

The Towers of E'li

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This adventure is designed for a good-aligned party of about level 6, but since there's only the one definite combat encounter, it can be scaled easily to fit any level. A minotaur wouldn't be helpful, and would probably end up being shot on sight when approaching the Towers.

I'll warn any potential DMs that the stuff I wasn't sure about, I made up, and if it's corrected in a book published after the date of this adventure, by all means change the particular story hook I use here. The Missing City, the proposed starting point of this adventure, is being dealt with in the Linsha trilogy, of which only one book is out at the moment. It's also described in one chapter of the Odyssey of Gilthanas. The minotaur invasion is described in the Minotaur Wars trilogy and briefly in the War of Souls.

History of the Towers of E'li

E'li, the primary god of the Silvanesti since their creation, has the greatest clergy, a large part of House Cleric, and they have always had great influence and power amongst the Silvanesti. If the elves were the chosen of the gods of light, the clerics of the highest god of good must be the chosen of the chosen.

Having had a martial bent, the clergy was the first to suggest a defensive tower at the mouth of the Thon-Thalas, to guard and warn of attacks by water. Granting this request, Silvanos himself had one further pragmatic suggestion: a beacon of light at the top of the outermost tower, to be lit at night to guide elven sailors into the mouth of the river. After construction, the beacon could be lit by divine energy straight from E'li (which was their greater turning ability, granted by the sun domain).

The solid quartz Towers were completed between the First and Second Dragon Wars by elven mages, clerics and simple members of House Servitor working together, and served the roles of protector, guide and teacher, as the young clerics and monks of Paladine would serve at least a term of service in the Towers, whether for weapons

training, building maintenance, or other menial jobs around the temple set up there, to practice humility. The community became known as 'the Towers', and even though one of the two Towers has since been destroyed, the remaining one is still known as 'the Towers'. The rest of the complexes were made up of a large temple, a food store, and a well. All of these were surrounded by a wall of stone, and a flat training ground was created outside these.

During the Second Dragon War, they both became increasingly under pressure by the evil dragons and the armies attempting to besiege Silvanost itself, and so a barracks for soldiers of House Protector was made out of each temple. The displaced clerics were moved inside the towers themselves. This still being insufficient, a new idea was formulated. Whenever an attack was underway, the beacon at the top of the southern Tower was to be lit, as a glaring red light, and any elf seeing it was to move into the forest around the Towers with their bows, and pepper the enemy from behind, whilst being unseen in the foliage. More warriors would come downriver from Silvanost itself, as well. The northern Tower fell during this time, in a secret night time raid the beacon Tower's inhabitants was unaware of, and so the reinforcements could never come. The increase in control over magic with the establishment of the Orders of High Sorcery meant there were less powerful mages around after this time, so the other Tower were never fully restored to the beauty (and therefore popularity) of the beacon Tower.

At the time of Istars dominance, faith had begun to dwindle across the land, the Towers of E'li as much as anywhere. Humans who served the Istaran churches, as a high honour, would be allowed so far into Silvanesti as the Towers. The elves, in their superiority, allowed them to do all the menial work, while they concentrated on the being holy, meditating, training, and maintaining the beacon for the trade ships fat with Istaran goods. The beacon was replaced with a large pyre, and special dust was added to make it burn only white or only red, since the powers of E'li were not so common any more

When the Cataclysm struck, the Towers were badly damaged, the temple and food store almost entirely collapsing, killing many of the elven clerics who had been praying for the success of the Kingpriest that day. Although the beacon tower

remained standing, the elves resented the damage. House Cleric, like the clergies across the face of Krynn, turned from the gods. In doing so, the House forfeited much of its influence and power, and the clerics instead turned to record keeping, and echoing empty words of a past time at formal ceremonies. The Towers, no longer so special to the clerics, were turned over completely to House Protector, who repaired some of the damage to the temple, and created a makeshift hospital out of it.

The borders of Silvanesti remained closed until shortly before the War of the Lance, when the dragonarmies suddenly invaded. Most of the Silvanesti fled to Southern Ergoth, including those stationed at the Towers, and Lorac's twisted use of the dragonorb rendered both Towers uninhabitable, inaccessible and overrun by evil forces. It remained so until Porthios and his army reclaimed them, one of the first of the victories in his decades long campaign to reclaim the land.

The Towers were again restored to the again popular House Cleric, who invited all elves to share in the newly rediscovered worship of E'li, who they thought had abandoned them for so long. Silvanesti, Qualinesti, a small number of Kagonesti, and one curious Dimernesti worked side by side to restore the southern Towers to what they were, and they even managed to enhance the beauty by combining the architecture of all the races. However, when Alhana and Porthios were ejected, so were the Qualinesti, the wild Kagonesti and the Dimernesti, for the sake of 'purity'.

With the greatly reduced numbers in the Towers, it fell too quickly to the Chaos creatures during the Summer of Chaos, and all memories of several prominent clerics were lost. Unable to reclaim the Towers, they were left outside the Shield when it was erected. Through the heroic efforts of Alhana and her band of elven 'rebels', though, the Towers were cleared, as they had hoped for some way to get through the Shield there. Although unsuccessful, a watching kirath on the other side of the Shield reported this to the Sinthal-Elish, in the hopes of garnering pity for the outcast Queen.

The plan kind-of worked, and the council consulted with the mage Glaucous, who agreed to try and expand the Shield to reclaim this historic landmark. He did do it, but it was only the kirath who saw the devastation left in its wake. In moving, the

Shield had destroyed all plant and animal life over the distance between where it had been and where it now lay.

With the collapse of the Shield and the minotaur invasion, a work detail was left behind to re-reclaim the Towers. After two months, the debris was cleared and the Towers fully restored to working order, although not beauty, since the ground around the Towers remained dusty, dry and dead, and the minotaur stamp of architecture (a really thick wall around the barracks) was also left. It was then Cult of the Bloody Condor struck.

Adventure Background

King Gilthas, in an attempt to reorganise the elves after the disastrous War of Souls, moved the main body of his supporters back down the continent to the Plains of Dust, to negotiate with the plainspeople about whether they would be allowed space to build a city where people of all types would be invited to live. His negotiations will inevitably fail, but he has moved the elven refugees to the relative safety of the Missing City. This is because it is reasonably close to Sanction, where they had to come from, and close to Silvanesti, where he wants to be in case it should happen to be emptied of minotaurs. It's also a port, so can afford food for the empty mouths.

Meanwhile, one of the splinter factions from Gilthas's 'reign' has established itself in what is now known as the 'Towers of Valthoni' ('Towers of the Exiles'), a collection of buildings at the mouth of the Thon-Thalas river. This faction calls itself 'the Cult of the Bloody Condor', and is briefly described on page 191 of the Age of Mortals supplement. They worship Sargonnas, god of Vengeance, as they are so distraught and angry over the loss of Silvanesti to the minotaurs. While most are Silvanesti themselves, there are a number of sympathetic Qualinesti, who plan that once the minotaurs are vanquished, the mercenaries and goblins in Qualinesti will suffer next. The Towers contain around 70 elves at any one time. Others roam the forest.

Originally unpopular, since Sargonnas is an evil deity, the Cult has gained a number of allies and members through their success at the Towers, and by their successes against minotaur patrols. They've also learnt to disguise themselves to outsiders (to an extent), and call themselves the 'Valthoni', or 'exiles'. This is partly to acknowledge

the loss of E'li, partly because they are exiled from their homeland, and partly because other elves would outcast them, should they discover their true loyalties.

Although they have been quick to claim victories, they rarely admit they make mistakes, pointing at their increase in members. The Cult has had its successes mainly due to the amount of hired helpers it has had; although it has a worthy goal of liberating the Silvanesti land, it has sent in a large number of non-members to do fighting (and therefore dying) for them. This has been achieved largely by hired adventuring parties of non-elves. A large number of sympathetic elves, if they do not show anything resembling an acceptance of the 'help' of Kinthalas, the elven name for Sargonnas, or just ask too many questions, have been sacrificed in dangerous missions against minotaurs. If they don't die, they've helped the cause! And then been sent on more dangerous missions.

The Cult has had particular luck in recruiting the Dimernesti, the shoal elves, who have been invaluable by surprise attacking minotaur shipments into the capital. If they attack, few, if any, minotaurs survive. However, these allies are unaware of the worship of Kinthalas that goes on inland, and are kept in the dark by the Cult. Some have their suspicions, but don't want to go too far into it – they all dislike minotaurs.

Although the minotaurs profess to revere Sargas above all other gods, the current Emperor and his wife are almost fanatically loyal to the Forerunner faith, sidelining even the return of their God. Some elves, distraught and angry over the loss of both homelands, turned to the worship of Kinthalas. Sargonnas, angered at the lack of true worship in 'Sargasanti', has empowered these elven worshippers to fight to reclaim the land that was theirs. Whether the elves succeed or the minotaurs crush them matters little - the strong will survive, and have to acknowledge him.

The Cult perpetually shine the red warning beacon as another reminder to the minotaurs that they do not belong there, and that there **will** be a fight for Silvanesti. Since the clerics of Sargonnas are not granted the greater turning ability that clerics of Paladine are, the beacon is kept alight by a combination of living wood, elven hair, elven blood and fresh minotaur blood.

The Adventure - Prologue

The players start off in the Missing City, and for some reason, end up in the newly established elven quarter. Whether this is because of chasing a kender 'thief', visiting friends or family, an appointment with the king, whatever would fit best, they get there, and are stopped by the stunning beauty of a woman speaker.

She stands about 6 ft, much taller than the elves around her, and has a light blue skin. Her silver hair is tied back with an elaborate looking coral piece, displaying her long, pointed ears (knowledge check DC20 to realise she's a Dimernesti in particular, 5 less for elves). She is attempting to address the elves around her in the street, but many are looking uninterested or even angry. Maybe a further dozen seem genuinely interested.

She talks at length about the 'Valthoni', the exiles, who have managed to take a valuable strategic location from the minotaurs, but cannot hold it forever. The Towers of E'li, at the mouth of the Thon-Thalas river, is an excellent place to attack incoming and outgoing sea vessels of the minotaur fleet, but the cost in lives is appalling. Greater numbers would mean fewer losses, and many more gains. This is the single best hope the elves have of retaking Silvanesti, since the minotaurs are entrenching themselves more and more firmly every day. They need competent warriors, expert craftspeople and better cooks willing to help this most worthy cause. At the end of her speech, she looks for volunteers.

Presumably, the players will have enough enthusiasm and motivation to go with this.

To those that agree (make up the number of volunteers with elves so that about a dozen people go), the Dimernesti introduces herself as Valyonla (Val), and that she is recruiting for the Valthoni. A number of her people work with them, and together they can decimate minotaur forces, attacking from both land and sea, and they rarely leave any survivors.

She'll answer any questions people have (if the PCs don't ask enough questions, get one of the elves to - things like rewards, food, transport there, and so on). The volunteers will be paid according to what they can do - it isn't all just fighting, there's fletching arrows, gathering food, laying traps, repairing damaged weapons, armour, walls, rebuilding the inadequate food store (it needs a new roof). Basically, if you can fight, you will be paid by how many minotaurs you kill, and if you

can't, or want a break, you'll still be able to live free there, as long as you're helping out.

She has a ship that will sail the distance to Silvanesti, and the swim from there to land will be aided by the Dimernesti who will be guiding the ship on its way. Pay whatever seems appropriate, but remember; the pay is being funded by the spoils from the minotaurs. Val is unlikely to want to tell anyone this. Most adventurers would be used to taking the spoils straight from the corpses **and** expect pay.

Valyonla will wait up to a day for people to organise to move, but she will unsurprisingly want to get a move on. She will spend this time bargaining for supplies such as long-lasting food, new arrowheads, and replacement armour in the marketplace. She sleeps in the water, and quite a distance out, near the ship that will be docking the next day to pick up supplies and passengers.

The next morning, the ship will dock, and if the players are around when it is, they'll be asked to help load the supplies before getting into their quarters (a large shared room for all the passengers, but separate from where the sailors all sleep). The journey is approximately 90 miles, so between passengers boarding, supplies being loaded and so on, the journey should last a day and a half. If you wanted to extend the adventure, throw something interesting into the path of the ship, such as a minotaur vessel. Half way along the journey (sometime the next morning) the characters can start to notice their destination has a bright red light above it. This is the beacon.

Upon arriving at their destination, the passengers are taken by the Dimernesti to shore, where the shoal elves pick up a large boat, which they take back to the ship for the supplies. Describe the Towers at this point in full – the giant, 400 ft Tower, made out of quartz, although it's rather grimy at the moment, the walls, the ditch, the barracks and the thick wall around it, the flat brown land and the dead grey land, the half dead forest in the distance, and so on.

Meanwhile, the characters are greeted by five elves. Four of these are bodyguards for the fifth, are dressed in chainmail armour, and have longswords loosened in their scabbards. The leader of this greeting party is dressed in loose trousers and a large cape made from red feathers, and he wears a minotaur skull complete with horns on his head. He is tall, imposing, quite muscular and also carries a greataxe.

He greets the wet and bedraggled looking arrivals with typical elven aloofness, looking down on these poor saps who want to be heroes. He verges on the edge of

insulting everyone, before introducing himself as Karz, the spiritual leader of the Towers of Valthoni, and he invites the players into 'his' keep. On the way, he describes the work they have to do, the history of the Towers, and the most recent minotaur attack, which involved both land and sea attacks simultaneously. It was unsuccessful, but left quite a lot of damage to the outer wall, as the boats were equipped with siege weaponry. Their quarters are within the barracks, and after the short tour of the area, Karz leaves them there, with only the instruction to wait until nightfall, when they should come to the compound, the open area between the buildings.

The typical elven guard will be a 2nd level fighter and have the statistics:

Str 12, Dex 12, Con 10, Int 10, Wis 10, Cha 8, with the abilities elvensight, Point blank shot, Far shot and Alertness. Their saves are Fort +3, Ref +1, Will +0. They have 15 hit points, an AC of 10 +1 (Dex) +5 (chainmail). They have an attack of +2 (BA) +1 (Str) with the longsword in melee, doing 1d8+1, or attack at +2 (BA) +1 (Dex) -2 (per range increment (165 ft)) doing the same amount of damage with their composite longbows (Str 12). They have 20 arrows, but more are available within the barracks.

Karz is a 7th level cleric of Sargonnas, and has the following abilities:

Str 14, Dex 16, Con 12, Int 14, Wis 16, Cha 12, with the abilities elvensight, rebuke undead, the domains of fire and war, Power attack, Cleave and Create Wondrous Item. His saves are Fort +8, Ref +7, Will +10. He has 42 hit points, an AC of 10 +3 (Dex) +2 (cloak - armour) +2 (ring - deflection). He has an attack of +5 (BA) +2 (Str) +1 (magic) +1 (war domain) with his +1 flaming greataxe in melee, dealing 1d12+4+1d6(fire). He wears the Cloak of the Bloody Condor, which provides him a +2 armour and save bonus. He also has a Ring of Protection +2.

He will typically deal with conflict by casting *Divine Power* on himself and flinging himself into the middle of combat. He will get out if he has to, but only if there's no hope of reinforcements rescuing his unconscious body.

The Adventure – Chapter 1

The players should go down to the compound at nightfall, where Karz starts to speak. He speaks clearly and with passion, and is a great inspirational speaker. He talks about the minotaur invaders, and how they are going to die on the blades of his

friends and allies. He introduces Valyonla, who has managed to recruit a full 12 new members, and there is to be a feast in the mess hall in the barracks in hers, and the new recruits', honour.

The feast is not much, but it is more than broth. There is meat and fresh vegetables, juicy fruits and enough wine for everyone to have a glass, none of which are normally available. Everyone treats this as a party atmosphere, but a number of lookouts are still keeping an eye on the outside of the Towers.

Sometime during the party, an older looking Dimernesti elf approaches the party, and starts to make small talk about the Towers. At some point he raises the question of how the beacon is lit. He gives his name as Maroo, and tells them he is one of the Dimernesti who helps the elves in the Towers, and it is his individual successes against the minotaurs that has allowed him the honour of attending tonight, although he is not too keen on the food. He will go on to say how most of the Dimernesti are kept away from the Towers themselves as much as possible. Most don't recognise it, as most have no inclination to leave the water, but those that do have tough times of it. Maroo was the single Dimernesti cleric of Paladine who once lived at the Towers, and has suspicions over what is really going on. He will keep himself available if the PCs wish to discuss anything with him, and if he discovers the elves worship Kinthalas, is likely to reveal it to the other Dimernesti, and then try to get them to leave.

If the players wish to follow the beacon being lit up, they can either ask or investigate themselves. If they ask, no one is likely to tell them anything more than it is a simple ritual that Karz does alone at the top of the tower. Karz himself has disappeared for the night, and has retired to his personal chambers at the top of the tower. If the PCs investigate, the ritual is carried out before daybreak at the top of the tower, which is off limits. If they somehow manage to sneak past the half dozen guards on the stairs, they will be able to see Karz call a prayer to Kinthalas, cut open his palm over a branch, cut open a dull-eyed and heavily scarred minotaur over the branch, and then see the light flare anew. Since the minotaur and Karz are both used to the light, they can avoid looking at it, but any unprepared players will want to take a reflex save DC15, or be blinded for 1d4 minutes.

If the players try to ask why the Dimernesti are so rarely allowed anywhere, most elves don't know, have nothing to do with it, feign ignorance over it, but the real reason is because they don't want the Dimernesti knowing of their secret worship.

That said, they hardly wish the PCs to find out they worship Kinthalas, so getting any information out of them about this will be difficult.

The night passes.

The next day, the party can be sent on their first assignment, which is to scout the area to the north; they have a guide who will show them where to go. Minotaur activity is unlikely this far south from Silvanost, but not unheard of. If there is any activity, it would be a good test to see if the abilities of the characters matches what is expected from them.

Their guide is Sorn, a kagonesti ranger 4, who has the following abilities;

Str 12, Dex 16, Con 12, Int 9, Wis 12, Cha 9, with the abilities elvensight, favoured enemy (minotaur), track, wild empathy, rapid shot, endurance, Point blank shot and Precise shot. His saves are Fort +5, Ref +7, Will +2. He has 24 hit points, an AC of 10 +3 (Dex) +4 (+1 studded leather) +1 (buckler). He has an attack of +4 (BA) +1 (Str) +1 (magic) with his +1 shortspear in melee, doing 1d6+2, or he attacks at +4 (BA) +3 (Dex) +1 (magic) -2 (per range increment (20ft)) doing the same amount of damage. He also has a masterwork longbow, which attacks at +4 (BA) +3 (Dex) +1 (m/wk), and he can rapid shot as a full round action, gaining a second shot, but each is at -2. He deals 1d8 damage, and has 20 arrows.

He will typically have *entangle* memorised, which he will use to evade capture rather than to make his killing easier. He gets one 1st level ranger spell a day.

He is a strongly active member of the Cult, and hates the minotaurs with a ferocity that most other elves cannot match, surprising considering that this is not his homeland he's fighting for. His passion goes so deeply that he has no compunction about killing minotaurs, whether they are aware of him or not, and he delights in torturing them.

Have the party go north for a few days, turn east for another day, and then have them stumble across a minotaur scouting party at dusk, who are setting up for the night. This is a CR 6 or 7 (depending on how badly the PCs face it) encounter.

The minotaurs are on a simple scouting mission, and are hoping to discover how all the boats are being destroyed. There are 12 tents of two minotaurs each, and a command tent in the centre, with Puckdan, the commander, in alone. The regular tents hold two minotaurs, each of whom sleep for half the night, while the other stays awake and alert. If anything suspicious happens, they can silently alert others by pulling on a green piece of string tied to the next sentry's tent, which is near invisible

in the dark of the forest. Within moments, the entire camp can be awake and ready to fight.

Half of the minotaurs are 2nd level fighters with the following stats and abilities;

Str 14, Dex 10, Con 12, Int 9, Wis 10, Cha 9, with the abilities Scent, Endurance, Toughness and Power attack. Their saves are Fort +5, Ref +0, Will +0. They have 20 hit points, an AC of 10 +2 (natural) +3 (studded leather) +1 (buckler). They have an attack of +2 (BA) +2 (Str) +1 (M/wk) when attacking with their masterworked greataxes, dealing 1d12+3 damage and +2 (BA) when attacking with their short bows, dealing 1d6 damage (20 arrows each). They also attack at +2 (BA) +2 (Str) +2 (charging) with their horns, doing 2d6+3, but can only attack with their horns at the end of a charge.

The other half are 3rd level rangers with these following stats and abilities;

Str 15, Dex 12, Con 10, Int 9, Wis 12, Cha 9, with the abilities of scent, favoured enemy (elf), track, wild empathy, two-weapon fighting, endurance, Improved initiative and Two-weapon defense. Their saves are Fort +3, Ref +4, Will +2. They have 16 hit points, an AC of 10 +2 (natural) +3 (studded leather) +1 (two weapon defense) +1 (Dex). They attack at +3 (BA) +2 (Str) +1 (M/wk) -2 (2wf) with their masterwork battleaxes (at 1d8+2 damage) and masterwork handaxes (at 1d6+1 damage). They also attack at +3 (BA) +1 (Dex) when attacking with their composite shortbows (Str 14), dealing 1d6+2 damage. They also attack at +3 (BA) +2 (Str) +2 (charging) with their horns, doing 2d6+3, but can only attack with their horns at the end of a charge.

Puckdan is a 4th level mystic/1st level fighter:

Str 16, Dex 12, Con 12, Int 10, Wis 15, Cha 12, with the abilities of the Fire domain, scent, Point blank shot, Precise shot, Endurance, and Combat casting. His saves are Fort +7, Ref +2, Will +6. He has 31 hit points, an AC of 10 +2 (natural) +6 (+1 breastplate) +1 (Dex) +1 (ring of protection) +2 (m/wk heavy steel shield). He attacks at +4 (BA) +3 (Str) +1 (magic weapon) with his +1 greataxe, for 1d12+5 damage, and at +4 (BA) +1 (Dex) +1 (M/wk) with his masterwork composite longbow (Str 16), dealing 1d8+3 damage. The bow is of elven design. He also attacks at +4 (BA) +3 (Str) +2 (charging) with his horns, doing 2d6+4, but can only attack with his horns at the end of a charge.

He gets 6/7/4 spells a day. He knows 0 – *Create water, Detect magic, Detect poison, Light, Purify food and drink, Resistance*. 1 – *Bless, Cause fear, Cure light wounds, Burning hands*. 2 – *Bull's strength, Produce flame*.

Puckdan de-Lagrangli is leading a scouting mission down near to the Towers, since he has fallen out of favour with the Forerunner faith. Although a powerful member, in part responsible for his clan's current favour, he showed some interest in the return of Sargonnas, and these thoughts have betrayed him. Although he had a nice position in Sargasanti, his 'lack of faith' has given him the most dangerous job he could have without outright killing him. He is unaware that the Valthoni worship Sargonnas.

If attacked, a number of the freshly awakened minotaurs light hooded lanterns hanging above the inner ring of tents, knowing that elves have better night vision than them. Puckdan will cast *bless* at the beginning of combat, fire into melee when he can, but if it looks like a difficult battle, will charge in there swinging his axe, after casting *bull's strength* on himself. He will not hold back from burning a swath of forest around him, since elves will be drawn to protecting their forest, if it looks like they'll run away, and if it gets dangerous, he'll *create water* at least enough to save the minotaurs, if not their equipment.

After the combat, if any minotaurs are left alive but subdued, Sorn will kill them with 'the bloody condor', which involves suspending the victim from a tree, slitting the chest of the victim open, and pulling apart the ribcage, leaving the lungs free to flap around. This is done as a warning to other minotaurs, and also as homage to Sargonnas. One of the remaining minotaurs are spared, and is taken back to the Towers, for interrogation and for his blood.

The Adventure - Epilogue

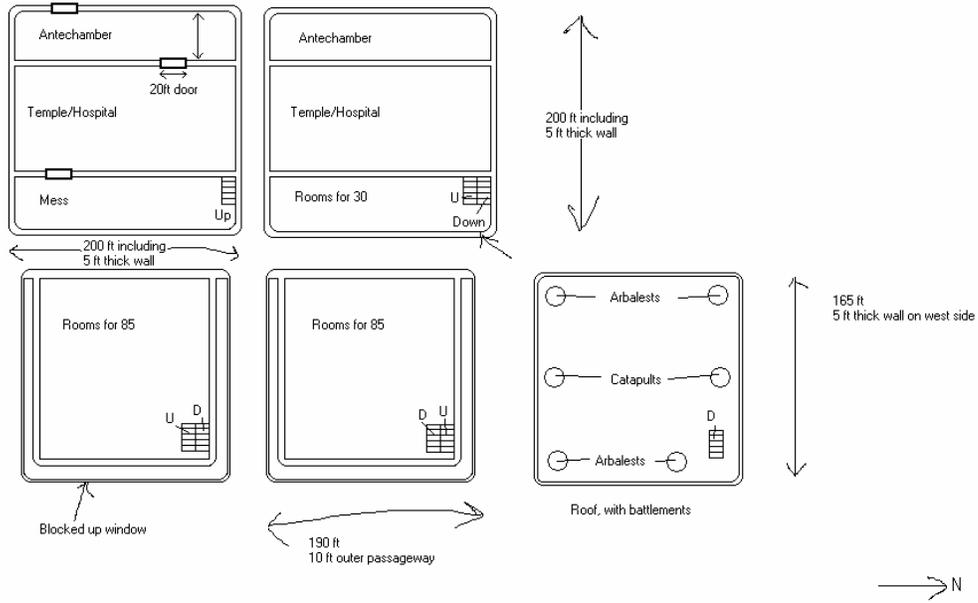
What the players then do is up to them. They will be going back to the Towers if they follow Sorn, but it depends on how badly the torture has come across, as well as all the other things they could have investigated. It should be clear that since the players were misled over the loyalties of these elves, that the Dimernesti were as well, and it leads to the question: What do they do? Although most elves are good (and indeed, most of the elves in the Towers are neutral; willing to work with and for evil people for good ends), they are being misled, and most good people

would not be too happy with evil people being the ones to win back their country. The Dimernesti might end up leaving altogether, which would greatly impair the effectiveness of the Cult at the Towers. But... they are still helping to remove the minotaurs. A moral dilemma.

If the players are undecided, or forgive the Cultists, more adventures based on the Tower could happen, with such things as a full-out attack by the minotaurs who are getting increasingly annoyed at the Cult's attacks. Alternatively, players who decide that the elves need some form of redeeming, could take out the actual worshippers of Sargonnas, and replace them with good-aligned elves who want to help. It would be up to them. The other Tower may want investigating as well, and I've not said much about it, so anything could be happening there. Or, they could just leave it at that, and wander off leaving the situation as it is.

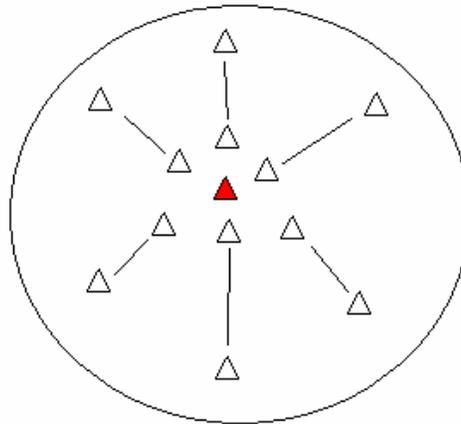
Maps for the Towers of E'li

Barracks

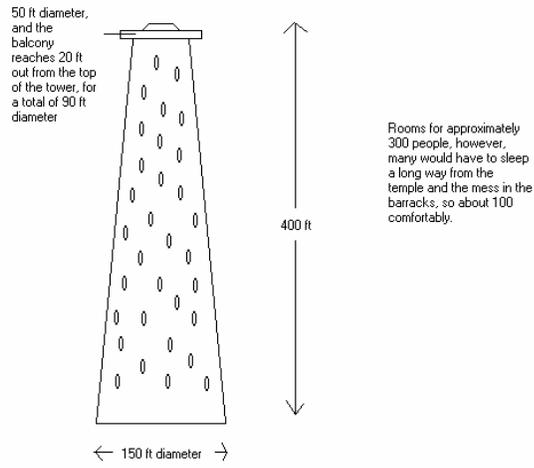


Minotaur Camp

Minotaur camp.
 The red tent is the command tent.
 The other tents have an awake and a sleeping guard



Tower of E'li



Inside the Tower

