

THE "MAGIC LOCATION" SCROLL

WISHING IMP WELL



Long ago, an adventurer dropped an ever-burning torch in the town's well. Today the people believe the flames are the result of a devil who's made its lair down there. This is only partially true. A clever imp is taking advantage of the town's superstition and whispers promises of good fortune into the townfolks' ears in exchange for a few coins dropped down the well.

RAGING HILLS



Though the cruel barbarian Guldrath Gatebreaker was cut down by a group of heroes many years ago, not even death could still his rage. Any who dare trek across the Hills of Slaughtered Barons will feel Guldrath's fury pumping through their veins and his battle cries ringing in their ears. Those of weak mind or spirit are easily sent into a bloody rage that can't tell friend from foe.

FATAL STRUM CAVE



At the back of this cave rests a sentient lyre, and lying all about it are dozens of skeletons. Those with an ear for music that venture near the cave can hear the lyre calling out to them, offering its magics if they can prove their talent. However, those who fail to meet the lyre's expectations are set upon by the animated skeletons of all the previous bard's who failed the lyre's test.

AGONIZING ALLEY



Not even the city guard dare venture down this alley that is drenched in shadow both day and night, for it was once the residence of a deranged serial killer. Though the killer was hung long ago, the pain and suffering they inflicted in this place was so traumatic that the alleyway became tied to the Shadowwell and is now the hunting ground for the monsters that dwell there.