

Domains of Dread: The Howling Halls of Turmain

A History of Turmain

Seven centuries ago, there was a powerful kingdom in the south of Faerun. This kingdom was run by the benevolent King Fallsdale and his young bride Deena. King Fallsdale was quite elderly, and had lost his first wife to illness when he was still a fairly young man. He vowed never to remarry, and ran his kingdom alone with a fair but firm hand.

As old age began to take him, Fallsdale worried that he had no heir to claim his throne, and had grown very lonely. On his sixtieth birthday, much to the surprise of his advisors, King Fallsdale proclaimed that he would take a bride. He ordered his guard to search the kingdom and bring him all young, virginal women so that he might select a bride from them.

Over the next few weeks, hundreds of young ladies were brought before King Fallsdale. He spent time with each one, but turned them all away one by one. The King was on the verge of giving up when Deena was brought before him. King Fallsdale was immediately captivated by her beauty and innocence. He knew the moment he saw her that she would be his bride.

Following only a one week courtship, King Fallsdale announced that he was to wed immediately, and the following day Deena was made his bride, and the Queen of the land. It seemed that Fallsdale's hope of an heir would come true at long last. For many months they tried to conceive a child, but with no luck.

Not to be dismayed, King Fallsdale had his personal physician, a young man named Turmain, treat his youthful bride to determine the cause of the failures. Over the following few months, Deena spent as much time with Turmain as she did with her husband. Turmain assured King Fallsdale that an heir would soon be conceived...and conceive Deena did.

The King was delighted at the news of Deena's pregnancy, and lavished all manner of gifts and fortunes on Turmain for his faithful service. For the entire length of the pregnancy, Turmain was held in the highest regards in the royal court and was treated as though he was royalty himself.

The night Deena was to give birth, King Fallsdale and Turmain stayed at her bedside. Her labor was long and grueling. When the sun first shed its light over the horizon the following morning, the child was born. King Fallsdale had been worried and was pacing about the room until the child was born. Turmain announced that the child was a boy, and the King was overjoyed.

His joy soon departed, though, as he first looked upon the baby who was the spitting image of his father...and it wasn't King Fallsdale. Right down to the crook in his nose, the baby was a mirror-image of Turmain. King Fallsdale was crushed and enraged at this deceit and treachery. Turmain attempted to explain, but the words escaped him. He knew what he had done, and he knew the penalty for deceiving the King.

King Fallsdale immediately ordered Turmain and Deena to be thrown into the castle's dungeon, and the child to be removed from his grounds. For two weeks the couple languished in the bowels of the castle, not knowing what the King was preparing to do. They swore a pact to each other, declaring that whatever fate was decided, that their love would survive it somehow. Little did they know the punishment that would befall them both.

After long consultation with his viziers and advisors, King Fallsdale had decided on an appropriate punishment. He had the couple brought before him where he passed his judgment on them. They were to be banished, but not just from his lands...from the very world itself. He ordered Turmain and Deena to be teleported to the horrid plane of Pandemonium, so they could live out their days in torment and confusion. They would never find each other amongst the labyrinths of the plane, and would be hounded by the constant winds there.

Without further words, the King motioned to his High Wizard who, in a single, sweeping gesture of his aged hand, gated the couple through the planes to opposite sides of Pandemonium.

King Fallsdale struck the names of the scandalous couple from the official records of the realm, and forbid their names ever be spoken again under penalty of corporal punishment. The powerful ruler never gained an heir, and several years later died from illness. King Fallsdale's High Wizard assumed the title of Steward of the Realm until war overtook the kingdom, and, in time, even King Fallsdale's name slipped into fading memory and, eventually, forgotten legend.

Turmain awoke after a long, enchanted slumber to find himself in an area of Pandemonium known as Agathian, a sizable area cut off from the howling winds of the plane and home to terrible and ancient evils. For several days Turmain was pursued by the dark creatures that call Agathian their home until he stumbled across a portal. Not caring where it went, Turmain blindly stepped through the portal.

When he opened his eyes, Turmain found himself in the cold, howling caverns that make up the plane of Pandemonium. His thoughts immediately returned to his lost Deena. He knew she was out there, somewhere, alone in the cold, winding, wind-blasted tunnels. He sought to find her, and began making his way through the tunnels, not minding the frigid cold or the deafening winds. For weeks he roamed blindly through Pandemonium, each day his fear growing equally with his insanity. The beasts that roamed the damned tunnels of the plane seemed to ignore Turmain, allowing him to lose himself completely in the labyrinth.

Turmain had all but lost hope when he stumbled across another person stranded in the tunnels. The man was old, battered...and completely mad. Asking about Deena, all Turmain could get from the old man was incoherent rambling. Turmain's anger welled up, and he struck the old man down in a frenzy of fear and worry.

Something very odd happened when Turmain slew the old man. He neither felt repulsion nor

concern for what he had done. For just a moment, the cold seemed to subside, and the winds seemed to stop. For just a moment, Turmain found peace in this Hell he had been banished to, and he liked it. His mind was slowly breaking in Pandemonium.

Turmain continued to wander the halls, looking for Deena, and every time he found another lost soul, he would strike them down, again gaining that small bit of peace, each time the calm lasting a bit longer than it did previously. Turmain had, at this point, gone completely insane, his mind broken by the howling winds and cold labyrinths of the plane of the lost.

In time, his rage had completely overtaken him. Turmain became just as twisted and evil as the tunnels he wandered. Eventually, he found his way back to Agathian via a small portal in one of the thousands of frigid halls. The creatures of Agathian, instead of pursuing him, now bowed to him and did as he said. In his destroyed mind, Turmain fancied himself the ruler of these monsters, and sought to build for himself a palace becoming a man of such power.

Most of the creatures were quick to oblige the mad man's whims, and those that did not were slain. Turmain ordered all banished ones found within the halls of Agathian to be killed on sight. Hundreds were found and destroyed over the years, but Turmain's orders held one exception: if a woman was ever found, she was to be spared until he could pass judgment on them himself. Even in his deepening madness, he still held out hope of finding his lost Deena.

The years passed. Turmain slew, or had slain, hundreds of lost and banished wanderers. With every kill, his peace would return. As always, though, the pain, loneliness, and torment would return. After over a thousand innocent souls had died at Turmain's hands, the grey mists of dread began surrounding his tunneled home. Even though Turmain was completely unaware of it, his wretched home had been plucked from Pandemonium and had become an evil, twisted demiplane unto itself, surrounded by swirling grey mists just as evil as the man himself.

The Dark Truth

Deena was dead. She actually died within the first week of arriving in Pandemonium. She met her end at the hands of one of the rogue groups of insane wanderers that call the plane of madness home. The terrible part of it all is that she didn't stay dead.

The day after her death, she awoke as something much worse than the rag-tag band that had killed her. She swore to find the man that had seduced her, made her lose her child, and damned her to her fate on Pandemonium. She would walk for eternity in the labyrinthine halls to find Turmain. And when she found him, she would kill him.

The years went by, and her pursuit of Turmain was to be as pointless as his pursuit of her. Her body was nothing more than a shell to contain the revenge and evil that had grown in her. She had become more destructive than the very plane itself, able to strike madness into the minds of those that saw her. While stricken with madness, she would strike at them, tearing them to pieces as she screamed into the cold, windy halls of Pandemonium.

Turmain and Deena never saw each other again. He scours the tunnels and halls of his domain, still convinced that when he finds her, their love will still be strong. No one knows for certain what will happen if the fated couple actually ever does meet up again, but rumor has it that the confrontation might tear the very domain apart.

The Ruins of the Halls of Turmain

Visitors to Pandemonium have an excellent chance of finding the ruins of Turmain's dominion should they enter the area of the plane known as Agathian. Various creatures prowl the halls and tunnels of the windless Agathian, however, seeking to destroy any they should come across. What at first seems to be a refuge from the cold and howling winds of the plane of Pandemonium soon becomes a nightmare of evil and pursuit.

Readers will note that there is no map included to show the labyrinthine halls of Pandemonium or Agathian. This is very intentional. It will be up to the DM to tell the PCs about the winding tunnels and maze-like layout of the plane, using the Manual of the Planes as a verbal guide. If the DM wishes, they can make their own maps to show the plane of Pandemonium's various areas, and Agathian's dangerous halls.

Included are some of the possible creatures the PCs are likely to encounter while in the labyrinth of Pandemonium and the halls of Agathian.

- ◆ Chasme (MotP, pg. 121)
- ◆ Solamith (MotP, pg. 123)
- ◆ Barbed Devil (MotP, pg. 124)
- ◆ Barbed Devil Enforcer (MotP, pg. 124)
- ◆ Raavasta Observer (MotP, pg. 136)

*MotP = Manual of the Planes

Keep in mind that almost all creatures encountered on Pandemonium are outcasts from other planes. There are no original inhabitants to Pandemonium, but many races that have been banished to the maddening plane have procreated and survived for several generations. The DM should feel free to include any creatures he or she feels are appropriate for the PCs level or for encounter purposes.

Crossing Over:

There is no set time-frame that Lord Turmain uses to impose his dark realm upon the halls of Pandemonium and Agathian. It is by his whims that everything within his realm happens. When it does happen, however, the PCs will notice a rolling bank of thick grey fog enclosing them. When the fog clears, or they make their way out of it, they will find themselves within Turmain's howling halls.

Turmain's halls look no different than the actual Agathian, so it is unlikely the PCs will know they have crossed over. It will only become apparent when they attempt to leave the plane via spell, portal, ritual, etc., and find that they cannot exit the realm.

Lord Turmain and Deena:

Turmain spends his days walking his realm, still searching for his lost Deena. Any living creatures not known to him are immediately assaulted by Turmain and his henchmen. All of the inhabitants of his realm serve him to the death, and cannot be negotiated with.

Deena also prowls the halls of Turmain's realm, seeking out the dark lord in the hopes of slaying him for his actions that led to her death. It is unknown what would happen if the two should ever actually meet up again. It is thought that the confrontation could tear the domain of dread to pieces, sending it reeling back into the mists from which it came. Like Turmain, Deena will attack any living creature that crosses her path, including Turmain's own henchmen.

Turmain	Level 18 Solo
Medium immortal humanoid	XP 10,000
Initiative +12	Senses Perception +17
HP 696; Bloodied 348	
AC 32; Fortitude 31; Reflex 30; Will 30	
Speed 6	
Action Points 2	
⚔ Battering Fists (standard; at-will)	
Turmain pounds with his powerful fists. +23 vs. AC; 2d8 + 7	
↩ Enraged Assault (standard; at-will)	
Turmain attacks everyone that gets near him in a furious assault of punches. Close blast 1; +23 vs. AC; 2d8 + 7	
↩ Bloodied Frenzy (immediate reaction; at-will)	
Close blast 1 Usable when Turmain is first bloodied; +23 vs. AC; 4d12 + 7 On a successful hit, the target is pushed 2 squares, knocked prone, and takes Ongoing 5 damage (save ends).	
Alignment Unaligned Languages —	
Skills Dungeoneering +20, Endurance +19	
Str 22(+15) Dex 17(+12) Wis 18(+13)	
Con 22(+15) Int 19(+13) Cha 16(+12)	
Equipment Cloth Armor (Basic Clothing)	

Deena	Level 18 Solo
Medium immortal human (undead)	XP 10,000
Initiative +12 Senses Perception +16	
HP 688; Bloodied 344	
AC 32; Fortitude 31; Reflex 30; Will 30	
Speed 6	
Action Points 2	
⚔ Slam (standard; at-will)	
+23 vs. AC; 2d8 + 7	
↩ Insane Barrage (standard; at-will)	
Deena unleashes a furious attack on all who draw close to her. Close burst 1; +23 vs. AC; 2d8 + 7	
↩ Corrupting Rupture (immediate reaction; at-will) • Necrotic	
Usable when Deena first reaches Bloodied status and again when she reaches 0 hit points. Close burst 1; +23 vs. AC; (Deena emits a vile necrotic spray on all who draw near her.); 3d8 + 7 + Ongoing 10 necrotic damage (save ends).	
Alignment Unaligned Languages —	
Skills Dungeoneering +16	
Str 16(+12) Dex 17(+12) Wis 19(+13)	
Con 20(+14) Int 19(+13) Cha 15(+11)	

Dark Lord Turmain's and Deena's Tactics:

Turmain will always lead out the battle with an *Enraged Assault*, hoping to pummel as many enemies as possible, following it up with his *Battering Fists*.

Deena will attempt to get as many enemies as possible around her before unleashing her *Insane Barrage* attack, following that up with slam after slam.

Escaping Turmain's Halls:

In order to leave the Howling Halls of Turmain, the PCs must defeat Turmain in combat, slaying him. While he will be reborn the following night, in the meantime the PCs can exit his realm normally. It is often harder to leave the plane of Pandemonium than it is to leave the Halls of Turmain. Should the PCs still be around when Turmain is reborn, his vengeance on them will be his primary goal.