

## **The Diamond Eye of Korr:**

For PCs Level 5 - 8

Many years ago, an old, venerable wizard lay dying alone in his small thatch house. Wise and kind, the wizard had made many friends in his life, yet none were at his side in his last hour. The reason for this is not entirely proven to be known, but rumor has it that the elderly mage had posed a quest to those that adored him.

He told them a tale of yet another wizard, this one very dark and evil. Supposedly, this dark wizard owned a large diamond that he referred to as the Eye of Korr. With this diamond, the evil mage could scry into the minds of any he wished, and manipulate his victim's thoughts.

The dark mage is rumored to have locked the Eye of Korr in a small black box and kept it on his person at all times, even in his sleep. One morning, a personal assistant of the evil wizard found a gruesome sight: the mage laying on his bed, torn to pieces. His head had been severed, and it had been placed on the stomach of his corpse, his hands draped over it, as though holding it down. His eyes were wide open, as was his mouth. The Eye of Korr was not found.

When the assistant reported what he found to other assistants, he was, of course, suspected of the dark mages death. Naturally, he denied any involvement, and he insisted he had no idea where the diamond was.

Well, as most stories of murder and theft go, the evil wizard's death did nothing but incite more death.

Assistants killed each other. Thieves after the diamond killed each other. Accusations abounded, but few facts were known. The most outlandish rumor was that a fiend from hell was the original owner of the Eye of Korr, and it returned to retrieve its property.

According to the kind old mage, the Eye of Korr passed from thief to thief, from king to king, and from mage to mage. Every time the Eye found a new owner, that owner would die, come up missing, or be the victim of theft.

The Eye of Korr eventually ended up in the possession of the kind elderly mage. He took great magical means to protect and hide it, which he did for several decades. During a tremendous encounter with an evil wizard, the kind mage was blighted with an anti-magic curse that rendered him powerless. Barely surviving the battle, the kind wizard returned home to find the Eye of Korr gone from its hiding place.

Many people gathered around the benevolent old wizard. Everyone knew he was not long for the world, himself included. In a whispered voice, the mage told his friends of the Eye of Korr, and of where he thought it was.

One by one his friends abandoned him, following the hopes and dreams of magical power granted by the huge diamond. Only one man remained at his side, and it was to this man that the dying mage told the true location of the Eye of Korr. He knew the others were there only in hopes of receiving something, and were not truly his friends. The mage knew the one man that remained cared not for power, but

would benefit from possession of the Eye.

Soon after, the elderly mage died. The man that had the true knowledge of the Eye of Korr's location made his way to Burden's Peak and found a small group of adventurers that would help him on his quest. The group was small, but all had big hearts and good intentions.

Unbelievably, the band found the Eye of Korr and returned it to Burden's Peak. Only two of the original party remained, the others left dead at the hands of the Eye's previous owner. It was decided that the Eye of Korr was too powerful and drew too much evil attention.

The two men were on their way to give the diamond to members of the Watchful Order of Magists, who they thought would know better than anyone what to do with the powerful artifact, when they were ambushed by petty street thieves. Weakened by their previous ordeal, the thieves easily bested the pair, took the Eye, and vanished. Disheartened and near death, the two men finally made it to the guild hall of the Watchful Order of Magists and told them their tale.

Several attempts were made to discover the location of the Eye of Korr, but every time a specific location was derived, the Eye would vanish before it could be found. Eventually, the Order came to the Dungeon-sweepers Guild and requested the aid of Nuvak and his guild members. Never one to pass up a challenge, Nuvak gladly accepted. Nuvak instructs the PCs that the Watchful Order of Magists in the South

Sector will have a good indication of where the Eye of Korr currently is. He tells them to seek out the man named Rellin Donar, the master of the Order's guild. Nuvak tells the PCs that if anyone would be able to help, it would be Rellin.

Rellin Donar, elderly as he appears, is much more physically able than people seem to give him credit for. When the PCs approach the Watchful Order of Magists guild-hall, Rellin himself is coming out the main door. When approached, Rellin tells the PCs that if they want to speak with him then they should walk with him.

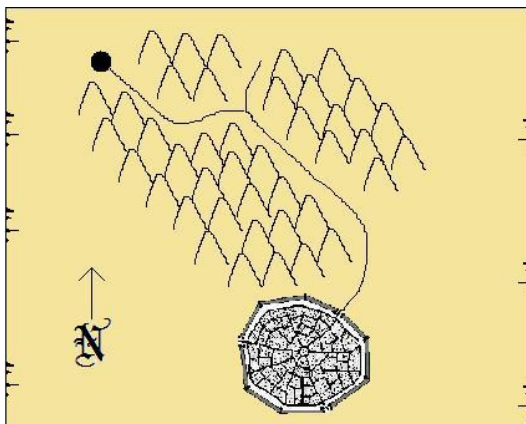
As Rellin makes his way down the streets of the South Sector, the PCs explain the story they were told. Rellin listens and acknowledges the vital points of the story. When the PCs are finished, Rellin begins telling his own tale of the Eye of Korr.

According to the old mage, the Eye of Korr was originally created by a powerful necromancer named Dolman Tholl. Supposedly, the necromancer was in a world-altering battle with a devil named Korr. By the time the battle was done, Korr was dead and the necromancer cut out his eye. Dolman returned to his black tower and locked himself in for three years. When he emerged, Dolman had aged thirty years, and he had in his possession a magic orb of incredible power. Within a year, Dolman Tholl was dead, and thus began the migration of the Eye of Korr.

Rellin tells the PCs that the exact location of the Eye of Korr is difficult to divine, but that he could give them

an approximation that would put them within a hundred yards. The PCs are instructed to return to the Watchful Order of Magists guild-hall the next morning, at which time Rellin would have the information they seek.

The following morning, when the PCs return to the Order's guild-hall, they find a guard outside waiting for them. He shows the PCs in, and tells them to wait in the foyer for Rellin. After only a few moments, Rellin enters the foyer with a small, black, flat piece of round glass and a hand-drawn map. He presents the items to the PCs and explains to them that the map would get them to within a close distance to the Eye of Korr, and the black mirror would change color the closer they get to the artifact. He wishes them luck, but it is an empty, unbelieving wish.



Rellin tells the PCs that it will be at least a two day journey, and that they will most certainly know when they arrive at their destination. He says it is forbidden for him to tell them any more than he already has.

Rellin tells the PCs to return to the Dungeonsweepers Guild and tell Nuvak what is going on. He hands the

PCs a small envelope and instructs them to give it to Nuvak personally, and to let no one else see it.

When the PCs return to Nuvak and give him the letter, the guild-master reads it, and then it crumbles to dust. Nuvak tells the PCs that this mission is extremely dangerous, and to avoid any confrontation if at all possible. He states that the enemies they will come across are all very powerful, and to tempt battle would end in certain death. If the PCs agree, Nuvak wishes them well and tells them to go on their way.

As the PCs begin their journey into the towering Frostspine Mountains, encounters are random on a 30% per hour scale. Consult the following table to determine the creatures encountered while on the mountain pass.

#### **Level 4 Encounter (XP 900)**

- 2 Orc raiders
- 2 Orc berserkers
- 1 Dire boar

#### **Level 6 Encounter (XP 1,350)**

- 1 Orc eye of gruumsh
- 2 Orc berserkers
- 4 Orc warriors
- 2 Dire wolves

#### **Level 6 Encounter (XP 1,250)**

- 2 Gnoll Huntmaster
- 1 Gnoll Claw Fighter
- 2 Hyenas

#### **Level 7 Encounter (XP 1,550)**

- 1 Gnoll demonic scourge
- 2 Gnoll claw fighters
- 2 Gnoll huntmasters
- 1 Cacklefiend Hyena

Twice per day, there is a 30% chance that a rockslide will occur.

### **Rockslide**

Area of Effect: 30 squares by 10 squares

Damage: 2d10 (save for half)

A successful Athletics check or Acrobatics checks (DC 15) will successfully avoid the falling rocks.

After a rockslide, the Area of Effect is considered difficult terrain.

At nightfall, the chance of random encounters increases to 40% per hour. If the PCs have a campfire or are making an excessive amount of noise, the chance of a random encounter rises to 60% per hour until sunrise.

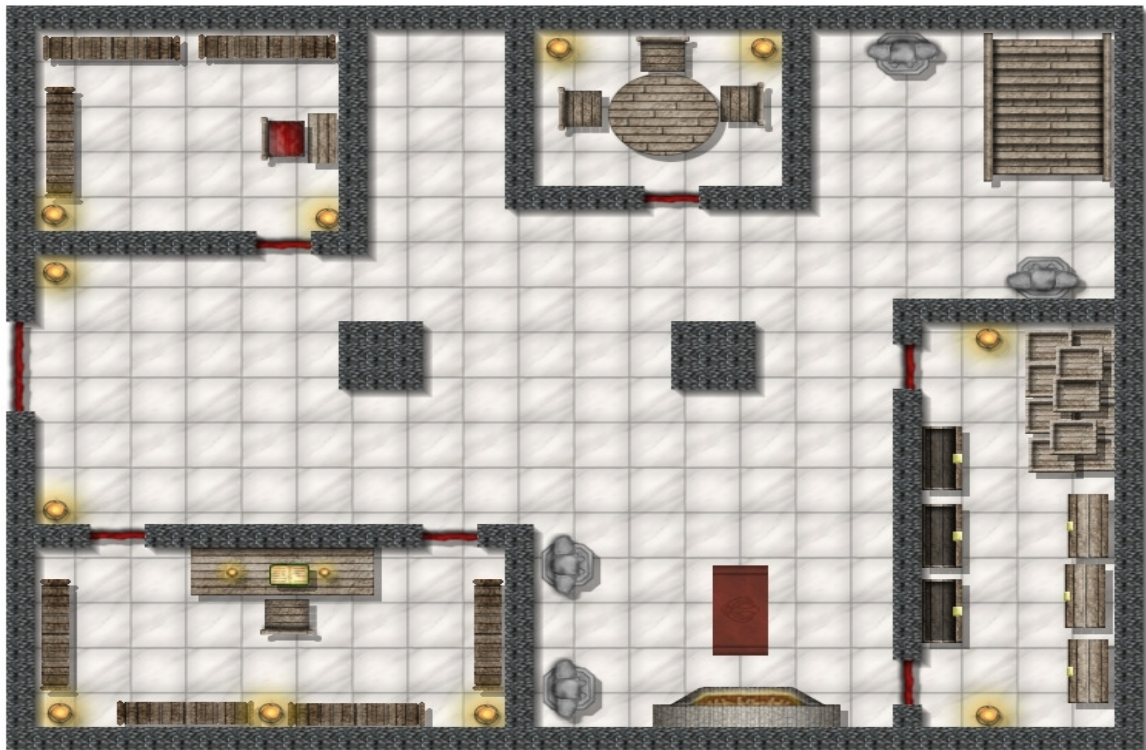
Into the second day, the PCs will reach the end of their journey: a huge tower of

ebony that reaches high into the grey sky. Flying creatures can be seen circling the top of the tower. There are no signs of life on the ground near the base of the tower.

The double-door to the tower is 20 feet high and 10 feet wide. It appears to be made of iron, and has large, round handles. Huge strap-hinges stretch from the black walls to the edges of each of the double-doors.

The door is unlocked, and will open with very little effort.

### **Ebony Tower, First Floor**



The main floor is 100 feet long by 80 feet wide. In the northwest room is a library with three bookcases along with a small desk with a chair. Also in the room is a Construct Guardian.

None of the books in the room appear to have any real value.

The northern-most room is nothing more than a small meeting room that is adorned with little more than a round table with three chairs. Nothing of discernable value is in the room.

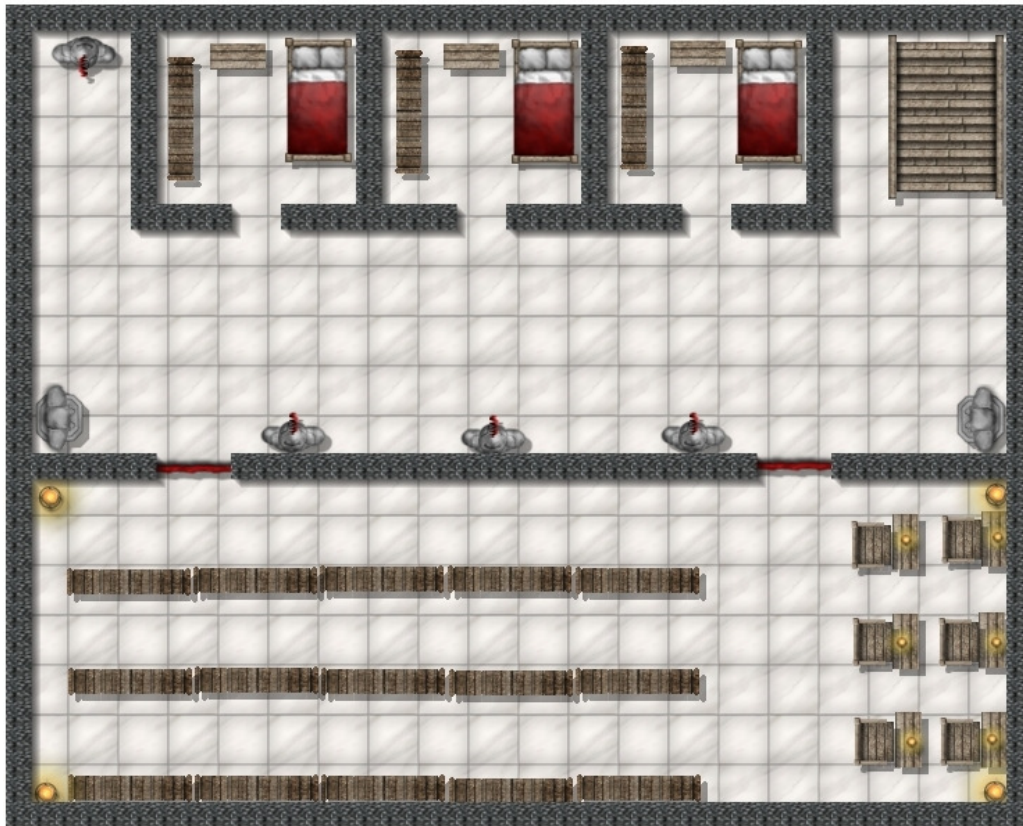
<b>Construct Guardian</b>		<b>Level 7 Brute</b>	
Medium natural animate (construct)		XP 300	
<b>Initiative:</b> +6	<b>Senses:</b> Perception +3		
<b>HP:</b> 90	Bloodied: 45		
<b>AC:</b> 19	<b>Fort:</b> 21	<b>Ref:</b> 18	<b>Will:</b> 18
<b>Speed:</b> 6			
⚔ <b>Wild Swing</b> (standard, at-will)			
+10 vs AC; 1d8+5 damage			
⚔ <b>Double Attack</b> (standard; at-will)			
The Construct Guardian makes 2 Wild Swing attacks.			
⚔ <b>Frenzy</b> (immediate reaction upon being bloodied)			
Construct Guardian makes a Wild Swing attack against a random adjacent target.			
<b>Alignment:</b> U		<b>Languages:</b> --	
<b>STR</b> 20 (+9)	<b>DEX</b> 9 (+3)	<b>WIS</b> 9 (+3)	
<b>CON</b> 23 (+10)	<b>INT</b> 3 (+0)	<b>CHA</b> 4 (+1)	
<b>Equipment:</b> --			

In the northeast corner is the stairwell leading up to the second floor. The large suit of armor just to the west of the stairwell is, in fact, a Construct Guardian (level 7 Brute). If anyone mounts the stairs that has not been allowed by the resident of the tower, the Construct Guardian will come to life and pursue the trespassers.

The southwest room is a depository of items used in the creation of undead. None of the items in the room are of any use to anyone not involved in the necromantic arts.

If the door to this room is opened, the Construct Guardian will immediately attack.

### Ebony Tower, Second Floor



The second floor of the tower is the same size as the first floor. Upon entering the second floor via the stairwell, there are three more Construct Guardians (level 7 Brute), that will activate and attack immediately. If the trespassers never get off the stairwell and onto the second floor, the Construct Guardians will not activate.

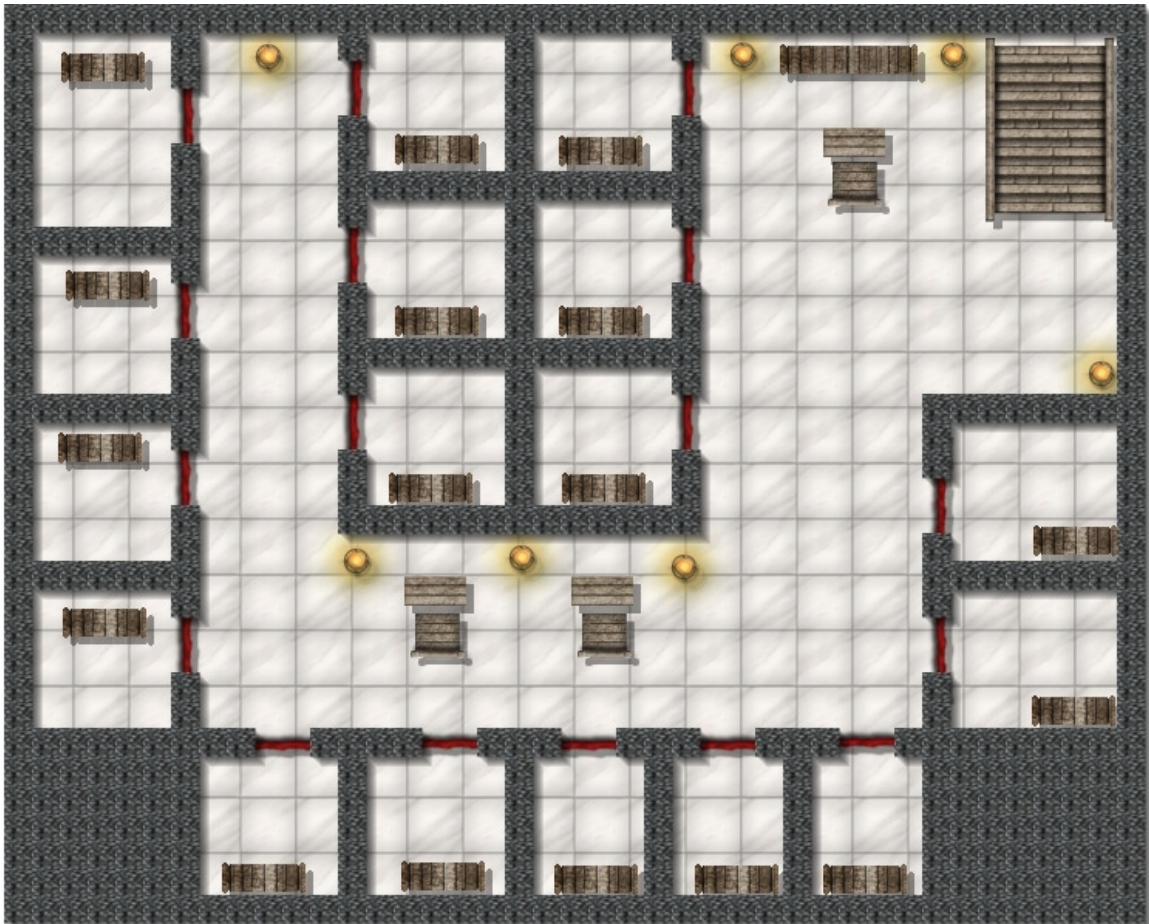
Against the north wall of the second floor are three bedrooms. Each of these bedrooms contains a simple bed, a nightstand, and a set of shelves. Also in each bedroom is a Chillborn Zombie (level 6 Soldier), as per the Monster Manual, pg. 275, that will attack any

who enter or pass by any of the bedrooms.

To the south of the second floor is a huge library. Three long rows of bookshelves dominate the room, and six small desks with chairs sit against the east wall of the library.

Contained on the large bookshelves are volumes upon volumes of cryptic, evil texts detailing the various processes that need to take place before, during, and after the constructing and animating of the dead. From the gathering of raw materials to the surgical instruments required for surgery are presented at length in these books.

### **Ebony Tower, Third Floor**



The third floor of the Ebony Tower is the holding cell floor. Seventeen large stone and steel holding cells fill this room. Ten of these cells contain either a living creature, a dead creature, or an undead creature. It is up to the DM as to the exact nature of these creatures, but some suggestions for the cells inhabitants are as follows:

Chillborn Zombie (level 6 Soldier)  
*Monster Manual, p.275*

Zombie Hulk (level 8 Brute)  
*Monster Manual, p.275*

Wight (level 5 Skirmisher)  
*Monster Manual, p.262*

Battle Wight (Level 9 Soldier)  
*Monster Manual, p.262*

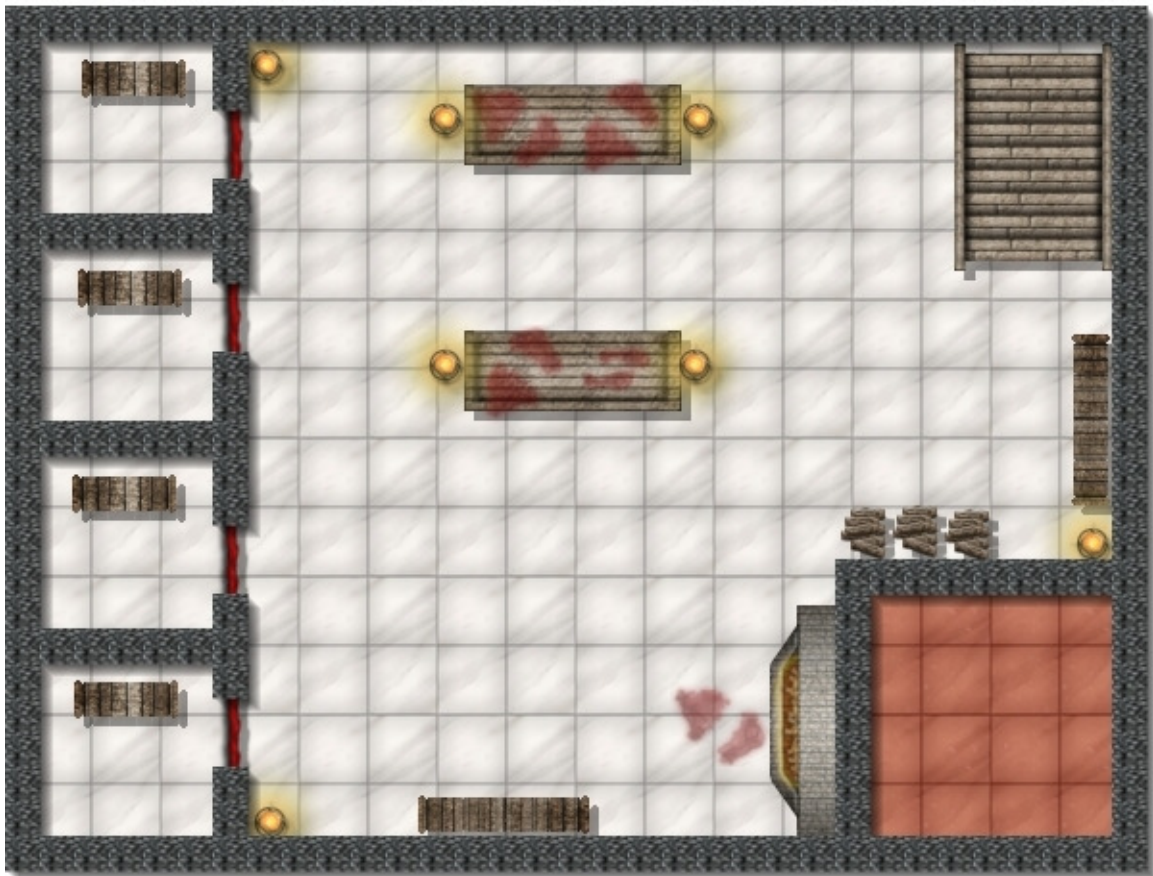
Boneshard Skeleton (Level 5 Brute)  
*Monster Manual, p.235*

Blazing Skeleton (Level 5 Artillery)  
*Monster Manual, p.234*

Skeletal Tomb Guardian (Level 10 Brute)  
*Monster Manual, p.235*

Aside from the creatures in the cells, there is nothing of real value on this floor of the tower.

### **Ebony Tower, Fourth Floor**



Serving as the tower's surgical room, the fourth floor is a foul-smelling area with puddles of dried blood on the floor. In the center of the room are two operating tables, both horribly stained with blood.

Against the west wall of the fourth floor are four holding cells. Each cell has an occupant, similar to the cells on the third floor. The possible occupants are up to the DM, but some suggestions are:

Chillborn Zombie (level 6 Soldier)  
*Monster Manual, p.275*

Zombie Hulk (level 8 Brute)  
*Monster Manual, p.275*

Wight (level 5 Skirmisher)  
*Monster Manual, p.262*

Battle Wight (Level 9 Soldier)  
*Monster Manual, p.262*

Boneshard Skeleton (Level 5 Brute)  
*Monster Manual, p.235*

Blazing Skeleton (Level 5 Artillery)  
*Monster Manual, p.234*

Skeletal Tomb Guardian (Level 10 Brute)  
*Monster Manual, p.235*

In the southeast corner of the fourth floor is a large furnace. Blood stains are on the floor in front of the furnace's large door. It is assumed that experiments gone wrong are cremated for privacy reasons.

On both the east and south walls of the fourth floor are bookshelves full of manuals on surgery, anatomy, and necromancy. None are of any particular value to the PCs.

### Ebony Tower, Fifth Floor





The final room-floor of the ebony tower, the fifth floor is the main quarters of the master necromancer. As soon as anyone ascends the stairwell into the fifth floor, the Construct Guardian activates and attacks any who are present.

Against the south wall are three large bookcases with ancient texts and tomes. Some are written in languages unknown or long forgotten. To any with interest in antique books, the necromancer's private collection could possibly be worth a fortune.

In the northwest corner of the fifth floor is the master necromancer's private sleeping room. Another large bookcase is against the east wall of this room, and, like the other three in this room, contain ancient and valuable tomes that deal specifically with death and undeath. The open book on the nightstand appears to be antique, and is written in a language now long forgotten.

The southwest room is guarded by yet another Construct Guardian, who will attack any who attempt to enter the room.

There is a large chest against the south wall of this room. It has a gold hasp, but does not appear to be locked. However, if the chest is opened without any attempt at detecting traps, a Fire Trap is immediately set off as soon as the lid is cracked open.

Fire Trap	Level 10 Blaster
Trap	XP 500
<i>A sphere of searing fire erupts outward</i>	
Trap: When the target is triggered, a ball of fire erupts outward in a 4 square blast.	
Perception: DC 22- A character notices that the lid of the chest is not completely closed.	
Trigger: When a creature opens the lid of the chest, it sets off the Fire Trap.	
Attack: Immediate Reaction-	Blast 4
Target: All creatures in the blast	
Attack: +15 vs Fortitude	
Hit: 2d10+6 fire damage, and 5 ongoing fire damage. Maximum damage on a critical hit.	
Miss: Half damage, and no ongoing damage.	
Countermeasures: An adjacent character can disable the trap with a DC 24 Thievery check.	

Once the Fire Trap has either been set off or disarmed, the PCs may check the contents of the chest.

200 Gold Pieces  
 100 Silver Pieces  
 100 Copper Pieces  
 2 Gems: 50 GP Value  
 The Eye of Korr

The huge diamond is gently wrapped in a soft swatch of red cloth. It glitters and shines hypnotically in the torchlight. None of the PCs can discern how to use the Eye, and there are no instructions to be located anywhere.

As the PCs descend the stairwell, any Construct Guardians or other monsters are non-aggressive toward them. If approached, the Construct Guardians bow down before whichever PC has the Eye of Korr. A successful Insight check (DC 15) will let the PCs know that the Construct Guardians will obey simple verbal commands given by the bearer of the Eye of Korr.

By the time the PCs reach the first floor, every Construct Guardian is now

following them. As the PCs head toward the main entrance, the door flies open. A very tall, thin, bald man storms in and screams in anger. He demands the PCs place the Eye of Korr on the floor and remove their weapons. If the Construct Guardians have not been destroyed already, he then yells at them, commanding them to destroy the PCs.

Of course, the Guardians do nothing the bald man says. The PCs are aware that the Guardians are under their control and, if commanded to, will attack the bald man. Should this take place, the Construct Guardians immediately begin to pursue the man, who is enraged and is still barking orders at the constructs. The Guardians surround the man, and his screams are the last sounds he makes.

If the Construct Guardians have been destroyed already, then the man will attack the PCs from where he stands inside the doorway.

<b>Xorrin Fellage</b>		<b>Level 8 Artillery</b>	
Medium natural humanoid (human)		XP 350	
<b>Initiative:</b> +11		<b>Senses:</b> Perception +10	
<b>HP:</b> 59	<b>Bloodied:</b> 29		
<b>AC:</b> 20	<b>Fort:</b> 20	<b>Ref:</b> 19	<b>Will:</b> 21
<b>Speed:</b> 6			
⚔ <b>Necro Staff</b> (standard, at-will) Necrotic, Weapon +15 vs AC; 1d8+5 damage + 1d4 Necrotic damage.			
✂ <b>Flying Skull</b> (standard; at-will) Illusion Ranged 10; illusionary skull appears and soars toward target; +13 vs Will, 1d8+5 damage.			
✂ <b>Scarab Swarm</b> (standard, encounter) Illusion Ranged 10; an illusionary swarm of scarabs appears and attacks target; +13 vs. Will, 2d8+5 damage.			
<b>Alignment:</b> Evil		<b>Languages:</b> --	
<b>STR</b> 14 (+6)	<b>DEX</b> 16 (+7)	<b>WIS</b> 23 (+10)	
<b>CON</b> 12 (+5)	<b>INT</b> 23 (+10)	<b>CHA</b> 18 (+8)	
<b>Equipment:</b> Necro Staff, 50 gp			

When the PCs exit the tower, the Construct Guardians remain. They will not leave the confines of the tower. On their journey back to Burden's Peak,

consult the same random encounter table as used in their trip toward the tower:

#### Level 4 Encounter (XP 900)

- 2 Orc raiders
- 2 Orc berserkers
- 1 Dire boar

#### Level 6 Encounter (XP 1,350)

- 1 Orc eye of gruumsh
- 2 Orc berserkers
- 4 Orc warriors
- 2 Dire wolves

#### Level 6 Encounter (XP 1,250)

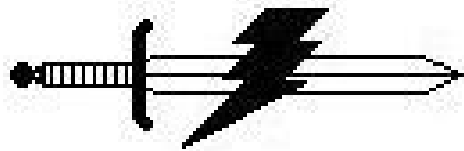
- 2 Gnoll Huntmaster
- 1 Gnoll Claw Fighter
- 2 Hyenas

#### Level 7 Encounter (XP 1,550)

- 1 Gnoll demonic scourge
- 2 Gnoll claw fighters
- 2 Gnoll huntmasters
- 1 Cacklefiend Hyena

Upon returning to Burden's Peak and giving the Eye of Korr to Rellin at the Watchful Order of Magists guild-hall, they are thanked and told to return to the Dungeonsweepers Guild. Nuvak is extremely surprised that the PCs survived, and immediately welcomes them into the guild.

An acceptance ceremony is scheduled for later that night. The PCs are each presented with a red leather bracer emblazoned with the Dungeonsweepers Guild logo:



## Items of Note from the Adventure:

<b>Necro Staff:</b>	Level 8+
<i>This staff is covered in ancient death runes, and can command illusionary forces to aid you.</i>	
Lvl 8 +2 3,400 gp	Lvl 18 +4 85,000 gp
Lvl 13 +3 17,000gp	Lvl 23 +5 425,000 gp
<b>Implement (Staff)</b>	
<b>Enhancement:</b> Attack rolls and damage rolls	
<b>Critical:</b> +1d8 Necrotic damage per plus	
<b>Powers (Encounter, Necrotic):</b> Free Action:	
✧ <b>Flying Skull</b> Illusion	
Ranged 10; illusionary skull appears and soars toward target: +13 vs Will, 1d8+5 damage plus 1d4 Necrotic damage.	
✧ <b>Scarab Swarm</b> Illusion	
Ranged 10; an illusionary swarm of scarabs appears and attacks target; +13 vs. Will, 2d8+5 damage, plus 1d4 Necrotic damage.	

## **The Diamond Eye of Korr** Paragon Level

*This large, red, multi-faceted diamond shines almost hypnotically in any amount of light. Originally created by the necromancer Dolman Tholl from the eye of a Pit Fiend named Korr, the Eye imbues the holder with the ability to scry minds and discover the intent therein. The Eye of Korr seeks to bring about the ruin of all who possess it and eventually be returned to the Nine Hells where it originated.*

The *Diamond Eye of Korr* is a six-inch diameter red diamond with hundreds of facets with the following properties and powers.

**Enhancement:** Insight and Perception

**Property:** You gain a +5 item bonus to Insight and Perception as well as Resist 10 psychic.

**Property:** You gain a +5 item bonus to saving throws.

**Power:** (At-will) Minor Action: you are able to derive the intentions of a single target that you can see. All that can be derived is the current intentions the target is feeling at the moment the Eye of Korr is used on them.

**Power:** (Encounter) Minor Action: you have the ability to alter the intentions of one target that you can see. For example: If the intention is to do you harm, you may alter that intention to befriend you, or to do someone else harm that the target has line-of-sight to. There is no saving throw against this power, and the power lasts until the bearer of the Eye of Korr dismisses it, the target is destroyed, or the bearer of the Eye of Korr loses possession of the artifact.

## Goals of the Diamond Eye of Korr:

- ◆ Attach itself to an individual that will use it for evil purposes.
- ◆ Attach itself to an individual that will return it to the Nine Hells.
- ◆ Bring about disorder and chaos through its usage against others.

## Roleplaying the Diamond Eye of Korr:

The Diamond Eye of Korr is a very soft-spoken, even-mannered artifact, even when not pleased. It communicates to its bearer in deep whispers. It urges its bearer to use it against all sentient beings that are within sight of the bearer, and to return it to the Nine Hells.

## Concordance:

<b>Starting Score</b>	5
Owner is Evil	+1d10
Owner gains a level	+2
Owner uses it against a friend	+2
Owner is Good	-2
Owner is not a magic-user	-2

## Pleased (16 – 20)

The Diamond Eye of Korr is pleased with its owner, and grants bonuses to assist in furthering its own agenda.

**Property:** Your bonus to Insight and Perception are raised to +10 and you get Resist 15 psychic.

## Satisfied (12 – 15)

The Diamond Eye of Korr is satisfied with its owner, and grants some bonuses to assist in furthering its own agenda.

**Property:** Your bonus to Insight and Perception are raised to +7 and you get Resist 12 psychic.

## Normal (5 – 11)

When first in possession of the Diamond Eye of Korr's host, it communicates, trying to set the relationship with its owner.

### **Unsatisfied (1 – 4)**

The Diamond Eye of Korr believes its owner is unable to meet its agenda, so it actively seeks a new owner.

**Property:** You take an item penalty of -2 to Insight and Perception, as well as making you susceptible to Necrotic 5.

**Special:** Once per day at any time, the Diamond Eye of Korr sets off a vicious mental attack against its owner. The Eye of Korr makes a special attack against the owner's Will defense, rolling 1d20+ the owner's level. If the attack is successful, the owner is stunned (save ends).

### **Angered (0 or Lower)**

By now, the Diamond Eye of Korr is at war with its owner. It relishes in torturing its owner before moving on to a more suitable bearer.

**Property:** You take an item penalty of -5 to Insight and Perception, as well as making you susceptible to Necrotic 10.

**Special:** Once per encounter, at any time, the Diamond Eye of Korr sets off a vicious mental attack against its owner. The Eye of Korr makes a special attack against the owner's Will defense, rolling 1d20+ the owner's level. If the attack is successful, the owner is stunned (save ends).

**Special:** The Diamond Eye of Korr can speak through its owner when they are stunned or unconscious, using the owner's voice, or a sinister, deep, raspy voice.

### **Moving On:**

The owner is stricken insane, and spends the rest of their life mumbling incoherently about devils, the undead, and the Nine Hells. The Diamond Eye of Korr vanishes and will reappear anywhere that it is likely an evil individual will find it and further its evil intentions.