corners.

1: 1d8 bottles of good wine

2: Empty

3: Empty

4: Sour

5: 1d8 bottles of Mal'vol wine (1d6 hp)

6: Contains actual spirit: A Ghost. Inside the cask are bones and 1d6 copper, 1d6 silver. Burying the bones lays the ghost to rest, and a visitation that night to receive a ghostly blessing (one free auto success against Fear).

6: 1d4 draws of good wine

7: Sour

8: Empty. Looking closely reveals hinges on the inner left side of the cask face. Turning the tap unlocks the secret door, opening the barrel into a dank tunnel leading to the **beach caves (A)** north.

Ghost: AC 9 [10], HD 3, Init +2, Attack spec Withering Gaze, beholder ages 1d6x10 years, Save vs Fear (2d6 turns), turns invisible at will, ML 11.

Hp 15

Tunnel: Dank, rough hewn walls. In a large niche is a well and a bench in the wall. A chest underneath the

bench contains 3 pairs of clothes and 3 torches.
Connects the beach caves to the winery. 15' down the well is a crawlspace that connects to the **well** in front of the hermitage.

Gardener's Shed: A rotting, dilapidated shed 15' wide with two large barn-style doors that creak and slam in the wind. Inside the shed is a bag of *Magical Growth* plant food (referee to decide magical growth properties, 2d4 doses), a shovel, a rake, and other basic gardening tools. Beside the shed are crooked stacks of clay pots, and among them, an unset bear trap.

Behind the dilapidated gardener's shed is a nearly overgrown path into the forest, leading up to the ridge above.

K. Ridge: On the ridge there is a tying post for horses. Observant characters will notice the path is heavily worn with hoofprints. When anyone reaches the center of the path, a headless horseman will appear with a neigh at one end of the path and will run them down (1d8 trample) before riding on into the woods. Reaching the post at the other end will cause the horseman to disappear (while laughing).

Headless Horseman AC 5 [14], HD , Att 1 x long sword, spec command bat swarm,
Hp 21