

GRMI-10

FADING VISION

A Two-Round D&D LIVING GREYHAWK[®]

Gran March Regional Adventure

Version 1

Round 1

by Nick Perch

Trouble in Carern, again. Raiders from the Dim Forest step up attacks - the Army spread too thin. Heroes envisioned may stem the tide. Something more sinister afoot? A two-round adventure for self-motivated heroes of the March. This adventure is recommended for characters level 3-8.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

DETERMINING AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

Keep in mind that active duty military characters receive free Common lifestyle (or better, depending on rank).

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill	Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

Note: This is a Gran March regional scenario, and the PCs may spend military time units for it. Military PCs get all their normal benefits, including free lifestyle.

In ancient times, Vecna ruled an empire that included what is now Gran March. Relics of the Occluded Empire can be found throughout the Sheldomar Valley, and represent a terrible threat to current generations. One such relic is the Eye of Eternity, a massive scrying device that was fashioned in one of Oerth's strange demiplanes, collectively known as the Fading Lands (see Appendix I).

The world's leading expert on this particular Fading Land is a Vecna cultist named Kaldrell Mock. Mock has finally convinced himself that he believes he can access this device, and get it to work for him. There are several obstacles to his plan, however. First, the Fading Land can only be accessed through a portal deep in the Dim Forest. Since the Dim is a rather dangerous place, he needs some help. Second, activating the Eye of Eternity requires the sacrifice of a human of noble blood. Those are relatively hard to come by, so again, allies are required.

In order to get the allies he needed to activate the Eye, Mock came up with a simple plan – he would work through emissaries to offer his services to the leader of the Dim Forest humanoids. Working carefully to avoid discovery, he made a pact with that leader – for assistance in gaining access to the Fading Land he would make its powers available to the leader for a period of 5 years. He promised extraordinary military intelligence, and is set to deliver this assistance as the adventure opens. His allies have gotten him to the Fading Land, and have delivered a noble of human blood (Elector Timmor Ellthorn) for sacrifice.

The PCs begin heading south on the road to Carern. They are most recently coming from the direction of Ironwall Keep, the capital of Barony Malthinius. They may be together or traveling as individuals. Along the way they meet a soldier from Carern, Gremmon Armbull, who carries news of an attack by humanoid forces.

Upon arriving in Carern, the PCs will find that the town has been badly damaged. Several buildings are down, but about three-fourths of the town is still standing. Evidence of some rudimentary fortifications can be seen (reinforced shutters, a new palisade around the horse yard, a padlock on the new stables). There are a fair number of able-bodied villagers still up and about. It looks like they gave as well as they got. If asked, the villagers will say that they had some warning before the attack, and were able to make some preparations. They just didn't expect a raiding party as large as the one that appeared, however.

Old Naril and his dog are there, helping out. When the PCs arrive he drops everything and approaches them. He saw unusual signs in the forest and so used a special tea to receive a vision. The vision showed him a pack of wolves fighting a bear to save the oldest wolf. He knows where they are taking the Elector (nobody else in town even knows he's missing – the garrison is keeping quiet about that), and will provide direction. He believes the PCs are the wolves from his vision, and urges them to rescue the old wolf (the Elector) in fulfillment of the prophecy. He will provide them with a handful of goodberries to aid them on their way.

The PCs can ask around town to get some details of the raid. They can also, if they ask the garrison (which currently consists of two badly wounded soldiers), confirm that the Elector is gone. The garrison immediately suspects Old Naril of complicity but they urge the PCs to go attempt to recover the Elector's body (they have no hope that he's still alive).

Following the directions will bring the PCs to what might be a familiar tower. A group of elves is picking through the remains of a work crew, which had been repairing the old tower to help defend against raiding parties from the forest. They take cover and draw weapons initially, until the PCs are identified as no threat. They report seeing a humanoid force raid the work crew on their way back to the forest.

At least one human is still trapped, but the elves lack the muscle to free him. He's hurt, but they've gotten him a little water, and think he can still be rescued. The PCs here can pick up more information about the force they seek. They can ask the worker (who saw more than the villagers but not much) or the elves (who will trade information for information). The elves can be convinced to take the rescued worker back to Carern, and one of them (Tyrriel Minaelon, a cleric of Solonor) might even be convinced to accompany the PCs to track down the humanoid war band. The others feel a strong need to report to their elders.

The PCs then head deeper into the forest, and travel without incident for a day. A night spent under the canopy of the Dim Forest is far from pleasant, but uneventful. On the second day of their journey (or that same night, if they elect to travel straight through), they encounter some of the shadow creatures that make the forest so dangerous. The encounter will be with one or more shadows and a Shade cleric of Kyuss. The PCs may fight, flee, or bargain as they will.

Later that day, the PCs encounter a Pathfinder driven mad by disease. They may kill him or subdue and cure him (and may contract the disease themselves). He will tell the PCs that he was tracking some cultists of Incabulos when he last remembers. That was 3 weeks ago and 80 miles away. He will confide that he's a bit concerned about the moral state of the March. He cannot accompany the PCs, despite his wish to help them on their quest. The disease has left him too weak to be of much help, and would require healing magic beyond those available to PCs of a level permitted to play in this event. He intends to hobble his way out of the forest and report to his superiors. The PCs must continue on without him.

Nearing their goal, the forest becomes even more oppressive. As they approach within a mile of the circle where the humanoid raiders have taken the Elector, an ancient guardian confronts them. The Shade Guardian is an ancient elven ghost, now infused with the shadow stuff that permeates the Dim Forest. He has grown too weak over the ages to prevent the humanoids from reaching the stone, but he initially intends to stop the PCs. They may bargain with him to get information and avoid a combat. He'll be happy to allow them to pass if they intend to bring battle to the monsters who have invaded the area he is sworn to protect.

Finally, the PCs arrive at the entrance stone to the Fading Land. There they will confront a small band of humanoid and giantish opponents, and discover the means to enter the Fading Land (if they did not gain this information from the Shade Guardian). They must spill

the life-blood of a sentient creature on the stone, and invoke certain ritual phrases. They have a choice to make – they can either use a defeated humanoid or giant, or one of the PCs can be slain. (Technically speaking, so can a familiar or a bonded paladin's mount, or the elf could be subdued and slain – he won't volunteer under any circumstance.) Once the ritual is enacted, the Shade Guardian may act to possess the corpse of the slain individual, if it's a PC, to allow the player to complete the second round. This ends round one of Fading Vision.

INTRODUCTION

Getting the PCs involved in this adventure is going to require some cooperation on the part of the players and the DM. For whatever reason, the PCs are on their way to the village of Carern, in Barony Malthinius. It's impossible to predict exactly why they might be doing so, but several possible reasons are given in Player Handout #1. If none of the reasons given are sufficient, try to work something out with the player. As a last resort, a merchant named Telldour Murril (male human Exp 4, hp 26) will offer each of the recalcitrant PCs 5 gp to escort a small herd of cattle to Carern. They will be accompanied by Gradle (male human Com 2, hp 7), who is in charge of actually driving the cattle. If that doesn't work, tough luck, you can't force the PCs to adventure.

It would ease the transition into the adventure if the PCs are traveling together. This is not strictly necessary, but the DM should encourage it if at all possible.

As the PCs near Carern (they are about 3 hours away when they get the news), they see a wounded soldier riding toward them at a trot. The soldier is Corporal Garven Bladdel (male human War 3, hp 5, normally 16), from Elector Ellthorn's garrison at Carern. Garven is a competent soldier and will quickly relate his news to the PCs and request their aid, and then he will continue on north. He is newly promoted to Corporal after exceptional service following an orc raid earlier in the year.

Garven has the following news:

- Carern was attacked 5 hours ago by orcs, ogres, and what seemed to be a giant.
- The village suffered heavy damage OR the village was nearly demolished.
- There are many people hurt or missing, and the village needs all the help it can get.

If any of the PCs are Sergeants (or higher) in the Army (active duty) or Knights of the Watch/Dispatch, Garven is forthcoming with one more bit of information. Otherwise, the PCs may notice (Sense Motive, DC 20) that Garven is holding something back. Garven will tell his superiors (Sergeants or Knights) that Elector Ellthorn has been captured by the raiders, and taken off toward the Dim Forest.

Garven will repeat his message to each group of PCs he encounters, but it's probably easiest to just relay the story once.

The PCs will arrive in Carern over the course of a few hours (juggle time and space to make this happen). What's left of Carern is Encounter 1.

IMPORTANT SIDEBAR:

This adventure is designed to push the PCs to their limits with a rapid sequence of encounters. It is important that they feel a sense of urgency throughout the adventure. The biggest decision they have to make during this event is whether or not to push on and try one more encounter before resting. The Elector has been kidnapped, and is likely in trouble. Make sure they realize that.

In order to rescue the Elector they must complete the journey and defeat Kaldrell Mock with no more than three significant delays. A delay would be a rest period of 8 hours or more, getting significantly lost in the Dim Forest, 8 or more hours spent in Carern, or the like. Use your best judgment. The party will probably need at least one rest period during the trip simply due to the passage of time. They should be able to complete the journey from Carern to the stone circle in 2 days, assuming they are reasonably quick about it. If they travel slowly enough, they may eat up two of their delays simply in travel.

Of course, PCs are unpredictable. They may never actually encounter this dilemma if they perform significantly better than average. If this is the case, try to play up the tension and the rushed nature of the mission anyway, even if it's obvious to you (as the DM) that they will succeed.

Do not penalize the PCs if they delay for an hour or two to investigate or help with the carnage in Carern, or if they stop for a short time to talk to the elves and help the trapped engineer. The clock starts ticking from the time the PCs assemble (since it's based on delays and not a real clock, it doesn't matter how long it takes them to get together).

ENCOUNTER 1

The village is busy licking its wounds. The still able-bodied are busy clearing the rubble from destroyed structures, trying to find trapped people, bodies, and supplies. Similar work is going on in the Elector's manor, which suffered less structural damage, but an even higher loss of life. Of the Elector's household, only Garven (whom the PCs encountered on the road) and Soldier Tomkin Noldwur (male human War 1, hp 1, normally 9) remain. Tomkin is staggering about the courtyard, trying to collect the bodies of the rest of his file, and the Elector's stablemaster.

The folk of Carern will recognize people coming down the road as potential help, and will greet them as warmly as they can manage, under the circumstances. The PCs will be asked to help out with in whatever way they can. The villagers will answer questions about the

raid, especially if it seems like the PCs are interested in pursuing the raiders.

PCs who wish to tend the wounded are directed to the Old Stable Inn, which survived the attack undamaged. There they will find (either 12 or 28) wounded villagers, including 2 soldiers from the Elector's file (Yrron Tarsk and Vriall Polturn, both human male War 1). The wounded are being tended by the innkeeper Verdana Pallorn (human female Sor4), the local carpenter/healer Dith Yrrgorn (male human War 3), and a druid from the Dim Forest, Old Narril (human male Drd 6), with his dog lazing about nearby.

Most of the village witnessed some or all of the following, regarding the attack:

- The attack started a couple hours before dawn, and was over in 15 minutes.
- The first indication of trouble was (depends on DragonCon adventure, either alarm horn or boulder crashing into Jervik's house – he's okay, just got a busted leg).
- A group of orcs, ogres and giants attacked the village. (Partly false, just 1 giant.)
- Another group split off and attacked the Elector's manor.
- One of the orcs threw balls of fire. (Mostly false – one of the orcs threw a flask of Alchemist's Fire at the shrine of St. Cuthbert, but it landed short and didn't catch anything.)

The two most interesting NPCs to speak to are the soldier, Tomkin, and Old Narril. Tomkin has the following information:

- The attackers at the manor house were very determined and organized.
- At least 10 orcs and 4 ogres attacked the manor house.
- He believes that one of the attackers was a spellcaster of some sort. Two of his fellow soldiers keeled over without obvious wounds in the middle of the courtyard. Ogres smashed them.
- The attackers were very determined to take the Elector alive. Tomkin has a smattering of orc, and heard the orders repeated several times. (He will reveal this only if directly asked about the Elector or the purpose of the raid, or if a Knight or a Corporal or higher-ranking soldier is present.)
- The attackers stuffed the Elector into a large sack, kicked it until he stopped struggling, and carried him off. (He will reveal this only if directly asked about the Elector or the purpose of the raid, or if a Knight or a Corporal or higher-ranking soldier is present.)
- Half the file survived the night, but only he and Garven were conscious. Since Garven's injuries were less severe, he took it upon himself to ride for help.

Old Narril is a special case. If nobody wants to talk to him, he'll seek out the PCs one by one, assemble them in a group, and relate his tale. Old Narril has the following to relate:

- He noticed the humanoids moving through the forest two days ago.
- Suspecting trouble, he sought divine guidance through a special tea. ***"In my vision, I saw a pack of wolves, <<NUMBER of PCs>> wolves, fighting to protect the leader of the pack from being mauled by a bear. They were fighting on a strange circle of stone, in the middle of a green lawn. When you arrived so soon after the attack, I knew you were the wolves. When the Elector was taken, I knew that he was the pack leader. I do not know this bear, but I know the stone. I can tell you where to go. It is your destiny."***
- He followed the humanoids when they left the forest. When he saw how badly Carern was damaged, and still had no evidence of his prophesied wolf pack, he decided to wait here, and tend the wounded while he did.
- The stone in his vision is about 30 miles into the Dim Forest (which makes it about 40 miles from Carern). He will give the PCs directions which lead them past the old watchtower, due west until they find a burnt section of the forest (from a lightning strike a few years ago – a good place to camp, he says), then north until they find a small stream, downstream until another stream joins it, then due northwest until they find the stone. They'll know they're getting close by the feeling of despair and hopelessness, and by the little things that move at the edge of their vision. He advises them that they may be able to track the raiding party, which would be more direct, but he's observed this group to hide their trails fairly proficiently.
- His best estimate of numbers is around 30 orcs, a half-dozen ogres, and a hill giant.
- He's got all the wounded stable and has 8 goodberries left, which he will give to the PCs.

Neither Old Narril nor the remaining soldiers will accompany the PCs on their mission.

Following Narril's directions should be relatively simple. When the PCs depart, proceed to Encounter 2.

ENCOUNTER 2

The PCs are free to travel how they wish. The rules for pushing people and horses beyond their normal limits can be found in the *Player's Handbook*. Time is just a little bit fluid in this adventure, and the PCs will arrive at the encounters just in time to have them. If the PCs are really able to push fast, give them the benefit (maybe an extra rest-break if they need it, or let them catch the raiders at the stone less settled and prepared, but try not to let them completely break the adventure).

It doesn't matter much whether the PCs track the raiders or follow Narril's directions, they're going to end up in the same place. After about 10 miles of travel, they come to an old watchtower near the edge of the Dim Forest. It is the same watchtower that was in the adventure Horse Play, and was undergoing repairs to restore it to full function when the work crew doing the repairs was attacked.

As the PCs approach, they can see the badly damaged tower, a small camp on the near side of the tower, and a scaffold built up around it. There are five elves poking through the rubble, though their race may be difficult to discern at a distance (Spot DC 20, give an additional +5 circumstance bonus to elves and half-elves). How they react to the PCs depends on how they are approached.

If the PCs approach openly, the elves take cover and draw weapons. They are suspicious of the party initially, but can be convinced to show themselves if the party is non-threatening (Diplomacy DC 10, give bonuses for effective role-playing). If the PCs approach stealthily make standard opposed checks. In this case the Diplomacy DC rises to 15. If the PCs are hostile, the Diplomacy DC rises to 20. The elves will attempt to flee if attacked by an unmounted group. If attacked by cavalry, they will take cover in the ruins of the tower and fire with their bows.

The tower itself is in horrible shape. The southwest corner is caved in, and the roof is still missing. The front door is in splinters. The scaffold around the tower is falling apart on the southwest corner (where the giant attacked) but otherwise intact. The camp is strangely untouched – the workers took cover in the tower when they spotted the warband approaching and the raiders were more interested in killing than in stealing bedrolls. The elves have managed to remove the bodies of 11 men and one woman (all human) from the tower and arrange them in a row on the grass. They were debating whether to bury or burn them in human custom, or follow their own customs and leave them under the boughs of a tree. The row of shrouded figures is clearly visible from within 200 yards.

The elves are all male, all from the Shadowstalker tribe of Dim Forest high elves. They are Tyrriel Minaelon (elf male Clr 3 of Solonor), Ennaleon Mithalmyr (standard elf) and his brother Fellistor Mithalmyr (elf male War 2), Collarion Nialo (elf male Exp 3), and Hallorestillin Amaalmyr (standard elf). See Appendix 3 or the *Monster Manual* for full stat blocks as needed.

If they are negotiated with, the elves first inform the PCs that someone is trapped under some rubble in the tower. They were able to get him some water, but have not been able to free him. They've searched the camp for useful tools, but the only block and tackle is smashed beyond repair. They remain willing to help free the trapped man, and will be able to do so if the PCs pitch in. All they need is a few more pairs of hands to clear some of the rubble.

The trapped man is the main engineer for the repair project, a life-long civil servant named Phorl Rendarick

(male human (Flan) Exp 8). He can give an account of the raid, and has the following information:

- The work crew was a professional crew, not a penal gang. Phorl was in charge.
- The crew started work about 10 days ago on repairing the tower so it could once again serve to watch over the forest.
- About an hour after dawn, as the crew was beginning to work for the day, one of the men noticed the approaching band.
- The crew took shelter in the tower, but the band of orcs, ogres, and a giant attacked. The giant was responsible for smashing in the wall, and burying Phorl.
- The rest of the crew was killed, including the only guard.
- Phorl thinks he heard one of his crew screaming and being taken away. The man's name was Hregg, and he was a carpenter. Phorl will confirm that Hregg is not among the dead.

The elves, for their part, saw the aftermath of the raid. They have the following information, and will trade it for other information:

- The count of enemies was accurate.
- The raiders did have a human prisoner who vaguely fit the description of Hregg. They also had a large sack with a humanoid lump inside.
- The raiders headed into the forest going just south of west, and immediately started covering their tracks, then turned slightly north.
- The raiders seemed well organized and unusually cooperative, considering their nature.

The elves are interested in getting information on the following:

- What is the status of the road that strangles the southern end of the forest?
- Why haven't the Marchers sent any emissaries to the elves to discuss issues?
- Why do the humans seem so hostile and distrustful of the elves? It surely can't be because of Olowyn and his Free Band – they're nothing but children.
- Who was in the sack that the raiders were carrying?
- Do the PCs know where the raiders are going?
- What did they raid, other than this tower? How much destruction or loss of life did they cause?

The elves are willing to offer more help, if the PCs request it. They are willing to detour a day out of their way to drop Phorl off at Carern, and would also be willing to carry a message from the PCs. Most of the group feels a need to report what they've learned back to their elders, but the cleric, Tyrriel, will volunteer to accompany the

PCs. He is familiar with the Dim Forest and its dangers, and may be of use. (See Appendix 3 for his statistics.)

ENCOUNTER THREE

The PCs may still be following the trail of the raiders, but are likely to find that task more difficult. To follow the trail requires a Wilderness Lore check every hour (DC 20 during the day, 23 at night). About a half-mile into the forest, the raiding party splits into 4 groups of approximately equal size. The PCs (probably) don't have any good means of determining which group is the one with the hostages, so roll randomly if they simply select one of the trails to follow. If the PCs do have the means (a Commune spell, for example) let them use them. They'll catch the raiders just about the time the raiders take the Elector into the Fading Land. If the PCs follow this route, they'll still encounter the Shade and shadow(s), but will do so while that group is out patrolling rather than in ambush. If the party is lost, they'll eventually need to backtrack and follow the directions, so use the patrol encounter only if the PCs are on the correct trail.

Eventually, the PCs should need to follow the directions they were given by Old Narril. Those directions lead them to a river crossing many miles into the forest. What Narril doesn't know is that a shade and his undead lackey(s) have taken up residence nearby, and deeply resent the intrusion. They will attack as the PCs are crossing the stream.

If the PCs are mounted or if they are making no attempt to move stealthily, they are automatically spotted, and the shade will prepare his ambush if the PCs cross the river. If the PCs are employing scouts (it would probably be impractical for an entire party to be moving stealthily, because it would slow them down too much) then make standard opposed checks between the PC scouts and the shadow(s). If the shadow notices the PCs, he alerts the shade and they set the ambush. If the PCs notice the shadow, they may do as they wish. If both sides notice each other, the shadow will immediately flee. Even if they dispose of the shadow, Avarest will notice them crossing the river and attack at that point with any remaining shadows.

The PCs have been instructed to travel downstream along a river, then cross over and head north. At the point of this encounter, the river is about 15 feet wide and about 3 feet deep. The current is fairly strong, and the riverbed is made up mostly of stone. This requires any creature wading through the river to make a Balance (DC 10) check if they are moving more than 5 feet per round, or if they are fighting while in the water. Creatures subtract their size modifier to Hide from their rolls (so a large creature subtracts negative 4, resulting in it being easier for large creatures to keep their footing). Give horses a +4 bonus to the check for having 4 legs. Extremely short characters may need to make Swim checks instead of Balance.

Should a character become submerged (most likely due to being drained of strength by the shadow(s) and

collapsing under the weight of carried gear) please refer to the drowning rules on page 85 of the *Dungeon Master's Guide*. Because of the nature of the dim forest, and Avarest's liberal use of his Control Light power, this encounter is always treated as occurring in darkness, unless the PCs cast a Daylight spell or something similar (Continual Flame or Light are inadequate). As long as it is dark, use the statistics provided in parentheses for Avarest.

APL 4 (EL 5)

☛ **Avarest Millonadel, Shade (elf) Clr1 of Kyuss:** CR 3; Medium-size outsider; HD 1d8+1; hp 9 (10); Init +1; Spd 20 ft. (40 ft.); AC 17 (21) (touch 11 (15), flat-footed 16 (19)) [[+1 Dex,+5 breastplate, +1 buckler, (+4 deflection)]]; Atk +1 (+3) melee (1d6+1 (+3), club) or +1 (+3) ranged (1d8 (+2), x3 bow); SQ Shade powers, spells, Domain powers, Spell Resistance 12, Fast Healing; AL NE; SV Fort +4 (+8), Ref +1 (+5), Will +5 (+9); Str 12, Dex 12, Con 12 (14), Int 10, Wis 16, Cha 12 (14).

Skills and Feats: Hide +4, Move Silently +4, Listen +5 (+9), Spot +5 (+9); Concentration +5 (+6); Knowledge - Religion +2; Knowledge - Plane of Shadow +2; Combat Casting.

Possessions: Breastplate, Masterwork Buckler, Club, Unholy Symbol, Spell Component Pouch, Composite Longbow, 20 Arrows, Traveler's Outfit.

Spontaneous Casting: As an evil cleric, Avarest may convert prepared spells into Inflict spells. Note that the Spell Focus feat applies to the save DCs for such spells.

Rebuke/Bolster Undead: See *Player's Handbook*, page 140.

Attacks: Shades gain a +2 competence bonus to attacks and damage in darkness.

Control Light (Sp): Avarest can reduce ambient light within 100 ft. of himself by up to 10%. This cuts the effective range of vision.

Fast Healing (Ex): Avarest heals 2 hp per round.

Invisibility (Sp): Avarest can cast invisibility once per round as a 1st level sorcerer.

Shadesight (Su): Darkvision 60 ft., and can see through magical darkness effects.

Shadow Image (Sp): Three times per day, functions as the Mirror Image spell (1d4+1 images). Cast as a 1st level sorcerer.

Saves: Gains a +4 luck bonus to saves in the dark.

Armor Class: Gains a +4 deflection bonus in darkness.

Abilities: Gains +2 to Constitution and Charisma in the dark.

Spells Prepared (3/3; base DC = 13 + spell level): 0—*detect magic, cure minor wounds, mending*; 1st—*protection from good**, *bane, bless*.

*Domain spell. **Domains:** [Evil (+1 caster level for Evil spells); Death (Death Touch once per day, roll 1d6, if result is greater than victims current hit points, victim dies)].

☛ **Shadow:** CR 3, hp 19; see *Monster Manual* page 161.

APL 6 (EL 7)

☛ **Avarest Millonadel, Shade (elf) Clr3 of Kyuss:** CR 5; Medium-Size Outsider; HD 3d8+3; hp 23 (26); Init +1; Spd 20 ft. (40 ft.); AC 17 (21) (touch 11 (15), flat-footed 16 (19)) [[+1 Dex,+5 breastplate, +1 buckler, (+4 deflection)]]; Atk +3 (+5) melee (1d6+1 (+3), club) or +3 (+5) ranged (1d8 (+2), x3 bow); SQ Shade powers, spells, Domain powers, Spell Resistance 14, Fast Healing; AL NE; SV Fort +5 (+9), Ref +2 (+6), Will +6 (+10); Str 12, Dex 12, Con 12 (14), Int 10, Wis 16, Cha 12 (14).

Skills and Feats: Hide +5, Move Silently +5, Listen +5 (+9), Spot +5 (+9); Concentration +7 (+8); Knowledge - Religion +2; Knowledge - Plane of Shadow +2; Combat Casting; Spell Focus (Necromancy).

Possessions: Breastplate, Masterwork Buckler, Club, Unholy Symbol, Spell Component Pouch, Composite Longbow, 20 Arrows, Traveler's Outfit.

Spontaneous Casting: As an evil cleric, Avarest may convert prepared spells into Inflict spells. Note that the Spell Focus feat applies to the save DCs for such spells.

Rebuke/Bolster Undead: See *Player's Handbook*, page 140.

Attacks: Shades gain a +2 competence bonus to attacks and damage in darkness.

Control Light (Sp): Avarest can reduce ambient light within 100 ft. of himself by up to 30%. This cuts the effective range of vision and gives all creatures a +1 to Hide checks.

Fast Healing (Ex): Avarest heals 2 hp per round.

Invisibility (Sp): Avarest can cast invisibility once per round as a 3rd level sorcerer.

Shadesight (Su): Darkvision 60 ft., and can see through magical darkness effects.

Shadow Image (Sp): Three times per day, functions as the Mirror Image spell (1d4+1 images). Cast as a 3rd level sorcerer.

Saves: Gains a +4 luck bonus to saves in the dark.

Armor Class: Gains a +4 deflection bonus in darkness.

Abilities: Gains +2 to Constitution and Charisma in the dark.

Spells Prepared (4/4/3; base DC = 13 + spell level): 0—*detect magic, cure minor wounds, mending, guidance*; 1st—*protection from good**, *bane, bless, command*; 2nd—*desecrate**, *hold person, silence*.

*Domain spell. **Domains:** [Evil (+1 caster level for Evil spells); Death (Death Touch once per day, roll 3d6, if result is greater than victims current hit points, victim dies)].

☛ **Shadows (2):** CR 3, hp 23, 19; see *Monster Manual* page 161. Total CR 5.

APL 8 (EL 9)

☛ **Avarest Millonadel, Shade (elf) Clr5 of Kyuss:** CR 7; Medium-size outsider; HD 5d8+5; hp 35 (40); Init +1; Spd 20 ft. (40 ft.); AC 17 (21) (touch 11 (15), flat-footed 16 (19)) [[+1 Dex,+5 breastplate, +1 buckler, (+4 deflection)]]; Atk

+4 (+6) melee (1d6+1 (+3), club) or +4 (+6) ranged (1d8 (+2), x3 bow); SQ Shade powers, spells, Domain powers, Spell Resistance 16, Fast Healing; AL NE; SV Fort +6 (+10), Ref +2 (+6), Will +7 (+11); Str 12, Dex 12, Con 12 (14), Int 10, Wis 17, Cha 12 (14).

Skills and Feats: Hide +6, Move Silently +5, Listen +5 (+9), Spot +5 (+9); Concentration +9 (+10); Knowledge - Religion +2; Knowledge - Plane of Shadow +2; Combat Casting; Spell Focus (Necromancy).

Equipment: Breastplate, Masterwork Buckler, Club, Unholy Symbol, Spell Component Pouch, Composite Longbow, 20 Arrows, Traveler's Outfit.

Spontaneous Casting: As an evil cleric, Avarest may convert prepared spells into Inflict spells. Note that the Spell Focus feat applies to the save DCs for such spells.

Rebuke/Bolster Undead: See *Player's Handbook*, page 140.

Attacks: Shades gain a +2 competence bonus to attacks and damage in darkness.

Control Light (Sp): Avarest can reduce ambient light within 100 ft. of himself by up to 50%. This cuts the effective range of vision and gives all creatures a +2 to Hide checks.

Fast Healing (Ex): Avarest heals 2 hp per round.

Invisibility (Sp): Avarest can cast invisibility once per round as a 5th level sorcerer.

Shadesight (Su): Darkvision 60 ft., and can see through magical darkness effects.

Shadow Image (Sp): Three times per day, functions as the Mirror Image spell (1d4+1 images). Cast as a 5th level sorcerer.

Saves: Gains a +4 luck bonus to saves in the dark.

Armor Class: Gains a +4 deflection bonus in darkness.

Abilities: Gains +2 to Constitution and Charisma in the dark.

Spells Prepared (5/5/4/3; base DC = 3 + spell level):
0—[detect magic, cure minor wounds (2), mending, guidance]; 1st—protection from good*, bane, bless, command, magic weapon; 2nd—desecrate*, hold person, silence, cure moderate wounds; 3rd—magic circle against good*, dispel magic, prayer.

*Domain spell. Domains: [Evil (+1 caster level for Evil spells); Death (Death Touch once per day, roll 5d6, if result is greater than victims current hit points, victim dies)].

☛ **Shadows (4):** CR 3, hp 23, 20, 19, 18; see *Monster Manual* page 161. Total CR 7.

Tactics: The shade has set up a small hut just north of the river junction, and is very unhappy about any intrusion. The villains will attack when the first PC is in the middle of the river. They are intelligent and will attack in concert, making the best use of their abilities. They aim to strength drain heavily armored characters in the water, while the shade will attack those who make it to the other side. At APL 6 and 8, he will use his attack spells to subdue as many PCs as possible. If any clerics (including the elf Tyrriel) are evident, he will desecrate the battlefield to make his minions harder to turn.

Treasure: In Avarest's hut he keeps an extra 20 arrows, a small selection of tools (no great value), and a stash of 30 gold pieces.

Development: If any of the PCs were drained of strength by the shadows, keep in mind that they heal only with rest or magic, and then only slowly. The rules for recovering ability damage are on pages 69 and 129 of the *Player's Handbook*. If the PCs delay they will arrive too late to save the Elector, although they may still avenge him and recover his body, if they are fortunate.

ENCOUNTER 4

After the encounter with Avarest and his minions the rest of the journey is uneventful until the PCs near their destination. When they approach within 1 mile of the stone, they suddenly see the Shade Guardian of the Eye of Eternity standing in their path. How they respond to him could have dire consequences for the rest of their mission.

The Shade Guardian is the ancient ghost of a sylvan elf named Glanadriel. When the Occluded Empire was overthrown centuries ago, Glanadriel accepted undeath to become the eternal guardian of the stone. He has warded off the curious, the lost, and the power hungry for all that time, but was unable to turn away Kaldrell Mock, who knew secret rituals that rendered Glanadriel powerless. Now for the second time in a very short span (as ghost elves measure such things), another group is approaching his charge. He confronts them to attempt to turn them away. Under normal circumstances, the following text can be read aloud to the players regarding the appearance of Glanadriel.

You feel as though you are finally approaching the stone you seek. The directions that Old Narril provided haven't been wrong yet. There's a chill in the air, and a sense of dread mixed with the gloom of the forest. The smallest sounds seem cacophonous, and tiny movements at the edges of your vision provide a constant distraction from the task at hand.

Suddenly, standing directly in front of you, about a foot off the forest floor, is a shadowy elven figure. You're certain he wasn't there an instant before. He's small, even for an elf, and entirely gray – skin, hair, equipment. He wears ornate, almost archaic, full armor, and carries a sword and shield of the same lusterless gray matter. The figure stares flatly at you, sword bared. As you focus more closely on the figure, you notice what may be the most disturbing thing of all – you can see the trees right through him.

Glanadriel is waiting for the PCs to make the first move. If they attack him, he will attempt to destroy them (and very likely succeed). If they attempt to bypass him, he will continue to interpose, and attack if they insist. He is willing to negotiate, as the PCs can provide him with something he wants very badly—a means to drive Kaldrell Mock and his minions from the Eye of Eternity.

Glanadriel first advises the PCs to turn around and leave—his initial assumption is that they do not know what they are approaching. He will tell them that there is great danger ahead, and they should avoid it. If they make it clear that they are seeking the stone and the humanoids who have captured it, Glanadriel becomes much more interested. He first attempts to ascertain their motives for wanting to approach. If it is apparent that they're no friends of the humanoids or Kaldrell Mock, he will strike a bargain. If they appear to be allies of Mock or the humanoids, he attacks.

The bargain Glanadriel offers is very simple. The PCs will be allowed to proceed, and he won't kill them, on the understanding that the PCs are attempting to oust Mock and his allies.

Glanadriel can provide a great deal of information about the opposing forces. He can describe Mock, and can confirm that two prisoners were brought here recently. Further, he can identify them if they are described. He confirms the number of raiders, and informs the party that some of them have moved on deeper into the forest and that Mock had led others into the stone, but more remain, guarding the entrance. He can provide an accurate count of the number still at the stone (see Encounter Five).

Mock is a small man of obvious Flan descent (coppery skin tone, curly brown hair, broad features). He is wearing a bright green shirt and red trousers, with sturdy walking boots and all of the pouches and pockets typical of a wizard. He has a gray cloak over his shoulders.

Perhaps the most important information he can provide is more information on the Fading Land. If the party asks him what he meant when he said Mock had led a group into the stone, he will clarify that they had enacted a ritual of sacrifice to enter the Fading Land. Upon completion of the ritual, everyone on the stone sinks through it, and into the Fading Land. He will tell them that activating the stone requires the sacrifice of a sentient creature, and the recitation of a certain chant (he knows it, and will tell the PCs).

Glanadriel also knows a great deal about Fading Lands in general (anything from Appendix 1), and this one in particular. He will tell the PCs that it is called the Eye of Eternity, and it is a very powerful but thoroughly evil scrying device. He can also inform them that they will probably face unusual challenges including assaults on the senses. Under no circumstance will he reveal that the Fading Land is associated with Vecna, but he flinches visibly if anyone mentions that name.

Before allowing them to pass, Glanadriel demands that the PCs swear oaths on whatever they hold sacred that they are proceeding only to evict Mock and the other interlopers, and not to seize the Eye for themselves. Glanadriel cannot directly interfere with the humanoids; the rituals prevent that, so he will not accompany the PCs openly. Instead, he will follow along virtually undetectable (invisible, incorporeal, Hide +30) and attempt to use his Corpse Possession power to join the group after they've dealt with the humanoids.

☛ **Glanadriel, Shade Guardian (elf) Rgr6/Wiz5:** CR 15; Medium-sized outsider (Incorporeal); HD 11d12; hp 82; Init +8; Spd fly 30 ft. (50 ft.) (perfect); AC 17 (18) (touch 17 (18), flat-footed 13 (14)) [[+4 Dex, +3 deflection (+4 deflection)]]; Atk +12 (+14) incorporeal touch (1d4 (1d4+2)) (on the ethereal plane, full attacks as a ranger/wizard), on a full attack, +10/+10/+5 – damage remains the same; SQ Shade powers, spells, Corrupting Touch, Corrupting Gaze, Telekinesis, Rejuvenation, Turn Resistance +4; AL CG; SV Fort +5 (+9), Ref +6 (+10), Will +6 (+10); Str 16, Dex 18, Con –, Int 14, Wis 10, Cha 16 (18).

Skills and Feats: Hide +30, Move Silently +22, Listen +19 (+23), Spot +19 (+23), Wilderness Lore +9, Concentration +7, Knowledge - Plane of Shadow +6, Knowledge - Fading Lands +4, Spellcraft +8, Search +12; Iron Will, Ambidexterity, Two Weapon Fighting, Track, Scribe Scroll, Craft Magic Arms and Armor, Quick Draw, Improved Initiative, Dodge.

Possessions: (Weapons and armor function on the ethereal only), studded leather armor, longsword, shortsword, spell component pouch.

Attacks: Glanadriel gains a +2 competence bonus to attacks and damage in darkness.

Control Light (Sp): Glanadriel can reduce ambient light within 100 ft. of himself by up to 100%. This cuts the effective range of vision to nil and gives all creatures a +4 to Hide checks.

Fast Healing (Ex): Glanadriel heals 2 hp per round.

Invisibility (Sp): Avarast can cast invisibility once per round as an 11th level sorcerer.

Shadesight (Su): Darkvision 60 ft., and can see through magical darkness effects.

Shadow Image (Sp): Three times per day, functions as the Mirror Image spell (1d4+3 images). Cast as a 11th level sorcerer.

Saves: Gains a +4 luck bonus to saves in the dark.

Abilities: Gains Charisma in the dark.

Corrupting Gaze (Su): When he wills, Glanadriel can blast living creatures with a glance. At a range of up to 30 ft., creatures that meet his gaze must succeed at a Fortitude save or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

Telekinesis (Su): As a free action, cast as a 12th level sorcerer.

Shadow Stride (Sp): Every other round, as a move equivalent action, Glanadriel can vanish and reappear in any shadowy location within 300 ft.

Corpse Possession (Su): The Shade Guardian may possess the corpse of any mortal creature slain within the last hour. The possessed corpse retains all of the original creature's abilities, and gains the Shade Guardian's powers of immunity to critical hits, control light, and shadesight. The Shade Guardian's other abilities are suppressed while in possession of a corpse. The Shade Guardian may possess the corpse for a maximum of one day per hit die of the corpse, before decay begins to set in and expels the Shade Guardian. Corpses possessed in this manner are treated as if they had been under the effects of a gentle repose spell for the duration of the possession. The Shade

Guardian may choose to abandon the corpse at any time, and may be expelled by banishment or similar means. If the possessed corpse is raised after the Shade Guardian has left, some of the Shadow essence remains, and the once possessed creature is left with the Touch of Shadow. This power is incompatible with the ghostly power of malevolence – no creature may possess both powers.

Touch of Shadow (Su): When a Shade Guardian possesses a corpse, some of the Shadow essence that makes up the guardian is left behind in the corpse when the Shade Guardian leaves or is ejected. If the corpse is later raised, the creature retains a bit of the essence. The creature gains the ability to Control Light as a Shade (see above, or the cert for this ability). This ability functions at two higher than the level of the creature when it was raised, and the effective level decreases by one every 6 months, as the creature's body and soul rid themselves of the Shadow essence.

Wizard Spells Prepared (4/4/3/1; base DC = 2 + spell level): 0—*detect magic, flare, daze, light*; 1st—*shield, mage armor, color spray, cause fear*; 2nd—*glitterdust, web, detect thoughts*; 3rd—*haste*.

ENCOUNTER 5

Proceeding on to the stone, the forest becomes deathly silent and very cool. The PCs' breath starts to fog, and any light they may have with them begins to dim (treat as $\frac{3}{4}$ normal radiance). The trees here are massive, with dark trunks and impenetrable canopies. There is very little undergrowth, but the humus seems to muffle sound. Even the PCs' footfalls are quieter (net effect +2 circumstance bonus to Move Silently checks within 1 mile of the stone).

The stone itself is a 20-foot diameter circular slab of hard gray stone, carved with arcane runes. It is set into a circular dirt mound about 4 feet high. Surrounding the mound is a clearing about 40 feet in diameter, edged by a ring of ancient trees. Though the light conditions inside the ring are no better than outside, the ground is covered with lush green grass that looks neatly and recently trimmed, rather than the humus the PCs have been walking on. A brief inspection will reveal a bloodstain on the stone, relatively fresh. There are no tracks of any sort in the grass. All creatures function as if under the influence of a pass without trace spell when inside the tree ring. The entire area within the ring of trees detects as magical, and the stone registers as "overwhelming".

If the PCs are stealthy, they may be able to approach the camp undetected. If they do so, they can achieve a single surprise round (partial actions only) as per the normal rules. If they do not succeed in approaching undetected, roll for initiative immediately. There's virtually no chance that the humanoids could surprise the PCs, unless the party has done something colossally dumb. Spotting distance under these circumstances is 100 ft. to see light sources or if vision extends that far. It is otherwise limited to the range of vision.

The stone is being guarded by part of the raiding party. The rest of the party has moved on, deeper into the forest, or entered the stone with Mock. They will attack any intruders without mercy, and will not surrender, though they may decide to flee.

APL 4 (EL 5)

Gorth Armbreaker, orc male Adp2/Warr: CR 2; Medium-size Humanoid (orc); HD 2d6+6+1d8+3; hp 18; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +8 melee (1d8+5, 19-20/x2, masterwork longsword); SQ Spells, Familiar; AL CE; SV Fort +8, Ref +1, Will +6; Str 19, Dex 12, Con 16, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +8, Alchemy +5, Intimidate +1; Weapon Focus (Longsword).

Equipment: Masterwork Studded Leather Armor, masterwork longsword, unholy symbol, small steel shield, 3 javelins, food, water, instructions for entering the Fading Land.

Familiar: Varthax the rat. Grants his master +2 to Fort saves, and does his best to stay out of the way.

Spells Prepared (3/2); base DC = 13 + spell level): 0—*purify food and drink, light, detect magic*; 1st—*protection from good, cure light wounds*.

Orcs (4): CR $\frac{1}{2}$, hp 6 ea.; see *Monster Manual* page 146. In addition to their normal gear, the orcs carry five flasks of alchemist's fire divided among them.

Ogre: CR 2, hp 26; see *Monster Manual* page 144.

APL 6 (EL 7)

Gorth Armbreaker, orc male Adp4/Warr: CR 4; Medium-size Humanoid (orc); HD 4d6+12+1d8+3; hp 39; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +9 melee (1d8+5, 19-20/x2, masterwork longsword); SQ Spells, Familiar; AL CE; SV Fort +9, Ref +2, Will +7; Str 19, Dex 12, Con 16, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +10, Alchemy +7, Intimidate +1; Weapon Focus (Longsword), Power Attack.

Equipment: Masterwork Studded Leather Armor, masterwork longsword, unholy symbol, small steel shield, 3 javelins, food, water, instructions for entering the Fading Land.

Familiar: Varthax the rat. Grants his master +2 to Fort saves, and does his best to stay out of the way.

Spells Prepared (3/3/1); base DC = 13 + spell level): 0—*purify food and drink, light, detect magic*; 1st—*protection from good, bless, cure light wounds* 2nd—*bull's strength*.

Orcs (6): CR $\frac{1}{2}$, hp 6 ea.; see *Monster Manual* page 146. In addition to their normal gear, the orcs carry five flasks of alchemist's fire divided among them.

Ogres (2): CR 2, hp 26; see *Monster Manual* page 144.

APL 8 (EL 9)

➤ **Gorth Armbreaker, orc Adp6/Warr:** CR 6; Medium-size humanoid (orc); HD 6d6+18+1d8+3; hp 52; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +10 melee (1d8+5, 19-20/x2, masterwork longsword); SQ Spells, Familiar; AL CE; SV Fort +10, Ref +3, Will +8; Str 19, Dex 12, Con 16, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +12, Alchemy +9, Intimidate +1; Weapon Focus (Longsword), Power Attack, Cleave.

Possessions: Masterwork Studded Leather Armor, masterwork longsword, unholy symbol, small steel shield, 3 javelins, food, water, instructions for entering the Fading Land.

Familiar: Varthax the rat. Grants his master +2 to Fort saves, and does his best to stay out of the way.

Spells Prepared (3/3/2); base DC = 13 + spell level): 0—purify food and drink, light, detect magic; 1st—protection from good, bless, cure light wounds 2nd—bull's strength, see invisibility.

➤ **Orcs** (12): CR ½, hp 6 ea.; see *Monster Manual* page 146. In addition to their normal gear, the orcs carry five flasks of alchemist's fire divided among them.

➤ **Ogres** (4): CR 2, hp 26; see *Monster Manual* page 144.

Tactics: Gorth will use his *protection from good* and *bull's strength* spells to improve his chances in combat. The orcs will attempt to give Gorth enough time to do so. The ogres have spent a long time fighting elves, and will attempt to use their superior reach to disrupt archers. They will close to within 5 ft. so that the archer cannot shoot or move without provoking an attack of opportunity, and they will make liberal use of the sunder rules. If there are no archers, they attack elves in preference to other races, and squishy targets in preference to hard targets.

Treasure: Mostly what the foes have on them, plus some rather nasty food, water, and bedrolls. In addition, the orcs each carry 5 gold pieces, the ogres each carry 15 gold pieces, and Gorth has 40 gold pieces. The instructions Gorth carries are the same ones that Glanadriel could give the PCs (see above). The letter is from Mock to Gorth, and is written in Orcish.

Development: Make sure that at least one of the opponents stabilizes without dying. If interrogated, the humanoids can confirm that Mock sacrificed the worker kidnapped from the tower to sink into the stone. He took Elector Ellthorn with him, and several more ogres (see Round 2).

The PCs have several options. They can admit defeat and go home, or they can follow Mock into the stone. To do so, they must complete the ritual and sacrifice a sentient being. (Make sure the PCs realize and agree that they are sacrificing an unwilling, sentient being to

activate an evil artifact. There's no game mechanical consequence for doing so, but they should think about it.)

If the *players* seem reluctant to make the sacrifice (not just the PCs) because they feel they will not be able to play the next 4 hour slot, please assure them that there is a mechanic that will allow the *player* to continue participating. Don't tell them what that mechanic is. They may assume that it will involve taking over the elven cleric NPC, or something else. Just let them know that the player does get to participate.

Any of their prisoners will do, or a PC may sacrifice him or herself. As soon as the sacrifice is made, or the decision to abandon the case has been made, that is the end of Round 1. Round 2 picks up with the PCs arriving in the Fading Land, and possibly with the Shade Guardian possessing the corpse of the fallen PC. If the PCs give up at this point, give them their treasure and experience, and do not run Round 2.

CONCLUSION

If the PCs go on to Round 2, there's nothing to conclude here. If they return unsuccessfully, they will be asked to make a report. Note their failure on the log sheet of each PC, and fill out the critical events summary at the end of Round 2 (including only those encounters that were actually run).

The End – Round One

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Help Phorl	20 xp
Obtain accurate information about raiders	30 xp

Encounter Three

Defeat/Bypass the Shade and minions	300 xp
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Encounter Four

Secure Glanadriel's help	50 xp
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Encounter Five

Defeat the humanoids	200 xp
Enter the Fading Land	50 xp

Total experience for objectives	650 xp
Discretionary roleplaying award	0-50 xp
Total possible experience	700 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Encounter Two

- Divination Tea (420 gp, no weight, Common). If this tea is brewed for 10 minutes with a ready fire, and then immediately consumed, allows clerics to cast a *divination* (as a 7th-level cleric) as a spell-trigger activation. Treat the quaffing of the tea as the trigger.

Encounter Three

- Masterwork Buckler (165 gp, 5 lbs., Common). A small, round shield of sturdy construction.
- 20 arrows
- 30 gold pieces

Encounter Five

- +1 longsword (2315 gp, 4 lbs., steel, Common): A blade of fine steel with simple, heavy crossguards. The hilt is of ivory and the pommel a smooth ball of steel.
- Masterwork Studded Leather Armor (175 gp, 20 lbs., Common): Expertly crafted from high-quality leather and reinforced with steel studs.
- Alchemist's Fire (5 vials) (20 gp, 1.25 lbs., Common): As *Player's Handbook* page 114.
- Gold ranging from 75 at APL 4 to 160 at APL 8 (varies with number of orcs and ogres).

APPENDIX 1: FADING LANDS

An Excerpt from *From the Ashes – Atlas of the Flanaess* (page 66):

“The Fading Lands

There are several places in the Flanaess where Fading Lands overlap with the Prime Material plane. Fading Lands are demiplanes, places where magical realities hold sway, created by powers, demipowers, or wizards of extraordinary power and skill. Almost all such places have several things in common.

First, the method of entering a Fading Land is unpredictable. Spells such as *plane shift* are rarely successful; instead, the curious must find a portal allowing access. This can be a very specific thing – an archway or magical circle – or it can be very diffuse, such as a particular forest path and pattern and rhythm of travel thereon. The nature and location of these portals may change with time. The information sages have about them is notoriously vague, difficult to track down, and expensive to obtain.

Second, the Fading Lands grow more difficult to access as time passes (hence their vague name). Those who created them are no longer as active on the Prime Material as they once were, or else the magical energies that make passage to these strange places possible are slowly waning.

Third, Fading Lands have their own internal logic of magical function and/or physical causality, which is not that of everyday life – even with the logic of everyday magic added. They are not arbitrary, but their logic may be hard to fathom.”

APPENDIX 2: THE VILLAGE OF CARERN

The village of Carern is in the southwestern part of Barony Malthinius. The population was about 200 people, though a large number of casualties were suffered in the raid. The local ruler is Elector Timmor Ellthorn, a well liked and respected man. The village is best known as a horse town. It's one of the southernmost villages in the Barony, and ranchers from all over the southern reaches of Barony Malthinius bring their horses to Carern where they pick up the road and head on to the capital.

The main geographical features of note are the Green Stream that runs just north of town and supplies a good bit of the water for the village and the man-made hill upon which the Elector's manor sits. A road from the baronial capital runs into Carern and stops in the middle of the village. The land nearby is decent farming land, but most of it is used for ranching of either cattle or – more commonly – horses.

There are a number of features of note in Carern. In the order in which they are presented, these are the produce market, the horse market, the Old Stable Inn, the shrine of St. Cuthbert, and the army hostel.

The **produce market** occupies the eastern side of the main road through town, for the northern half of its length. This area has stalls and tents for the sale of all sorts of produce. Farmers bring their goods to market, where they are bought by both locals and by traders who take it quickly on to the capital for sale there. People buy food here, and both the variety and quality are fairly good, though not so high as in some of the richer farming baronies.

The **horse market** is on the southern edge of town and consists of a large corral and a small shelter. **Jervic** (human male War1, Appraising +4, Handle Animal +4) runs the place, and takes a small fee for each horse that passes through his market. Most of the quality war-horses produced in the region go to the military, but there are still many mounts and work animals available for sale. The horse market is not connected to the stable used in the adventure Horse Play. That stable has once again been destroyed by the events in Fading Vision, as has Jervic's home.

The **Old Stable Inn** is the only boarding establishment in Carern. It's a cozy place, but not fancy by any stretch. Well-heeled visitors usually call upon Elector Ellthorn rather than stay at the Inn. The interior is set up to somewhat resemble a stable, though it's cleaner and better smelling than any real stable. Rooms and solid, filling food are available at reasonable rates. The Inn is run by **Verdana Pallorn** (human female Sor4). She always seems to have time to listen to gossip or rumors from visitors, and pass along some of her own.

The **shrine of St. Cuthbert** is a rude and unremarkable structure, as most such places are. It sits next to the Old Stable Inn at the southern end of the main road. The shrine was attended by **Gadel Hallerian** (human male Clr1). Gadel was killed during the raid.

The **army hostel** is a barracks style building for soldiers on missions to the southern part of Barony Malthinius. It's currently empty during the events of Fading Vision.

APPENDIX 3: NPC STAT BLOCKS

☞ **Corporal Garven Bladdel, male human War3:** Medium-size Humanoid (6 ft tall); HD 3d8; hp 16; Init +4; Spd 30 ft; AC 15 (+3 studded leather, +2 large shield); Atks +5 melee (1d6+1, halfspear), +3 ranged (1d8, light crossbow); AL Lawful Good; SV Fort +3, Ref +0, Will -1; Str 12, Dex 10, Con 11, Int 12, Wis 9, Cha 9.

Skills and Feats: Ride +5, Swim +6, Use Rope +2; Weapon Focus (halfspear), Mounted Combat, Improved Initiative.

Possessions: halfspear, short sword, light crossbow, 12 bolts, studded leather armor, large shield, light war horse.

Garven is a competent military man, in his fourth year of service. He intends to go back to his farm when he's done in the service. He's from this area, and will fill in with little stories if prodded. He respects and likes Lord Ellthorn.

☞ **Old Narril, human male Drd6:** Medium-size Humanoid (5 ft 6 in. tall); HD 6d8+6; hp 54; Init +0; Spd 30 ft; AC 12 (+2 natural); Atks +4 melee (1d6, sickle); SA spells, *wild shape*; SQ nature sense, animal companion, woodland stride, trackless step, resist nature's lure; AL Lawful Neutral; SV Fort +6, Ref +2, Will +8; Str 11, Dex 10, Con 13, Int 14, Wis 17, Cha 10.

Skills and Feats: Wilderness Lore +12, Heal +12, Spot +12, Listen +12, Knowledge - Nature +11, Intuit Direction +12, Animal Empathy +9; Brew Potion, Combat Casting, Track, Endurance.

Wild Shape: Twice per day may *polymorph self* into a Small or Medium-size animal and back again. May only adopt one form. Regains hp as if rested for 1 day. Does not risk disorientation.

Spells: (5/4/4/3) 0—*create water, cure minor wounds, detect poison, purify food and drink, know direction*; 1st—*animal friendship, cure light wounds, entangle, shillelagh*; 2nd—*animal messenger, chill metal, hold animal, tree shape*; 3rd—*greater magic fang, neutralize poison, remove disease*.

Possessions: +2 amulet of natural armor, sickle, old dog, hut, homespun clothing.

Old Narril is a recluse, but that belies his true motivations. He's mainly interested in preserving the forest, but he intends to do that by helping people get along in it, rather than by keeping them out of it. He wants to help society appreciate the forest, instead of seeing it as something to be defeated. He's not terribly fond of orcs and the like running around in his forest, and is willing to help out against them when he can.

☞ **Dith Yrrgorn, male human War3:** Medium-size Humanoid (5 ft 5 in. tall); HD 2d8+2; hp 14; Init -1; Spd 30 ft; AC 14 (+2 studded leather, +2 large shield); Atks +5 melee (1d6+2, halfspear), +2 ranged (1d8, light crossbow); AL Lawful Neutral; SV Fort +4, Ref 0, Will +3; Str 15, Dex 8, Con 12, Int 11, Wis 14, Cha 10.

Skills and Feats: Heal +5, Ride +5, Craft - Carpentry +6; Mounted Combat, Trample, Ride By Attack.

Possessions: Healer's Kit (+2 to Heal checks, 10 uses), halfspear, short sword, studded leather armor, light crossbow, 12 bolts, light riding horse.

Dith is a large, somewhat clumsy man with a good heart. He was trained as a medic in the military, and is always willing to apply his skills when somebody is hurt. Once he got out of the service, he took over his father's carpentry business here in Carern. He does a good job as a carpenter, and his services are in high demand. He trains regularly and stands ready for call-up if needed. His arms and armor are in good shape. Overall, he's dependable, but not terribly brave or aggressive. He won't go orc hunting with the PCs.

☞ **Elector Timmor Ellthorn, male human Ari5:** Medium-size Humanoid (5 ft 8 in. tall); HD 5d8 - 5; hp 25; Init -1 (Dex); Spd 30 ft; AC 9 (-1 Dex); Atks +6 melee (1d8+2, +1 longsword), +2 ranged (1d8, longbow); AL Lawful Good; SV Fort +0, Ref +0, Will +6; Str 12, Dex 8, Con 9, Int 15, Wis 14, Cha 15.

Skills and Feats: Speak Language (Baklunish, Elven, Orcish, Giantish), Knowledge - History +10, Spot +12, Listen +12, Ride +7, Diplomacy +10, Sense Motive +10, Swim +5; Alertness, Weapon Focus (longsword), Mounted Combat.

Possessions: *The Ellthorn Blade* (the blade of the Ellthorn Elector for generations, this is a +1 longsword with the property of being a Lawful blade doing +2d6 points of damage against chaotic foes), fine riding leathers, small manor house.

Timmor Ellthorn is an older man, 60 years of age. He is still relatively fit, but his years are definitely catching up with him. He rules his lands mildly, and rarely interferes in the day-to-day life of the people around him. He uses his office to help smooth out problems that arise in the area, but doesn't aggressively try to improve things. As he sees it, life here is good, and there's no need to go fixing what isn't broken. He's a decent fellow, very quick to lend a hand. He expects those around him to do the same.

Lord Ellthorn is getting on in years, and his wife has already passed, but he has an heir who would make any man proud. Watcher Jarvin Ellthorn, Stern Vigil (human male Pal5/Knight of the Watch 1) will take over his father's position one day.

☞ **Tyrriel Minaelon, male elf Clr3 of Solonor Thelandria:** Medium-size Humanoid (5 ft 2 in. tall); HD 3d8+3; hp 21; Init +3; Spd 30 ft.; AC 16 (+3 studded leather, +3 Dex); Atks +3 melee (1d8+1, 19-20/x2 longsword), +7 ranged (1d8, x3 longbow); AL Chaotic Good; SV Fort +4, Ref +4, Will +6; Str 12, Dex 16, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Heal +5, Concentration +7, Wilderness Lore +4, Religion +2, Spot +5, Listen +5; Weapon Focus (Longbow), Point Blank Shot, Precise Shot.

Possessions: Masterwork longbow, 40 arrows, longsword, studded leather armor, holy symbol, healer's kit, holy water (2 vials), flint and steel, 2 torches.

Spells Prepared (4/4/3; base DC = 13 + spell level): 0—*detect magic, light, mending, guidance*; 1st—*magic weapon**, *bles*, *invisibility to undead, protection from evil*; 2nd—*barkskin**, *lesser restoration, animal messenger*.

*Domain spell. *Domains:* [War (gain Weapon Focus: Longbow); Plant (Rebuke or command plant creatures 3/day – Knowledge (Nature) is a class skill)].

Tyrriel has spent most of his life in the Dim Forest, and understands its hazards. He will offer advice, and will participate in combat and the adventure in whatever manner the DM deems appropriate. He will not sacrifice himself on the stone. His main interests in accompanying the party are fostering some good-will, and taking the opportunity to learn from the PCs more about events outside the Dim Forest. He's particularly interested in any news that could shape the global political situation.

☞ **Fellistor Mithalmyr, male elf Warz:** Medium Humanoid (5 ft 4 in. tall); HD 2d8+2; hp 15; Init +8; Spd 30 ft.; AC 17 (+3 studded leather, +4 Dex); Atks +3 melee (1d8+1, 19-20/x2 longsword), +6 ranged (1d8, x3 longbow); AL Chaotic Good; SV Fort +4, Ref +4, Will +1; Str 12, Dex 18, Con 12, Int 10, Wis 12, Cha 12.

Skills and Feats: Wilderness Lore +3, Hide +5, Move Silently +4; Improved Initiative.

Possessions: Longbow, 40 arrows, longsword, studded leather armor, holy water (2 vials), flint and steel, 2 torches.

☞ **Collarion Nialo, male elf Exp3:** Medium Humanoid (5 ft 2 in. tall); HD 3d6; hp 14; Init +3; Spd 30 ft.; AC 15 (+2 leather, +3 Dex); Atks +3 melee (1d8+1, 19-20/x2 longsword), +5 ranged (1d8, x3 longbow); AL Chaotic Good; SV Fort +1, Ref +4, Will +5; Str 13, Dex 16, Con 10, Int 14, Wis 14, Cha 9.

Skills and Feats: Wilderness Lore +8, Hide +9, Move Silently +9, Spot +12, Listen +12, Search +10, Intuit Direction +8, Heal +8; Track, Alertness.

Possessions: Longbow, 40 arrows, longsword, studded leather armor, healer's kit, holy water (2 vials), flint and steel, 2 torches.

APPENDIX FOUR:

SHADE GUARDIAN

The Shade Guardian is an undead guardian creature infused with the stuff of Shadow. The creature will largely use the rules for the Shade template (from the *Forgotten Realms* book) and the Ghost template (from the *Monster Manual*), but requires a slight modification. The new powers are described below:

Corpse Possession: (Su): The Shade Guardian may possess the corpse of any mortal creature slain within the last hour. The possessed corpse retains all of the original creature's abilities, and gains the Shade Guardian's powers of immunity to critical hits, control light, and shadesight. The Shade Guardian's other abilities are suppressed while in possession of a corpse. The Shade Guardian may possess the corpse for a maximum of one day per hit die of the corpse, before decay begins to set in and expels the Shade Guardian. Corpses possessed in this manner are treated as if they had been under the effects of a gentle repose spell for the duration of the possession. The Shade Guardian may choose to abandon the corpse at any time, and may be expelled by banishment or similar means. If the possessed corpse is raised after the Shade Guardian has left, some of the Shadow essence remains, and the once possessed creature is left with the Touch of Shadow. This power is incompatible with the ghostly power of malevolence – no creature may possess both powers.

Touch of Shadow: (Su): When a Shade Guardian possesses a corpse, some of the Shadow essence that makes up the guardian is left behind in the corpse when the Shade Guardian leaves or is ejected. If the corpse is later raised, the creature retains a bit of the essence. The creature gains the ability to Control Light as a Shade (see *FRCS*, p 314 – for Living Greyhawk purposes will be reprinted). This ability functions at two higher than the level of the creature when it was raised, and the effective level decreases by one every 6 months, as the creature's body and soul rid themselves of the Shadow essence.

PLAYER HANDOUT #1

Carern is a little village in Barony Malthinius, near the southern edge of the Barony. It's not far from the Dim Forest. It's noted as the southernmost terminus of the road connecting the region to the Baronial capital, Ironwall Keep.

The local ruler is Elector Timmor Ellthorn, an elderly gentleman. His manor house just outside of Carern, on an artificial hill.

As the southern terminus of the road, Carern is a gathering point for the products of the region. Farmers bring their produce here, and ranchers bring their livestock. The most important product of the region is horses, and a large horse market dominates the south end of town.

Also of interest to travelers are the Old Stable Inn, the only boarding establishment in town, and the army hostel. The Inn has rooms and decent food at reasonable rates, while the hostel serves as shelter for soldiers passing through the area. They stay free, and cook from the stores. Lord Ellthorn ensures that the hostel is well maintained.

There are any number of reasons for traveling to Carern:

- Active-duty military PCs may have been sent in response to recent troubles in the area.
- Carern is a fine place to pick up supplies for travelers. There are craftsmen of several sorts, and farms aplenty. It's out of the way, but an excellent place to start expeditions into the Dim Forest.
- Carern is a fine place to find horses. The region is well known for the quality of horses it breeds.
- Carern is the southern point of the road. (The road hasn't yet been continued south to connect to the Braxton's Crossing – Hochoch road.) It is the ideal stopping place during travel to points in southern Barony Malthinius, or the Dim Forest.
- The Old Stable Inn serves a fine local liquor, made from berries that grow in the Dim Forest. The stuff reportedly doesn't travel well, so this is one of the few places to get a taste. The Inn is also moderately famous for its chef, who reportedly studied his craft in one of the finest taverns in Gradsul, Keoland.
- It's no longer a rumor that orcs have been seen in the area in increasing number and frequency. Perhaps this is something that needs investigating.
- Carern is devoid of much religious involvement. Other than a shrine to St. Cuthbert, there aren't any establishments to see to the religious needs of the populace.

Whatever your PC's reason for going to Carern, that's where you're headed. It is up to the player to decide what about Carern might have lured his or her PC to the area. If you really can't come up with anything, inform your DM, and try to work something out, or consider choosing a more self-motivated character.

GRM01-10

FADING VISION

A Two-Round D&D LIVING GREYHAWK[®]

Gran March Regional Adventure

Version 1

Round 2

by Nick Perch

Trouble in Carern, again. Raiders from the Dim Forest step up attacks - the Army spread too thin. Heroes envisioned may stem the tide. Something more sinister afoot? A two-round adventure for self-motivated heroes of the March. This adventure is recommended for characters level 3-8.

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This is the second round of a two-round RPGA® Network scenario for the Dungeons & Dragons® game. For that reason, I've cut out most of the introductory text provided by the RPGA. Please refer to round one for that information.

DETERMINING AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

- 5) Determine the character level for each PC participating in the adventure.
 - 6) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 7) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 8) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-

level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 4) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 5) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 6) A group of APL 1 adventurers who desire an extra hand can “enlist an iconic.” The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

There's no moon in the Fading Land containing the Eye of Eternity. Use the same roll as from the first round of the scenario.

LIFESTYLE

Once is enough. Do not make the PCs pay for lifestyle for round two.

ADVENTURE SUMMARY AND BACKGROUND

The Fading Land surrounding the Eye of Eternity is ancient, older even than Vecna's Occluded Empire. Who made it, and why, nobody really knows. When it was discovered by Vecna, he began to mold it and shape it to suit his purposes, a project that was continued (on a much smaller scale) by his lieutenants even after his death in battle with Kas.

When he discovered the Eye of Eternity, he fashioned the stairs leading down to it, and built an enormous, though only vaguely functional, tower above the site. He was also responsible for warping the Eye and the portal to this realm, making them activated only by evil blood rites. The purpose of this to discourage the use of the Eye by good forces, and to force his lieutenants to worship him (even though he was still far from becoming a god at that point).

Vecna never learned all of the secrets of the Fading Land, however, and there are some means of accessing it that even he couldn't seal. One of those means allowed a small tribe of elves, fleeing from some natural disaster, to stumble into the Fading Land some 400 years ago. Though the last of the original elves died off some 20 years ago (the Fading Land is a very dangerous place, and creatures age slightly faster here due to some magical effect), their descendants live on. The PCs will have a chance to encounter these descendants during this round.

Finally, some background on the talking head. The head is that of one of Vecna's lieutenants from the last days of the Occluded Empire. After the Empire was broken, and Vecna and Kas destroyed each other, this particular lieutenant took it upon himself to secure the Eye of Eternity for the return of his lord.

After years of research, and eventually after plucking out his own eye in honor of his lord, the man found a chamber in the Fading Land through which everyone using the stone circle portal must pass (it is the only such chamber – at any given time, the portal will dump the user into a different cavern, but all routes lead through the talking head room, somehow). He set himself up as the eternal guardian of the place with vile necromantic rites. After several centuries of this, he's a bit daft, and the magic is fading. He no longer commands the fearsome powers he once did, and his intelligence is slipping as well.

One final note: The portal, the tower, and the Eye of Eternity are all completely impervious to anything the PCs can do to them. The tower was made so by the unfathomable magics of Vecna himself, and the others by the nature of the Fading Land itself.

INTRODUCTION

The PCs are already introduced to the adventure. They arrive smack in the middle of Encounter One. Proceed to that section unless a PC sacrificed himself to activate the stone.

If a PC made the sacrifice, the Shade Guardian possesses the corpse. Take the player aside and explain to them what has happened, and their new abilities. Let them continue to play the character, so that they may participate in the rest of the adventure. Details on the Shade Guardian and his corpse possession power are found in the appendix of either round of this event.

ENCOUNTER 1

The PCs arrive in a cavern that amounts to a tiered bowl of stone. They are on the bottom, on a 20-foot diameter circular disk (identical to the one they were on a moment before). Each ring around that disk is 3 ft. higher, and 5 ft. wide. All told 10 rings run outward a total of 50 ft. from

the edge of the disk, rising 30 ft. The walls then rise 10 ft. straight up before coming to a dome. The only exit is through a tunnel in the vertical section of the wall, on what can be arbitrarily called the north end of the room.

The room is nearly lightless. Unless the PCs brought their own light, they can detect only a very faint glow from the tunnel (see the full description of the tunnel below).

As soon as the PCs arrive, they are going to be attacked by a rather hungry band of predators. If they have vision that extends at least 40 ft. (including standard darkvision), those PCs may immediately notice the predators and roll initiative normally. Likewise, and PC who succeeds at a Listen (DC 19) check can detect the scuttling sounds of the gurthylys as they move into position to attack, and can act in the surprise round (though they may not be able to detect a target). If all PCs are able to detect the gurthylys, skip the surprise round and proceed directly to normal initiative.

The number of gurthylys depends on the APL:

APL 4 (EL 5)

☛ **Gurthylys (3):** CR 2, hp 19 each, see Appendix 1.

APL 6 (EL 7)

☛ **Gurthylys (6):** CR 2, hp 19 each, see Appendix 1.

APL 8 (EL 9)

☛ **Gurthylys (12):** CR 2, hp 19 each, see Appendix 1.

Tactics: The gurthylys are just looking for a light snack. They will concentrate their fire on one or two PCs, until they have managed to subdue a target. They will then begin snacking. On any given round, half the gurthylys will race in to try to bite a fallen PC, while the other half will continue to use their sonic rays to subdue defenders. When each of the gurthylys has eaten 10 hp of PC, they will retreat down the tunnel (they are immune to the sonic attacks that the tunnel generates). Remember to use the gurthylys' tumble and spring attack abilities to avoid getting hit while eating or maneuvering. When retreating down the tunnel, they do not generally stop to use their sonic attacks, preferring to rely on the tunnel's ability to amplify the sound of their movement enough to fend off pursuit.

Exit Tunnel: The only exit from this room is through the tunnel (other than sacrificing a sentient creature to reactivate the portal). The tunnel itself is about a half-mile long, gently sloping down, and 10 ft. in diameter. It has the consistency of rubber, and is gray with glowing veins. The veins cycle through all of the colors of the rainbow, taking about 30 seconds for one color to shift into another. The light is sufficient to see within the tunnel to a range of about 20 ft.

The dangerous feature of the tunnel is its ability to amplify sound. Any sound made in the tunnel is

amplified to painful levels. Footsteps sound like gunshots, whispers sound like screams. Any creature in the tunnel or within 5 ft. of the entrance when a sound is made in the tunnel (sounds made outside the tunnel are not amplified, even if they could easily carry into the tunnel) must make a Fort save (DC 15) or be stunned for one round. This check must be made every round of normal movement within the tunnel, unless some means of silencing the movement is found.

A successful Move Silently check (DC 15) allows a character to move without triggering the effect. Otherwise, characters being generally quiet but failing the check may gain a circumstance bonus to their Fort saves, at the DM's discretion. Exceptionally loud noises (a scream, a lightning bolt, etc.) made within the tunnel become deafening, requiring a Fort save (DC 20) to avoid becoming deaf (as per the spell *blindness/deafness*).

↗**Sound Amplification Tunnel:** CR 1/2; no attack roll necessary - stuns for one round, or no attack roll necessary - deafens; Fort save resists (DC 15, or DC 20); Search (DC N/A); Disable Device (DC N/A).

ENCOUNTER 2

At the end of the tunnel, it opens into another large, unlit chamber. The tunnel lets out onto a 15 ft. deep by 30 ft. wide balcony, 10 ft. above the floor of the chamber and supported by two squat pillars at the corners. The entire chamber including the balcony is made of slick gray stone. The chamber itself is semi-circular, with a diameter of 50 ft. and a half-dome ceiling reaching 50 ft. in height above the point where the tunnel enters the balcony.

There are five exits from the room, evenly spaced about the circumference. These exits are identical arches, carved with geometric designs of no particular significance. They appear to lead to smooth tunnels of the same gray stone.

A small stone pedestal rises from the floor 10 ft. in front of the centermost exit. An ancient, leathery head, missing its left eye and several patches of skin and hair sits upon the pedestal, facing the balcony. When the PCs enter, it rises about 6 inches off the pedestal and opens its remaining eye.

The head is the self-appointed guardian of this room, and one of Vecna's ancient followers. He is, of course, long dead, but is sustained by magic of his own crafting, and the power of the Fading Land. The head wants to know who is trespassing, and who they serve. It makes its demands first in Flan, then Common, then Elven, if nobody responds.

All it wants to hear is that the intruders serve Vecna. If the PCs tell it what it wants to hear, it will let them go about their business. It's not really all that intelligent or perceptive after all these centuries, so even blatant lies about serving Vecna will suffice. If they give any other answer, it will attempt to prevent their passage, though its power has faded over the years and it has little actual ability to do so (don't let the players know that, however,

they may believe the thing is much more powerful than it really is).

The head cannot be directly damaged or affected in any way, except by casting *dispel magic* or similar spells. That causes it to shut down for 1d4 rounds, as normal for a magical item.

The head has a variety of powers, which it will use to its best advantage. Play this up, ham it up, make the head seem larger than life.

APL 4

↗**Magic Head Trap:** Invokes abilities identical to the following spells, one per round, if the PCs hang around in the room and don't claim to be servants of Vecna. May cast spells while taking free actions to banter. Doesn't draw attacks of opportunity, needs no components, and never needs to make a Concentration check. It casts at 5th level wizard.

Daze (DC 17)
Charm Person (DC 18)
Cause Fear (DC 16)
Minor Image (DC 17)
Darkness
Hold Person (DC 20)
Gust of Wind (DC 18)
Shadow Conjuration (DC 19)

APL 6

↗**Magic Head Trap:** Invokes abilities identical to the following spells, one per round, if the PCs hang around in the room and don't claim to be servants of Vecna. May cast spells while taking free actions to banter. Doesn't draw attacks of opportunity, needs no components, and never needs to make a Concentration check. It casts at 7th level of ability.

Daze (DC 17)
Charm Person (DC 18)
Cause Fear (DC 16)
Minor Image (DC 17)
Darkness
Hold Person (DC 20)
Gust of Wind (DC 18)
Shadow Conjuration (DC 19)
Confusion (DC 21)
Charm Monster (DC 21)
Bestow Curse (DC 19)
Fear (DC 19)

APL 8

↗**Magic Head Trap:** Invokes abilities identical to the following spells, one per round, if the PCs hang around in the room and don't claim to be servants of Vecna. May cast spells while taking free actions to banter. Doesn't draw attacks of opportunity, needs no components, and never needs to make a Concentration check. It casts at 9th level of ability.

Daze (DC 17)
Charm Person (DC 18)
Cause Fear (DC 16)
Minor Image (DC 17)
Darkness
Hold Person (DC 20)
Gust of Wind (DC 18)
Shadow Conjunction (DC 19)
Confusion (DC 21)
Charm Monster (DC 21)
Bestow Curse (DC 19)
Fear (DC 19)
Dominate Person (DC 22)
Persistent Image (DC 20)
Hold Monster (DC 22)
Greater Shadow Conjunction (DC 20)

Of course, if the PCs decide to just run on past the talking head, they can do so. It can't really stop them in any significant way (especially if they realize that it summons only shadow creatures).

The exits don't follow any Oerthly logic. Exiting through the far left-hand tunnel will bring the PCs back to this room through the center tunnel. Leaving through the 2nd tunnel from left will bring the PCs back through the far left-hand tunnel. Exiting through the center tunnel will bring the PCs back through the 2nd tunnel from the right. Exiting through the far right-hand tunnel will bring the PCs back to this room through the 2nd tunnel from the left. Exiting through the 2nd tunnel from the right will take the PCs to Encounter 3. If the PCs are on good terms with the head (they've claimed to be Vecna's servants), it can tell them which way to proceed, otherwise they'll have to rely on divination or luck.

ENCOUNTER 3

The PCs travel away from the talking head for about 30 minutes before they reach the next encounter. Along the way, the tunnel changes abruptly from the gray stone to obsidian. When the PCs look back down the tunnel, it is obsidian as far as they can see. When they reach the end of the obsidian tunnel, it blends seamlessly into a limestone cavern (approx. 80 ft. by 200 ft. by 40 ft high) full of some very unusual bats. In addition to bats, there are two exits from the cavern, one to the left, and one on the far side of the cavern.

The bats begin to stir at the slightest sound, and the PCs will see a bright flash of light. It is quickly followed by several more flashes of light, then the whole room lights up with a strobe-like effect. The bats don't navigate by echolocation, but rather by emitting short bursts of light. They can see just fine this way, and aren't at all disoriented by the strobe effect.

The bats are mostly harmless, but potentially quite disorienting. If the PCs try to move through the cavern, the bats swarm. Use Wisdom or Intuit Direction checks to see how well the PCs navigate the swarm. They start to

land all over the PCs – in their hair, on their clothing, crawling inside their clothes and packs. If the PCs haven't taken any sort of offensive action yet, the bats begin speaking to them.

The bats speak very quickly, in whispers. They're curious and more than a little scatter-brained. They want to know the PCs names, where they're from, where they're going, what they're doing, and on and on. They all have names and are very quick to introduce themselves, though the differences in pronunciation are lost on most humanoids – there are at least 50 bats with names sounding like “Jick” and at least that many with names sounding like “Flur.”

If the PCs are polite to the bats, and reasonably forthcoming on what they're doing (no evasive answers like “hunting monsters” or the like), the bats will be more than happy to help the PCs out. They can tell the PCs to take the far exit from the cavern, because the left hand exit leads to the “bad man.” Whether the PCs are up to putting their faith in talking strobe bats is entirely up to them.

The bats don't actually need to eat (the Fading Land sustains them), but they're very curious about food, and will eat anything the PCs put in front of them. Perceptive PCs (and any who can cast fireball) will notice that there are no bat droppings in the cavern.

If any PC attacks the bats, they begin biting and clawing him for 1 hp per APL per round for as long as he is in the cavern. They will leave that PC unconscious, and will not interfere with his companions' efforts to stabilize him, if any. The bats will not offer advice to the party if any PC attacks them.

There are thousands of the bats, each AC 14 and 1hp. The PCs are welcome to attack them if they wish, but gain no experience or treasure no matter how many bat corpses they pile up.

As promised, the left hand tunnel leads to Encounter Four and the “bad man.” The tunnel on the far side of the cavern lead to Encounter Five. Both tunnels appear to be limestone, with the far tunnel having streaks of black and red through it.

ENCOUNTER 4

The bats weren't lying. After about an hour of walking down the left-hand tunnel, the PCs will emerge into a roughly circular chamber, 60 ft. in diameter. On the far side is a raised platform seemingly formed of natural rock, with a middle-aged Flan man in red satin robes sitting in a throne atop it.

In reality, the man is an illusion, created and maintained by the devil who makes this room his home. Halfway between the entry way and the man is a pit, also covered by illusion, where the devil is hiding, and equipped with a ramp up to floor level. As the PCs enter, the man will wave his arm and conjure up some chairs, then beckon the PCs forward to sit with him. Any PCs advancing through the center of the room risk falling in the pit. At that point, or if any of the illusions are

discovered (if the PCs avoid the pit and actually try to sit in the chairs, they will automatically notice the illusion, as figment chairs are incapable of supporting them), the devil will attack. Note that the devil is incapable of pursuing the PCs beyond this room. It is bound here by ancient and powerful magics.

➤ **Trap:** The pit is 20 ft. by 20 ft. and 15 ft. deep. A 5 ft. wide ramp leads from the bottom of the pit up to the far side of the cavern. It is covered with an illusion to appear as part of the floor. If anybody falls in the pit, the rest of the PCs can automatically roll saving throws with a +4 bonus (DC depends on the casting devil).

➤ **Illusion Covered Pit Trap:** CR 1; 1d6 falling damage, Search DC 28, Disable Device DC 28.

APL 4 (EL 6)

➤ **Osyluth:** CR 6, hp 32, see *Monster Manual*, page 48 and 50.

APL 6 (EL 8)

➤ **Hamatula:** CR 8, hp 49, see *Monster Manual*, page 49 and 52.

APL 8 (EL 10)

➤ **Cornugon:** CR 10, hp 82, see *Monster Manual* pages 49 and 52.

Note: None of the devils can use its Summon Baatezu power, due to the nature of the magic confining it. It may teleport, but only within the confines of its cavern.

Development: There's nothing really to be gained from this encounter except a beating. The PCs are free to flee at any time, and the devil cannot pursue. Sometimes it's good to trust talking strobe bats.

ENCOUNTER 5

The PCs can follow the tunnel for about two hours, passing through a series of empty chambers and negotiating relatively trivial obstacles. If you're ahead on time, feel free to embellish here. Eventually, they reach the end of the tunnel:

Ahead you see what appears to be the mouth of the cave. Sunlight streams through the entrance, and a fresh breeze stirs the air. As you reach the mouth, you see that you are on the edge of an enormous circular valley, surrounded by sharp mountain peaks. In the bottom of the valley you see what appears to be a jungle, perhaps 15 miles across.

The air is clear and cool and smells vaguely of lightning, though no storm is evident. In the center of the jungle, rising high above the trees, you see five pure white towers.

It should be painfully obvious where the PCs are to go, but just in case it's not, the Fading Land has left them with a little hint. When Mock came through, his path twisted, and he exited through the same cave mouth as the PCs (the mountains are just littered with the things). They can find the tracks (DC 15) of two humans and two ogres (Mock, Ellthorn, and Mock's two henchogres). The tracks lead straight down into the valley, directly toward the big tower.

The jungle itself is semi-fantastic, with thorn bushes that attempt to grab passer by (these are easily discouraged with slashing weapons) and other natural hazards. The vegetation is similar to tropical Oerthly vegetation, but slightly off. It should be familiar, but slightly alien. The local wildlife is similar, although the PCs may catch sight of a lone gurrhyl somewhere in the jungle (it will move away from them at top speed).

As the PCs enter the jungle, they travel about 5 miles before they hear the sounds of struggle ahead of them. If they approach, they see a band of primitively dressed elves attempting to extricate one of their number from a thorn bush, which is fighting very hard to hold onto him. The main problem the elves are having is that they're carrying only spears and bow, and don't have any weapons to cut the limbs of the bush.

If the PCs elect to help, they can easily rescue the trapped elf if they have any slashing weapons they can bring to bear. The elves are suspicious of any armed band of strangers approaching, but they're in no real position to do anything about it. If the PCs do not intervene, the elf will die in 4 rounds, and the others will then flee the scene (if aware of the PCs) or withdraw more slowly (and sadly) if they are not aware.

➤ **Elves (5):** hp 6 each; see *Monster Manual* page 85.

These elves are from a lost tribe of elves (see the Adventure Background). They have been out of touch with humanity for centuries, and speak only Elven. Their leader is Arrazzil Iphellien, and he will speak for the others. He formally greets the PCs, thanks them for their help, and requests to know why they have come. He has the following information, if properly queried:

- All of the information on his tribe from the Background section.
- Another group of strangers was here very recently. There were two men and two giants. One of the men was bound with ropes.
- The other group went to the Forbidden Tower.
- It is called the Forbidden Tower because it is forbidden for any of his tribe to go there until it is time for the Returning.
- The Returning is a legend of his people, in which they will be led to freedom and back to their homeland.
- They are originally from a land called Oerth, but were trapped here many centuries ago.

- Youths from his tribe sometimes attempt to find freedom in the many caves in the mountains ringing the valley, hoping to bring on the Returning. None who venture far into the caves have ever returned.
- There are about 100 of his people. They live in a village a few miles away.
- The thorn plant is not normally very dangerous. A young and inexperienced hunter (Glandrial) wandered too close and was grabbed.

He is willing to share this information with the PCs in gratitude for their help.

If the PCs go to the village, it is a crude elven village that would house about 100 elves. All of the elves except the youngest children carry spears of some sort. If asked, they explain that the jungle is a hostile place, and that everyone must be able to defend themselves. The elves are very distrustful of outsiders, but will warm to the PCs if they continue to spend time in the village. None of the elves have any significant information about the Forbidden Tower or Kaldrell Mock (they can describe the outward appearance of either, however).

Once the PCs decide to go to the tower, proceed with Encounter Six.

ENCOUNTER 6

The tower (the elves call it the Forbidden Tower, but it has no real name) is actually five towers, joined by walls. The central tower is a 300 ft. tall, round column of pure white stone about 50 ft. in diameter. It tapers gently near the top to a slightly rounded point. It is connected to four other towers evenly spaced around it and 20 ft. away at the base. The smaller towers are 30 ft. in diameter and 150 ft. tall. The connecting walls are 12 ft. thick and 70 ft. high.

Each tower is constructed in the same shape, of the same stone. They are seamless, but each is pierced with arrow slits starting at 20 ft. above the ground. On one side of the main tower is a set of three broad stone stairs leading to a set of huge double doors. On each door is engraved the symbol of an eye.

The doors swing open easily, revealing that the central tower (indirectly lit by something) has only a single chamber, extending all the way to the top of the tower. Balconies with spiral staircases connecting them ring the inside of the tower, under the arrow slits. On the first balcony, 18 ft. off the ground, a tunnel leads through the connecting walls to the outer towers (each of which is also a single, balconied chamber). Opposite the doors is a raised platform surmounted by a simple wooden throne. Two staircases start at the right and left hand sides of the room, and wind down underneath the throne, appearing that they will meet underneath the platform; in a similar manner to the way crypts are built in many real-world cathedrals.

There is nothing else of interest in these towers. If the PCs descend either stairway, they find themselves on a landing after going down about 25 ft. Another stairway

leads deeper from the landing. Halfway down the second set of stairs is an *alarm* spell cast by Mock. If the PCs fail to find it, they set it off and the bad-guys begin preparing for intruders.

➤ **Alarm Trap:** CR -; alerts enemies with silent mental alarm; Search (DC 26); Disable Device (DC 26).

At the bottom of the second staircase (50 ft. down), the PCs arrive on another landing. A large door (Hardness 10, hp 30, break DC 35) set in an archway bars further passage. It is locked (Open Locks DC 30), but will magically open for any servant of Vecna who so orders it. (Real servants only need apply, the door can't be fooled like the talking head can.) The door is plain wood, and the archway is unadorned. The home of the Eye of Eternity is very plain, though some modifications have been made by the archlich and his minions.

The room containing the Eye of Eternity is a 50 ft. diameter circular stone chamber with a domed ceiling 30 ft. high. In the center is a 10 ft. diameter crystal disk set in the floor. This device is the Eye of Eternity, a powerful scrying device still, though its powers are less than they were at the height of Vecna's reign.

Inside the room are Kaldrell Mock, his ogre guards, and either the Elector or the corpse of the Elector (depending on how long it took the PCs to get here). If the PCs delayed more than three times, he's been sacrificed and is dead. If they delayed fewer than three times, he's alive, bound in the back of the room.

Mock is a small man of obvious Flan descent (coppery skin tone, curly brown hair, broad features). He is wearing a bright green shirt and red trousers, with sturdy walking boots and all of the pouches and pockets typical of a wizard. He has a gray cloak over his shoulders.

APL 4 (EL 6)

➤ **Kaldrell Mock, male human (Flan) Wiz3:** CR 3; Medium humanoid; HD 3d4+9; hp 19; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10) [[no bonuses – spells may enhance AC]]; Atk +0 melee (1d4-1, 19-20/x2, dagger); SQ Spells, Toad Familiar (included in statistics); AL NE; SV Fort +6, Ref +1, Will +3; Str 8, Dex 10, Con 16, Int 18, Wis 10, Cha 10. Height 5.5 ft.

Skills and Feats: Scribe Scroll, Great Fortitude, Extend Spell, Skill Focus (Knowledge – Arcana), Knowledge – Vecna +10, Knowledge Arcana +12, Knowledge – Eye of Eternity +10, Spellcraft +10, Concentration +9, Search +7, Intimidate +3.

Equipment: Traveler's outfit, writing materials, pack with rations and water, spell component pouches (2), lamp with oil, flint and steel, dagger, arcane scroll of *haste*, arcane scroll of *cat's grace*, wand of magic missile (3rd level caster).

Spells Prepared (5/4/3; base DC = 14 + spell level): 0—*detect magic, daze, light, mending, detect poison*; 1st—*comprehend languages, shield, mage armor, alarm*; 2nd—*see invisibility, Melf's acid arrow, flaming sphere*.

➤ **Varag Torsk, male ogre Clr1 of Vaparak:** CR 3; Large Giant; HD 4d8+12+1d8+3; hp 41; Init +1; Spd 30 ft.; AC 20 (touch 10, flat-footed 19) [[+1 Dex, -1 size, +5 natural, +3 studded leather, +2 large shield]]; Atk +7 melee (1d10+4, x2, greatclub); Face/Reach: 5 ft. x 5 ft. / 10 ft.; SQ smite, spells, rebuke undead, spontaneous casting; AL CE; SV Fort +9, Ref +2, Will +6; Str 18, Dex 12, Con 16, Int 10, Wis 16, Cha 10. Height 9 ft.

Skills and Feats: Knowledge – Religion +2, Intimidate +1, Concentration +7, Spot +5, Listen +5, Climb +4, Weapon Focus (Greatclub), Blindfight, Power Attack.

Equipment: Large studded leather armor, large greatclub, large wooden shield, unholy symbol of Vaparak, spell component pouch, wand of *cure light wounds*.

Spontaneous Casting: May convert prepared spells into inflict spells.

Spells Prepared (3/3; base DC = 13 + spell level): 0—*create water, light, cure minor wounds*; 1st—*magic weapon**, *cure light wounds, bless*.

*Domain spell. *Domains:* [War (free weapon focus - greatclub); Destruction (smite once per day for +4 to hit and +1 damage)].

➤ **Graskal, male ogre Rgr1:** CR 3; Large Giant; HD 4d8+20+1d10+5; hp 49; Init +1; Spd 30 ft.; AC 18 (touch 10, flat-footed 17) [[+1 Dex, -1 size, +5 natural, +3 studded leather]]; Atk +7 melee (1d10+6, 19-20/x2, heavy flail), +7 melee (1d8+3, x3, battle axe), OR +4 ranged (1d8+6, x3, thrown shortspear); Face/Reach: 5 ft. x 5 ft. / 10 ft.; SQ favored enemy elves (+1); AL NE; SV Fort +11, Ref +2, Will +4; Str 22, Dex 12, Con 20, Int 11, Wis 12, Cha 6. Height 10 ft.

Skills and Feats: Wilderness Lore +5, Move Silently +4, Spot +7, Intuit Direction +5, Climb +4, Listen +3, Ambidexterity (virtual feat), Two Weapon Fighting (virtual feat), Track, Quick Draw, Iron Will.

Equipment: Large studded leather armor, heavy flail, battle axe, shortspears (6), pack with rations and water.

APL 6 (EL 8)

➤ **Kaldrell Mock, male human (Flan) Wiz5:** CR 5; Medium humanoid; HD 5d4+15; hp 31; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10) [[no bonuses - spells may enhance AC]]; Atk +1 melee (1d4-1, 19-20/x2, dagger); SQ Spells, Toad Familiar (included in statistics); AL NE; SV Fort +6, Ref +1, Will +4; Str 8, Dex 10, Con 16, Int 19, Wis 10, Cha 10. Height 5.5 ft.

Skills and Feats: Scribe Scroll, Great Fortitude, Extend Spell, Skill Focus (Knowledge – Arcana), Craft Wondrous Item, Knowledge – Vecna +12, Knowledge Arcana +14, Knowledge – Eye of Eternity +12, Spellcraft +12, Concentration +11, Search +8, Intimidate +4.

Equipment: Traveler's outfit, writing materials, pack with rations and water, spell component pouches (2), lamp with oil, flint and steel, dagger, arcane scroll of *haste*, arcane scroll of *cat's grace*, wand of *magic missile* (3rd level caster).

Spells Prepared (5/5/4/3; base DC = 14 + spell level): 0—*detect magic, daze, light, mending, detect poison*; 1st—

comprehend languages, shield, mage armor, magic missile, alarm; 2nd—*see invisibility, Melf's acid arrow, flaming sphere, blindness/deafness*; 3rd—*clairaudience/ clairvoyance, haste, fireball*.

➤ **Varag Torsk, male ogre Clr3 of Vaparak:** CR 5; Large Giant; HD 4d8+12+3d8+9; hp 57; Init +1; Spd 30 ft.; AC 21 (touch 10, flat-footed 20) [[+1 Dex, -1 size, +5 natural, +4 chain shirt, +2 large shield]]; Atk +9 melee (1d10+4, x2, greatclub); Face/Reach: 5 ft. x 5 ft. / 10 ft.; SQ smite, spells, rebuke undead, spontaneous casting; AL CE; SV Fort +10, Ref +3, Will +7; Str 18, Dex 12, Con 16, Int 10, Wis 16, Cha 10. Height 9 ft.

Skills and Feats: Knowledge – Religion +2, Intimidate +2, Concentration +9, Spot +5, Listen +5, Climb +4, Weapon Focus (Greatclub), Blindfight, Power Attack, Cleave.

Equipment: Large chain shirt, large greatclub, large wooden shield, unholy symbol of Vaparak, spell component pouch, wand of *cure light wounds*.

Spontaneous Casting: May convert prepared spells into inflict spells.

Spells Prepared (4/4/3; base DC = 13 + spell level): 0—*create water, light, cure minor wounds* (2); 1st—*magic weapon**, *cure light wounds, bless, command* (Varag speaks *Common and Giant*) 2nd—*spiritual weapon**, *bull's strength, cure moderate wounds*.

*Domain spell. *Domains:* [War (free weapon focus - greatclub); Destruction (smite once per day for +4 to hit and +3 damage)].

➤ **Graskal, male ogre Rgr3:** CR 5; Large Giant; HD 4d8+20+3d10+15; hp 71; Init +5; Spd 30 ft.; AC 19 (touch 10, flat-footed 18) [[+1 Dex, -1 size, +5 natural, +4 chain shirt]]; Atk +9/+4 melee (1d10+6, 19-20/x2, heavy flail), +9 melee (1d8+3, x3, battle axe), OR +6 ranged (1d8+6, x3, thrown shortspear); Face/Reach: 5 ft. x 5 ft. / 10 ft.; SQ favored enemy elves (+1); AL NE; SV Fort +12, Ref +3, Will +5; Str 22, Dex 12, Con 20, Int 11, Wis 12, Cha 6. Height 10 ft.

Skills and Feats: Wilderness Lore +7, Move Silently +5, Spot +9, Intuit Direction +7, Climb +4, Listen +3, Ambidexterity (virtual feat), Two Weapon Fighting (virtual feat), Track, Quick Draw, Iron Will, Improved Initiative.

Equipment: Large chain shirt, heavy flail, battle axe, shortspears (6), pack with rations and water.

APL 8 (EL 10)

➤ **Kaldrell Mock, male human (Flan) Wiz7:** CR 7; Medium humanoid; HD 7d4+21; hp 43; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10) [[no bonuses - spells may enhance AC]]; Atk +2 melee (1d4-1, 19-20/x2, dagger); SQ Spells, Toad Familiar (included in statistics); AL NE; SV Fort +7, Ref +2, Will +5; Str 8, Dex 10, Con 16, Int 19, Wis 10, Cha 10. Height 5.5 ft.

Skills and Feats: Scribe Scroll, Great Fortitude, Extend Spell, Skill Focus (Knowledge – Arcana), Craft Wondrous Item, Skill Focus (Concentration), Knowledge – Vecna

+14, Knowledge Arcana +16, Knowledge – Eye of Eternity +14, Spellcraft +14, Concentration +15, Search +9, Intimidate +5.

Equipment: Traveler's outfit, writing materials, pack with rations and water, spell component pouches (2), lamp with oil, flint and steel, dagger, arcane scroll of *haste*, arcane scroll of *cat's grace*, *wand of magic missile* (3rd-level caster).

Spells Prepared (5/6/5/4/3; base DC = 14 + spell level): 0—*detect magic*, *daze*, *light*, *mending*, *detect poison*; 1st—*comprehend languages*, *shield*, *mage armor*, *magic missile* (x2), ~~*alarm*~~; 2nd—*see invisibility*, *Melf's acid arrow*, *flaming sphere*, *blindness/deafness* (x2); 3rd—*clairaudience/clairvoyance*, *haste*, *fireball* (2); 4th—~~*detect scrying*~~, *wall of ice*, *ernervation*.

➤ **Varag Torsk, male ogre Clr5 of Vaprak:** CR 7; Large Giant; HD 4d8+12+5d8+15; hp 73; Init +1; Spd 30 ft.; AC 23 (touch 10, flat-footed 22) [[+1 Dex, -1 size, +5 natural, +6 banded mail, +2 large shield]]; Atk +11/+6 melee (1d10+4, x2, greatclub); Face/Reach: 5 ft. x 5 ft. / 10 ft.; SQ smite, spells, rebuke undead, spontaneous casting; AL CE; SV Fort +11, Ref +3, Will +8; Str 18, Dex 12, Con 16, Int 10, Wis 17, Cha 10. Height 9 ft.

Skills and Feats: Knowledge – Religion +2, Intimidate +3, Concentration +11, Spot +5, Listen +5, Climb +4, Weapon Focus (Greatclub), Blindfight, Power Attack, Cleave.

Equipment: Large banded mail, large greatclub, large wooden shield, unholy symbol of Vaprak, spell component pouch, wand of *cure light wounds*.

Spontaneous Casting: May convert prepared spells into inflict spells.

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0—*create water*, *light*, *cure minor wounds* (3); 1st—*magic weapon**, *cure light wounds* (2), *bless*, *command* (Varag speaks Common and Giant); 2nd—*spiritual weapon**, *bull's strength*, *cure moderate wounds*, *endurance*; 3rd—*magic vestment**, *dispel magic*, *remove blindness/deafness*.

*Domain spell. **Domains:** [War (free weapon focus - greatclub); Destruction (smite once per day for +4 to hit and +5 damage)].

➤ **Graskal, male ogre Rgr5:** CR 7; Large Giant; HD 4d8+20+5d10+25; hp 93; Init +5; Spd 30 ft.; AC 19 (touch 10, flat-footed 18) [[+1 Dex, -1 size, +5 natural, +4 chain shirt]]; Atk +11/+6 melee (1d10+6, 19-20/x2, heavy flail), +11 melee (1d8+3, x3, battle axe), OR +8 ranged (1d8+6, x3, thrown shortspear); Face/Reach: 5 ft. x 5 ft. / 10 ft.; SQ favored enemy elves (+2), favored enemy dragons (+1); AL NE; SV Fort +13, Ref +3, Will +5; Str 22, Dex 12, Con 20, Int 12, Wis 12, Cha 6. Height 10 ft.

Skills and Feats: Wilderness Lore +9, Move Silently +7, Spot +11, Intuit Direction +9, Climb +4, Listen +5, Ambidexterity (virtual feat), Two Weapon Fighting (virtual feat), Track, Quick Draw, Iron Will, Improved Initiative.

Equipment: Large chain shirt, heavy flail, battle axe, shortspears (6), pack with rations and water.

Spells Prepared (1, base DC = 11 + spell level): 1st—~~*alarm*~~.

Tactics: Mock has established enough control of the Eye (with or without sacrificing the Elector) that he has some idea that there are intruders in the area. He's not too concerned though, as it's likely his orc allies. His only precautions are to cast *alarm* and at APL 8, *detect scrying*. If the alarm is triggered, one of two things happens. At APL 4, he opens the door immediately (he can do this from across the room – one of the ogres is the one actually in the doorway). Identifying the PCs, he closes the door and starts casting prep spells. At APL 6 and 8, he casts his *clairvoyance* spell to see who's coming (normal chance to notice the sensor for the PCs). If it's not his allies, he and the ogres immediately begin preparing for combat.

When they are ready, Mock will command the door to open and begin attacking with spells. The ranger Graskal will try to block the door, as will Varag once he has run out of useful spells. Feel free to use the wands and scrolls, mysteriously there are the same number of charges and scrolls left at the end of the fight no matter how many get used. Obviously, if the PCs negotiate the door quickly, they may catch the bad-guys before they've managed to complete their preparations.

During the fight, Mock will stay near the Eye if he can, and use it to escape (see below) if things go really badly. If he successfully escapes, the PCs can find his wand and scrolls in his equipment (bedroll, food, clothing, etc.), which gets left behind.

The Eye of Eternity: In its current level of activation, the Eye acts as a rather limited *mirror of mental prowess*. It can be used to scry, and to transport anyone stepping into the crystal to the location scried (as a one-way journey, you can't get back this way, due to the nature of the Fading Land). Currently, those are the only powers activated. It has many, many more that Kaldrell Mock and his humanoid allies would kill (literally) to have access to.

If the Elector has not been sacrificed, then the only location that can be scried is the last location viewed by the last user of the device. The scene in the crystal in this case is an overgrown hillside. The foundations of a ruined keep are visible. This location is in Barony Dragus, about 15 miles southwest of Hookhill. The keep was that of an Elector (Valdin Jarrellen) who revolted a few hundred years ago and was subsequently routed and executed. Who was scrying that location, when, and why is left to the imagination. The PCs can follow Mock to this location and probably catch him without trouble.

If the Elector has been sacrificed, then the Eye can be used to scry any non-shielded location in the central Sheldomar Valley (Keoland, Gran March, Geoff, Sterich). Assume anything really juicy is somehow shielded – no spying on Kings or Commandants. Normal rules for scrying apply. The crystal would currently show a camp full of ogres (just make it far too many for the PCs to deal with). They can see Mock talking to the ogres, if they look. They cannot expect to follow Mock to this location and have it end well for them. If they follow, give the players a choice – they were either killed, or captured (fleeing is only an option if the PCs have some

extraordinary means of doing so, such as *teleportation* or *flight*).

Development: The PCs, having disrupted Mock's plan, can now leave. The Eye is the easiest way to leave, though they could backtrack and sacrifice another sentient creature to get out through the stone portal. If the PCs befriended the elves, they can be convinced that the time of the Returning is at hand, and led through the Eye (the PCs would obviously have to go fetch them first).

With either the Elector of his body, the PCs can return to Oerth. Once they leave the Fading Land, the Shade Guardian ceases possession of the corpse and returns to his duties. The PC is now dead. Returning to Carern brings about the Conclusion.

CONCLUSION

Upon returning to Carern, the PCs learn that the Elector's son has been summoned from Bissel. He will arrive 6 days after their encounter with Garven. If his father is dead, he arranges to have him raised. If any of the PCs died, he also has them raised. (Normal level loss applies – possession by a Shade Guardian does not count as becoming undead, so *raise dead* should be effective.)

Other events of note:

- The village hosts a celebration in honor of the PCs.
- Elector Ellthorn solemnly promises each character a favor to be redeemed in the future.
- The Elector's son, Watcher Jarvin Ellthorn, Stern Vigil, will recommend to the Knights of the Watch any interested PC who seems like a good candidate (use your judgment on who seems like a good candidate, but don't be too strict, they can always fail on the path to Knighthood).
- The army will debrief each of the PCs individually and as a group. Their tale is of considerable interest. (If it matters, the debriefing is led by Combat Specialist Pallan Redsword – hm Wiz3/Brd1, an expert on arcane threats.)
- If Mock was captured, he is interrogated and then put to death by public disembowelment.
- If the elves were brought out of the Fading Land, they will settle pretty much any place the PCs recommend. Other elves from Barony Dieren will soon arrive to help them get settled.

Should the PCs have failed to regain the Elector (or his body), his son is still very grateful for their efforts. He is still willing to recommend any survivors to the Knights, and can put the party in touch with a cleric for *raise dead* spells if needed (though it doesn't occur to him to pay for it). They will still be debriefed.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters.

Award the total value (objectives plus role-playing) to each character.

Encounter One

Defeat Gurthyls 150 xp

Encounter Two

Bypass Head with fewer than 2 rounds of combat 50 xp

OR

Bypass Head with more than 2 rounds of combat 25 xp

Encounter Three

Gain help from bats 50 xp

Encounter Four

Defeat Devil zero xp

Encounter Six

Defeat Mock and ogres 300 xp

Recover Elector still alive 100 xp

Help elves escape the Fading Land 50 xp

Total experience for objectives 700 xp

Discretionary role-playing award 0-50 xp

Total possible experience 750 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring

material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Encounter Six

- Arcane scroll of *haste* (375 gp, no weight, Common): Cast at 5th level.
- Arcane scroll of *cat's grace* (150 gp, no weight, Common): Cast at 3rd level.
- Wand of *magic missile* (10 charges, 450 gp [45 gp per charge], 1 lb., common): A simple ash wand with no adornment. It casts *magic missile* as a 3rd-level wizard.
- Wand of *cure light wounds* (20 charges, 15 gp per charge, 1 lb., Common): The wand is adorned with the symbol of Corellon Larethian, and casts as a 1st-level cleric..
- 15 pp, 25 gp (Kaldrell Mock)
- 100 gp (Varag)
- 80 gp (Graskal)

Conclusion

- Influence Point with Elector Timmor Ellthorn (Uncommon, Not Tradable, No weight or real value): For facing risks well above and beyond the call of duty on behalf of the Elector, you have received this influence point. At any time in which the hero holding this certificate is in Carern, the hero is entitled to room and board on the Elector's tab, and may request from the Elector's garrison the loan of any equipment the hero may need to complete a task (they have only mundane equipment typical for the military). These uses do not expend the influence point.

One time only, the Elector will grant a much larger favor to the hero. This certificate can be used as an influence point with the College of Electors, the Herdmasters' Guild, or Army (organizations with which Elector Ellthorn has some pull). It may also potentially be used for other purposes. Submit unique proposals to the regional Triad.

- Touch of Shadow (Uncommon, Not Tradable, No weight or value): This PC died, and his corpse was possessed by a Shade Guardian. When a Shade Guardian possesses a corpse, some of the Shadow essence that makes up the guardian is left behind in the corpse when the Shade Guardian leaves or is ejected. If the corpse is later raised (as in this case), the raised creature retains a bit of the essence.

The PC has the ability to Control Light as a Shade. This is a spell-like ability. The PC can decrease the levels of light within a 100-ft. radius of himself by a factor of 10% per effective level of the ability. This decreases the overall effective range of vision for characters and creatures dependent on light by the same percentage. For example, a human can normally see 20 feet by the light of a torch. If this ability were invoked at 5th level to diminish the light by 50%, the human could see only 10 feet. Characters within the affected area gain a +1 bonus to Hide checks for each 25% decrease in light.

The use of this ability makes normal animals uncomfortable around the PC. Each time this ability is used, the PC suffers a -4 circumstance penalty to all checks to deal with normal animals for 24 hours after the use. War trained animals are not affected, though they may act a bit more skittish than normal.

This ability functions at two higher than the level of the creature after it was raised, and the effective level decreases by one every 6 months, as the creature's body and soul rid themselves of the Shadow essence. Record the level of the PC here ____ and the date here ____.

- Commendation (no cert issued). Active Duty military PCs will be awarded a commendation for their initiative and bravery. Record this on the log sheet. In addition, if any PCs performed exceptionally well in the final combat, and the Elector was alive to see it, he may recommend them for a higher award if the DM deems it appropriate. Contact the regional triad if you feel any of your players are deserving of such an award.

APPENDIX 1

Gurthyl

Small Aberration

Hit Dice:	3d8 (13 hp)
Initiative:	+3 (+3 Dex)
Speed:	30 ft.
AC:	17 or 18 (+3 Dex, +3 natural, +1 size, +1 dodge vs. a single opponent)
Attacks:	sonic ray +6 ranged touch or bite +1 melee
Damage:	sonic ray 4d4 subdual or bite 1d6-2
Face/Reach:	5 ft. by 5ft. / 5 ft.
Special Attacks:	Sonic Ray, 150' range.
Special Qualities:	Darkvision 60 ft., Immune to Sonics, Enchantment Resistance
Saves:	Fort +1, Ref +4, Will +4
Abilities:	Str 7, Dex 16, Con 11, Int 16, Wis 12, Cha 9
Skills:	Hide +13, Move Silently +9, Climb +8, Tumble +9, Jump +4, Balance +9, Spot +3
Feats:	Dodge, Mobility, Spring Attack
Climate/Terrain:	Fading Lands
Organization:	Pack (4-20)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	4-5 HD (Small); 6-10 HD (Medium)

The Gurthyl is a scaled quadruped with a bulbous body and spider-like legs, each tipped with a small claw. Protruding from the top of the torso, it has a long, sinuous neck ending in a pear shaped head featuring a small mouth full of needle-like teeth. It has 6 eyes spaced evenly around the circumference of the head. The scales are typically brown or yellow, with very old specimens having ivory colored scales.

Gurthyls are unique to Oerth's Fading Lands, as far as anybody knows. If there are more of them on some other plane, they've never been encountered. As denizens of some of the most bizarre and dangerous lands that can be accessed from Oerth, Gurthyls are rarely encountered by normal humans.

Combat:

Gurthyls are very intelligent predators, and hunt in packs. Typical pack tactics are to target a single opponent selected by the pack leader, and attack that target with sonic ray attacks until it falls unconscious. The Gurthyls then race in to the target and tear at it with their teeth, using their Mobility and Spring Attack feats and Tumble skill to avoid danger while eating. Once a target has fallen, half the pack will begin to feed, while the rest will continue to face any danger, or stand watch for new threats.

Sonic Ray: The Gurthyl can emit from its mouth a sonic ray. This ray has a range of 150', and does 4d4 points of subdual damage to the target on a successful ranged touch attack.

Resist Enchantment: Gurthyls receive a +2 racial bonus to saving throws vs. enchantment spells and effects.

Immune to Sonics: Gurthyls are immune to sonic attacks of all sorts.

Skills: The claws at the end of the Gurthyls' limbs confer a racial +4 Climb bonus.

APPENDIX TWO

SHADE GUARDIAN

The Shade Guardian is an undead guardian creature infused with the stuff of Shadow. The creature will largely use the rules for the Shade template (from the *Forgotten Realms* book) and the Ghost template (from the *Monster Manual*), but requires a slight modification. The new powers are described below:

Corpse Possession (Su): The Shade Guardian may possess the corpse of any mortal creature slain within the last hour. The possessed corpse retains all of the original creature's abilities, and gains the Shade Guardian's powers of immunity to critical hits, control light, and shadesight. The Shade Guardian's other abilities are suppressed while in possession of a corpse. The Shade Guardian may possess the corpse for a maximum of one day per hit die of the corpse, before decay begins to set in and expels the Shade Guardian. Corpses possessed in this manner are treated as if they had been under the effects of a gentle repose spell for the duration of the possession. The Shade Guardian may choose to abandon the corpse at any time, and may be expelled by banishment or similar means. If the possessed corpse is raised after the Shade Guardian has left, some of the Shadow essence remains, and the once possessed creature is left with the Touch of Shadow. This power is incompatible with the ghostly power of malevolence – no creature may possess both powers.

Touch of Shadow (Su): When a Shade Guardian possesses a corpse, some of the Shadow essence that makes up the guardian is left behind in the corpse when the Shade Guardian leaves or is ejected. If the corpse is later raised, the creature retains a bit of the essence. The creature gains the ability to Control Light as a Shade (see FRCS, p 314 – for Living Greyhawk purposes will be reprinted). This ability functions at two higher than the level of the creature when it was raised, and the effective level decreases by one every 6 months, as the creature's body and soul rid themselves of the Shadow essence.

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.