

CCC-GHC-BK2-06



EYE OF DARKENSS ~ HEART OF LIGHT



A 2-hour to 4-hour Border Kingdoms
adventure for characters of 5th - 10th level

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Adventure Tier: 2
Optimized For: APL 8
Version: 1.6



Eye of Darkness, Heart of Light

A Psychodrama about Hope and the Folly of Perfection.

Undead hordes continue to ravage Blackbarn, but hope exists. To the north in the deep wood lies a ruined tower, and within a nearly-forgotten item is rumored capable of drawing the walking dead to it. Can you find the Eye of Darkness and harness its dark energies for the good of Blackbarn?

A Two-Hour Adventure for Tier 2 Characters. Optimized for APL 8.

A Two-Hour to Four-Hour Adventure for Characters of 5th to 10th Level



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WELCOME TO THE BORDER KINGDOMS!

According to the sage Meriadas of Westgate: “The Border Kingdoms are the most favored destination for adventurers who want to proudly and boldly conquer a realm or establish their own new kingdom. Lords, counts, dukes, kings and emperors rise, proclaim themselves, and are swept away with the speed and regularity of waves crashing upon a shore.”

This tumultuous land lies between the Lake of Steam and the Shaar in the Forgotten Realms. Gamehole Con has been granted exclusive rights to develop Adventurers League content in this region, and our offerings include adventures, source material, and short stories. For more Border Kingdoms content, visit the DMs Guild!

[Border Kingdoms content at the DMs Guild](#)

A Special Note About Encounter Scaling

This adventure is optimized for a party of five characters. When running an adventure at a large convention such as Gamehole, it is common to have seven players at a table, which has the potential to affect encounter balance. The “Adjusting the Encounter” sidebars within the adventure are developed for an average party, but just like real life, one size doesn’t necessarily fit all.

Players have a tendency to bring their best and brightest to shows like Gamehole, and a group of seven optimized characters can easily overpower the recommended party strength you determine at the adventure’s start. As a DM, you can—and should—adjust each encounter’s difficulty to present a challenge for your players.

If the characters are overcoming combats too easily, increase the recommended strength level of the encounters by a step (from average to strong, for example). If needed, you can also increase the number of monsters or maximize their hit points to make things a little harder. In some cases, you may even need to increase the difficulty by two steps, just be careful not to make things unwinnable.

Remember, adjusting or improvising is encouraged, so long as you maintain the adventure’s spirit!

the border kingdoms



ADVENTURE PRIMER

WELCOME TO *EYE OF DARKNESS*, A D&D Adventurers League™ adventure, that is part of the official D&D Adventurers League™ organized play system and the *Convention Created Content* program.

The adventure is set in the Border Kingdoms, a tumultuous region of the Forgotten Realms on the southern shore of the Lake of Steam. During the adventure, the characters come to the rescue of Blackbarn and attempt to stop the hordes of undead that ravage the surrounding area.

BACKGROUND

BLACKBARN is a town in a bad spot. Recently, undead hordes rampaged through the town, killing its residents and destroying vital infrastructure. These monsters were under command of **AVALLAR**, an undead puppetmaster with its own goal of domination. While these dread forces were repelled by courageous adventurers, Blackbarn isn't unchanged. Uncommanded, reanimated hordes still prowl the streets of the village, making life difficult for those attempting to rebuild.

Recently, **URSALLIA GOLDENFLAX**, a priestess of Yondalla, received a vision of an artifact that might help Blackbarn offer a life as it did before the catastrophe. This artifact called the **EYE OF DARKNESS** draws undead to it, as moths to a flame. Placing the artifact outside of town might pull the armies away, giving rebuilders the reprieve they badly need.

EPISODES

The adventure typically takes place over two episodes that take approximately one hour each to play. These episodes are initially introduced by a Call to Action encounter.

If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

CALL TO ACTION

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play over several sessions, you'll want to revisit the **Call to Action** each time you play. The **Call to Action** can be described as follows:

- **Call to Action:** Ursallia contacts the adventurers and asks for their help retrieving the Eye of Darkness

STORY OBJECTIVES

This adventure includes two story objectives, which are found in **Episode 1** and the **Finale Episode**, as follows:

- **Episode 1: The Deepest Parts of One's Mind.** The adventurers enter the **MIND FORTRESS**, discovering more about the artifact they seek while interacting with the psyche of the wizard Rhys.
- **Finale Episode: Flee, Fight, or Freeze?** The adventurers leave the Mind Fortress with the Eye of Darkness, only to find an undead army waiting for them. Do they run, negotiate, or fight?

BONUS OBJECTIVES

This adventure also includes two bonus objectives that the characters can pursue if they have extra time. The bonus objectives are found in **Bonus Episode A** and **Bonus Episode B**, as follows:

- **Bonus Episode A: The Trees Have Eyes.** The adventurers make their way to the ruins of the tower, but the woods are already populated by creatures most foul.
- **Bonus Episode B: Pangs of Conscience.** The adventurers may benefit from securing the aid of Rhys's conscience. How does one go about doing that anyway?

The Undead Never Sleep

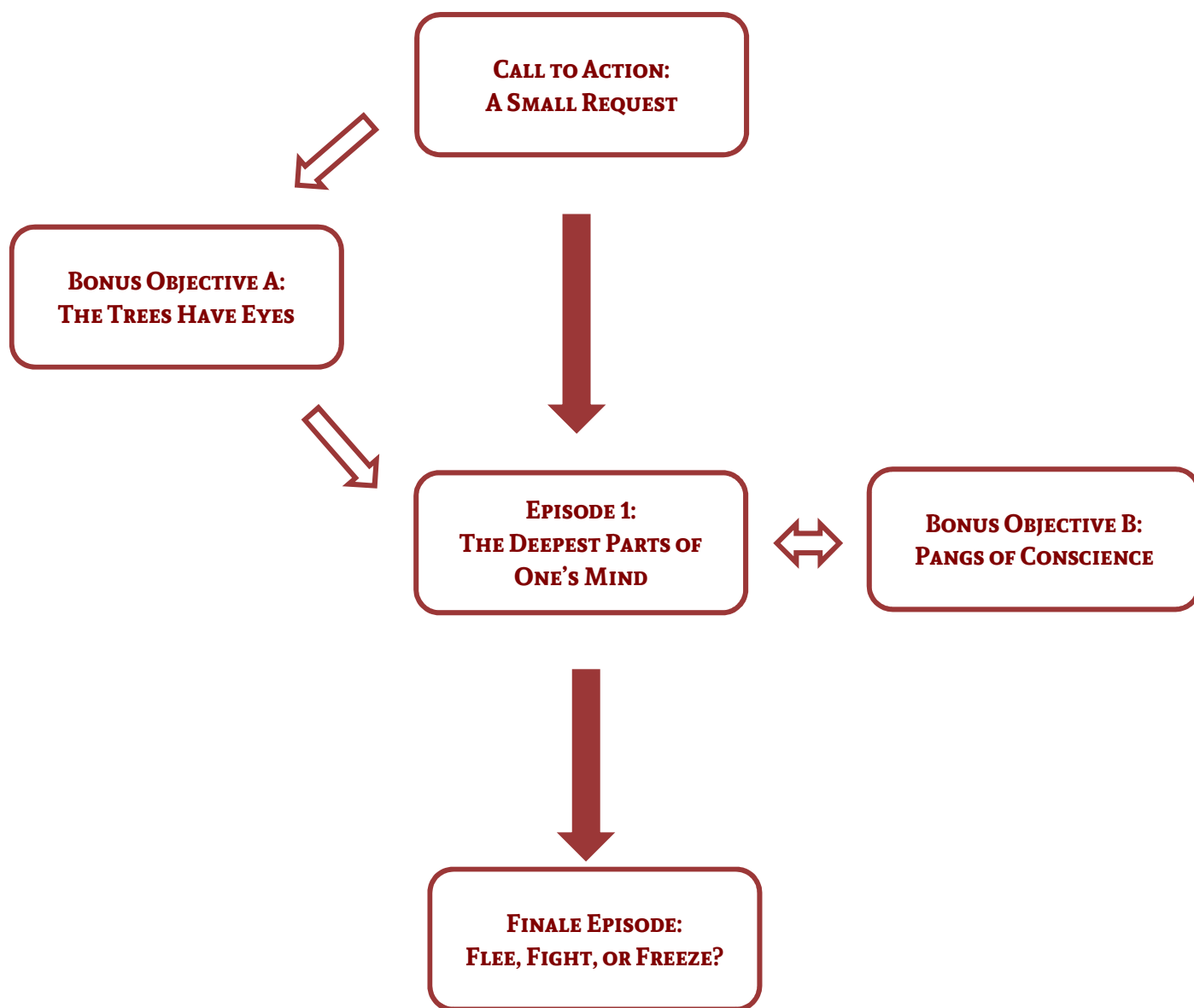
Avallar, the antagonist of this portion in the Border Kingdoms storyline, has played his hand and failed to conquer Blackbarn and the surrounding area.

Having learned overt power plays are more easily thwarted by meddlesome adventurers, Avallar has chosen to lay low and play the long game instead. His goal is to trick heroes into doing his dirty work for him.

In this adventure, Avallar (and not Yondalla) sent the vision to Ursallia via a *dream* spell. Obtaining the *Eye of Darkness* would indeed allow the residents of Blackbarn to draw undead away from the devastated town. However, Avallar intends to take possession of this artifact and use it to draw even more undead minions to him, united under his banner of bone. Bolstered by greater numbers, Avallar's army will prove impossible to stop.

ADVENTURE FLOWCHART

This section provides you, the DM, with a basic understanding of not only the flow of the episode, but also the outline of the different paths that your players may take in reaching their stated objective. Filled arrows represent the minimum that should be run. Empty arrows indicate an alternate path where the Bonus Episodes can be included in your story.



CALL TO ACTION: A SMALL REQUEST

Estimated Duration: 15 minutes

This conversation with Ursallia provides the adventurers with the overarching objective for the entire adventure – retrieving the *Eye of Darkness*.

A SMALL REQUEST

OBJECTIVES

The characters meet **URSALLIA GOLDENFLAX**, a farmer who doubles as a priestess of **YONDALLA**, at her farmhouse just outside of **BLACKBARN**. Ursallia shares information about the current state of Blackbarn. She also shares her vision of an artifact that might help set things right, and asks the adventurers to retrieve it for the village leadership.

CREATURES/NPCs

In this encounter, the characters meet Ursallia and her 6 children, recently fatherless due to the events of the *CCC-BK-01* series of adventures.

MEETING URSALLIA

Ursallia (strongheart halfling **priest**) has recently lost her husband of 20 years in the undead attacks. While she attempts to rebuild her farm and her life, Ursallia has also taken an increased role in her village. She provides advice and healing for those in need, and does what she can with the time she isn't caring for her own farm or her children.

A devotee of Yondalla, the halfling mother goddess, Ursallia at times can work miracles and even glimpse visions. A recent dream alerted Ursallia to the potential presence of a powerful dark artifact in the woods north of town. This artifact is capable of drawing undead to it. She wishes the adventurers to recover that artifact and bring it back to her farmhouse, from where a town militia will escort it to a defensible position outside of town.

If the adventurers insist on having some help, Ursallia is willing to send her oldest daughter **MELLANY GOLDENFLAX** (strongheart halfling commoner, trained in Nature and Survival) to help guide them through the woods. Knowing the potential danger of the trek, Ursallia is resistant to sending any of her children. Adventurers taking Mellany with them will find she can be quite the help, but she is perhaps more of a liability than a help. Mellany simply isn't powerful enough in her own right to handle threats challenging for even seasoned adventurers.

Ursallia has six children (including Mellany) between the ages of 16 years and 3 years. Because their father has passed on, these children handle a larger share of the housework and farm duties than other children might. They express some curiosity in the adventurers. They conscientiously stick to their chores, as good strongheart children would, while the adventurers visit with Ursallia.

WHAT URSALLIA KNOWS

Ursallia's dream is described in more detail in the sidebar below. Ursallia herself isn't certain the item is real, or if it is her hope or a bad batch of pudding reinventing itself in her dreams. However, the dream was unusually vivid, so Ursallia believes there is some truth to it somewhere. Ursallia is urgent to have that item brought back to her farmhouse, and she believes in the adventurers' ability to deliver.

However, Ursallia is not aware the dream was actually a spell cast by Avallar (see the sidebar "*The Undead Never Sleep*" on page 5). Short of very high level magics such as *wish*, it is pretty much impossible for characters to divine this fact.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. Ursallia's farmhouse is a simple one-story ranch-style home with a large combination living room and kitchen through the main entry, and a hall to the left which has doors to the bedrooms of Ursallia, her children, and her guests.

While small of stature, stronghearts love houseguests. The ceilings are high enough to accommodate tall folk. The cabinets are far lower to the ground, but beautiful dried flowers and plants are placed above them, creating a pleasant appeal to the home for those tall enough to appreciate them. The wardrobe features two levels of bars (to hold everybody's cloak), and the living area furniture is crafted for both halflings and more typical humanoid sizes.

The scent of Ursallia's home is clean and airy, and there is a lingering scent of honeysuckle. Mellany put some honeysuckle oil on the burner in anticipation of the guests, as well as setting out biscuits and raspberry jam.

Lighting. The fireplace in the common area of the home is unlit. However, light from the open windows alone creates a pleasing warm glow in the home, showing just how meticulous it is kept. The public areas are considered to be brightly lit.

TREASURE AND REWARDS

To aid the adventurers in their quest, Ursallia is willing to give them some helpful tools.

Monetary Treasure. For monetarily motivated adventurers, Ursallia insists that she can see the town provide some compensation when they return with the Eye of Darkness. Mellany is sad to see the money go. The citizens need everything they can muster for the rebuilding and defense efforts. *See Adventure Rewards for more information on giving out monetary treasure.*

Magic Items. Ursallia offers the characters a few items she has in her larder, which includes two *potions of greater healing* and a *potion of climbing*. She also crafted an item she feels might help the characters find the **EYE OF DARKNESS** – a twig taken from a blight that vibrates in response to dark energies. Ursallia believes the adventurers could use it as a dowsing rod to find the artifact (or at least get closer to it).

Special Rewards. Ursallia may send her daughter Mellany to assist the adventurers. This is both a reward and a curse – Ursallia can assist on all Nature and Survival checks on the trip, but she is frail in comparison to the dangers awaiting the adventurers and would require constant protection to make it back alive.

Ursallia's Dream

Below is a transcript of Ursallia's dream, which she is able to recount in shocking detail. When Ursallia does describe the dream, she enters a trance-like state and is largely inobservant to the distractions happening around her. A DM can choose to use the text quote below, or retell it in their own voice.

"I dreamed that I headed north through the woods, following the stag path marked by cattails and pussy willows. Following the north stream to the clearing, I found a circle with a door made of amethyst. The door led into a magical place, with floors of black marble and with a billion stars above my head. In this place was a floating rock of such darkness, it dimmed the world around it. A feminine voice from above spoke to me, in the traditional Halfling tongue. 'Find the Eye of Darkness. This core of pure evil draws the undead to it as moths to a flame. Return it to your village, so they might draw the undead away from it. So sayeth your goddess, who in my bounty brings you this reprieve from the evils of your world.'"

EPISODE 1: THE DEEPEST PARTS OF ONE'S MIND

Estimated Duration: 60 minutes

PART 1: OVER THE RIVER AND THROUGH THE WOODS

PREREQUISITES

The adventurers have met with Ursallia Goldenflax, and they have made their way through the woods to the Mind Fortress.

OBJECTIVES

The adventurers will discover a glowing circle in the center of a glade, with piles of ruined stone on its outskirts. The magic circle is crackling with amethyst, eldritch energy. Once they appraise its purpose, the adventurers can step through the portal into the Mind Fortress.

CREATURES/NPCs

There are no creatures or NPC's in this section.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. The glade is in the center of an older section of woods, about an hour's worth of difficult travel north of town. A ranger with forest as a favored terrain can reduce this travel time to 30 minutes, and reduce the annoyances from brambles and bugs.

The clearing itself is approximately 80 feet in diameter and roughly circular. In the center of the glade is a purple circle of crackling lightning, 10 feet in diameter and perfectly round. Investigating the area yields the following information.

- A character succeeding on a DC 12 Intelligence (Nature) check (or with a passive score of 12 or higher) notices the area is devoid of animal life and significant plant growth. This includes earthworms.
- Characters poking around and searching the area and succeeding on a DC 15 Wisdom (Perception) check find an unusually shaped metal block, trapezoidal in shape and oddly free of corrosion. This block weighs only 2 pounds. If the block is brought to within 5 feet of the circle, purple words appear on the stone. It reads, "From three become two, leading to one and thus all." A character standing in the arcane circle and saying these words are teleported to the **MIND FORTRESS**.

- Characters with proficiency in Mason's tools (or possessing the dwarven Stonecunning trait) determine the found metal block to be a keystone, the block at the top of an archway that bears the weight and supports the arch. In addition, characters thus trained that succeed on a DC 17 Intelligence check can intuit the general age of the stone ruins as at least 500 years, as gauged by the breakdown of the stonework from the elements. This check is harder to make because there is a lack of moss and lichen breaking down the mortar.
- Characters investigating the circle determine that it sheds dim purple light but no heat. Approaching the circle makes one's hair stand on end. A character making a successful DC 15 Intelligence (Arcana) check determine that the lightning circle looks intimidating but is simply an unconventional and safe arcane gate, but it is fixed and transplanar in nature. The command word to activate the gate is not readily available. Spells such as *identify* eliminate the need for a check and provide the command word. *Legend lore* cast on this circle reveals information about the exact nature of the Mind Fortress, its denizens, and the general nature of its challenges.

Lighting. The adventure assumes the characters travel during the day. In this case, the woods around the glade are dimly lit, while the glade itself has ample light. If traveling during the night, the glade is eerily and dimly lit by the half-moon and the purple glow of the arcane circle, while the woods themselves are dark.

Traps and Puzzles. The characters discover how to activate and use the teleportation circle. This is as simple as standing in the circle and intoning, "From three become two, leading to one and thus all."

TREASURE & REWARDS

Characters might choose to take the keystone with them, but it does not teleport into the Mind Fortress with the adventuring party. Instead, it is teleported precisely to where the characters discovered it.

PART 2: THE MIND FORTRESS

PREREQUISITES

The adventurers have successfully used the arcane gate.

OBJECTIVES

The adventurers will speak with the guardian of the Mind Fortress, who will share the terms of its test. Completing the test will grant the adventurers the Azure Key, necessary to gain the Eye of Darkness.

Additionally, you may choose to incorporate the events of **Bonus Episode B** (see **Appendix 2**) into this episode. In the event you choose to do so, you may incorporate the objective from the Bonus Episode into this one after speaking with Choice.

CREATURES/NPCs

The only static NPC in this section is **CHOICE**, a **ghost**. He is a third of the soul of a wizard who died long ago named **RAVINAN**. Ravinan was an alchemist, a wizard who believed perfecting a substance would transmute it to gold. These techniques could then be turned inward, purifying the soul and thus achieving true immortality – not lichdom, but simply the state of undying. See the sidebar below, **Artificer's Art of Alchemy**, for more information on the magical art of alchemy.

Choice appears to be an aging human wizard, bald of pate with a gray beard and big pointy hat. However, his appearance is ghostly and blue, and he is quite obviously incorporeal.

CHOICE

Choice is one third of Ravinan's soul, executive functioning given its own form and purpose. It exists to test individuals of their worthiness. Can they pass Choice's test, overcoming a problem through resourcefulness, talent, and decision-making? If they can, Choice will gift the adventurers with the Azure Key, which unlocks the magic door to the Eye of Darkness.

WHAT CHOICE KNOWS

Choice is aware of the life of Ravinan, able to share information about this historical figure. Choice is forthcoming with this knowledge when asked.

Choice's task given by the dying Ravinan is to protect the Eye of Darkness, relinquishing it only to worthy individuals. To gauge their worth, Choice will task the party with penetrating the "Thought Shield" (see **Part 3: The Thought Shield** below). Characters completing three skill tasks successfully reach Choice and are awarded his Azure Key. This key is one of two required to access the Tenebrous Gate and gain the Eye of Darkness.

Including Bonus Episode B

If you are not running Bonus Episode B in **Appendix 2**, the Golden Key is sitting in its lock, waiting to be turned. Only the Azure Key is needed to completely unlock the Tenebrous Gate.

However, if you are running Bonus Episode B, the Golden Key is not sitting in its lock. Choice will tell the party to get the Golden Key, they need to make their way through the Luminous Portal and speak with **CONSCIENCE**, the second of part of Ravinan's soul. Conscience will not leave its introspection beyond the Luminous Gate – the characters will have to speak with Conscience inside its sanctum.

The characters may choose to complete this task before or after the Thought Shield, without affecting the end outcome of this episode.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. The area characters find themselves in after teleporting is a room with three walls, each with a length of 80 feet. The structure appears to be constructed of black stone with purple veins, and the glowing purple gate remains on the floor.

Each wall highlights one door, each shimmering with a magical energy. The Will Gate houses a blue mist which resists efforts to see into what lies beyond. This doorway lightly resists entry, but characters can pass through the resistance without a check.

The Luminous Gate shines with a blinding golden radiance, treated as sunlight and painful to view directly. Undead take 8d8 (36) radiant damage (succeed on a Constitution saving throw DC 17 for half damage) when they attempt to pass through this gate. But the light is simply uncomfortable for others.

Finally, the Tenebrous Gate is covered with broad streaks of a pulsing black energy that prevents entry. Flanking the Tenebrous Gate are two locks, one blue and the other gold. When both keys are inserted and turned the black energy dissipates and entry is possible. Magic and abilities that would typically allow passage into this room automatically fail, and the resources used in the attempt are expended.

There is no ceiling, but instead there is a sea of twinkling stars. Trying to rise to the stars results in teleportation to the Astral Plane (this may remove the character from play for the session, and Dungeon Masters should actively discourage this course of action).

Lighting. This room is inexplicably lit with its own radiance. This room is considered a dead magic zone for spells that would create the blind condition, as well as all spells of the illusion school.

Traps and Puzzles. Passing the Tenebrous Gate to find the Eye of Darkness requires both the Azure Key and the Golden Key. Gaining each key requires passing a test (see **Part 3: The Thought Shield** below, as well as **Appendix 2: Bonus Objective B** if you have elected to run that optional content).

Artificer's Art of Alchemy

Nothing excites an artificer quite like uncovering a new metal or discovering a source of elemental energy. In artificer circles, new inventions and strange discoveries create the most excitement. Artificers who wish to make a mark must find something fresh, rather than uncover someone else's work.

An Alchemist is an expert at combining exotic reagents to produce mystical effects. Among artificers, members of this art are the greatest healers, as well as the ones most adept at wielding dangerous chemicals.

PART 3: THE THOUGHT SHIELD

PREREQUISITES

The characters have spoken with and agreed to completing Choice's challenge, the "Thought Shield."

OBJECTIVES

Successfully completing the challenge requires the adventuring party to succeed on at least two of three group skill checks. Succeeding on fewer checks will not prevent the party from obtaining the Azure Key, but this failure will increase the difficulty of the Finale Episode.

CREATURES/NPCs

The only NPC of any significance is Choice, who waits for the characters after the third test.

Certain skill checks may summon NPC's with whom to interact. The Dungeon Master can expand on these NPC's as they wish, including NPC's from other adventures or creating them whole cloth.

Choice is testing the characters, gauging their ability to make decisions and overcome challenges. He will actively encourage the characters, beckoning them to continue.

WHAT CHOICE KNOWS

Choice refuses to give the characters any tips or help in completing the skill challenges, under any circumstances.

Other NPC's are completely ignorant of their role in the Thought Shield. They are wholly immersed in the scenario that provokes a group skill check.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. The dimensions of each room aren't static. They can be expanded or contracted as the skill check scenario demands. Each room has the same black stone with purple veins as before, with a lingering blue mist hovering near the ground and a sea of stars above the characters.

Lighting. Each skill check area provides its own light, which varies in source and intensity depending on the nature of the skill being tested.

GROUP SKILL CHECK MECHANICS

Each group skill check dynamically presents itself as a room with no obvious entrance or exit, unless an obvious exit would motivate characters through the skill check. Choice will provide a basic description to the adventurers before leaving the area. The mechanics of the skill checks are static, but the Dungeon Master is given significant freedom in determining the nature of each skill check. An example of how each skill check might manifest can be found in the sidebar **Choice's Challenges** below.

Mechanical guidelines for the skill checks are as follows:

- Passing a skill check requires a successful DC 15 for APL 5-7 parties, and a successful DC 17 for APL 8 or higher parties.
- Good problem solving should give the characters advantage on the check.
- Unconventional yet effective solutions may negate the need for an ability check, at a DM's discretion.

Failure on the group check does psycho-physical harm to the characters. Each character who failed the check takes 6d6 (21) psychic damage, while characters who passed their own checks take half damage. *This damage is only suffered if the group check fails, not if the group check is successful.*

OTHER FEATURES

The Dungeon Master is empowered dramatically in creating compelling skill challenges. As the characters are playing in a mindscape, the only limits are what exist in the Dungeon Master's mindscape. Have fun, and go big!

TREASURE AND REWARDS

After the completion of the third group skill check, Choice will grant the characters the Azure Key. He will demonstrate more cool satisfaction the better the party did with its test. The Azure Key is a figment of mindstuff and cannot leave the Mind Fortress.

After both the Azure Key and the Golden Key are turned in their locks, the darkness blocking the Tenebrous Gate is dispelled. Resting on a satin pillow is a stone approximately the size of a dinner plate, radiating a swirling inky darkness.

Choice says it can mark one character to safely carry the Eye of Darkness from the Mind Fortress. The characters need to decide who among them will receive the mark. This character alone receives the story award “Heart of Light.”

Choice's Challenges

Choice presents three different skill challenges to the adventurers. The mechanics of these skill challenges are presented above, but they may manifest in a number of different ways.

Dungeon Masters are empowered to select and/or describe these skill challenges themselves. For those that prefer more randomness (by rolling a d100), or want ideas to use or inspire, the below suggestions are offered.

- 01-06 Acrobatics. A tightrope stretches impossibly high above a pit of spikes. Choice asks the characters to cross to the other side.
- 07-12 Animal Handling. A lion towers as tall as a building, made of star stuff and emanating a furious red light. Choice asks the characters to calm the beast.
- 13-18 Arcana. In the constellations above, a series of arcane sigils and formulae began to play out. Choice asks the adventurers to make sense of the figures.
- 19-24 Athletics. Stone falls away under the characters, revealing lava. Choice asks the characters to leap between remaining stones until they reach safety on the other side, before the final stones fall away.
- 25-30 Deception. The adventurers are caught in a gaoler's cell. Choice asks them to devise a lie that will free them from confinement.
- 31-36 History. Choice asks the characters to retell their favorite childhood stories. If he is satisfied with their tale, Choice says he will grant passage to the next challenge.

- 37-42 Insight. Three people stand before the adventurers, each claiming to be the true Open Lord of Waterdeep. However, only one is modeled from the true Open Lord. Choice says the characters must ask questions and intuit from the answers which the true Open Lord is.
- 43-48 Intimidation. An army of Thri-Kreen stand at the ready to attack the adventuring party. Choice says the adventurers must display the courage to pass by unharmed.
- 49-54 Investigation. The characters stand in a still-frame scene following a murder. Choice says they must find the clues that point to the murderer.
- 55-60 Medicine. A person lies dying of an exotic disease in front of the adventurers. Choice says the adventurers must scan the shelves of the apothecary's shop in which they find themselves, to assemble a cure to save the victim.
- 61-66 Nature. Ten butterflies are pinned to a wall, still slowly flapping their wings. Choice says that without poisoning themselves, the characters need to identify the three most poisonous butterflies displayed.
- 67-72 Perception. The characters find themselves in two rooms that are almost exact in every detail. Choice tells the characters they must identify differences to succeed in the challenge.
- 73-78 Persuasion. The adventurers are at a party of socialites, mingling and courting each other. The adventurers are asked to gain items of favor from an attendee to succeed in the challenge.
- 79-84 Religion. Choice asks the characters a series of religious riddles. The characters must solve the riddle to succeed in Choice's challenge.
- 85-90 Sleight of Hand. The adventurers find themselves in a room full of partygoers. Choice says they must walk out of the room with 10 more gold coins than they entered with.
- 91-95 Stealth. Choice tells the characters they must sneak out of a fortress unobserved by the guards to pass this challenge. Vicious dogs patrol everywhere.
- 96-00 Survival. A white stag sets out through a forested garden. Choice says the adventurers must track the stag to its home to succeed in this challenge.

FINALE EPISODE: FLEE, FIGHT, OR FREEZE?

Estimated Duration: 30-60 minutes

THE STANDOFF

PREREQUISITES

The characters emerge from the Mind Fortress with the Eye of Darkness. Upon leaving, the purple circle of energy contracts into an amethyst ring, radiating a dim light. This ring is the **Mind Fortress**, a *ring of mind shielding* (see **Adventure Reward**, below). It can be taken by the adventurers if they so desire.

As the characters were on the Astral Plane, they step out less than an hour from when they entered, regardless of how long they spent inside the Mind Fortress in **Episode 1**.

OBJECTIVES

The characters must escape with the Eye of Darkness. They can do this by deciding to fight, flee, or freeze. Each presents its own challenges to the adventuring party.

CREATURES/NPCs

When the characters emerge from the Mind Fortress, they are not alone. There are a number of undead scouring the area, among them being two **flameskulls**, two **banshees**, and five **ghasts**. Riding a **warhorse skeleton** in the center of their number is a **medusa**, concealing her hair of serpents with an ornate silk hat, requiring a successful active Wisdom (Perception) check DC 12 to discern.

The medusa maintains basic niceties, compelling the undead under her command to hold off any violence until she gives word. She tells the characters to release to her the Eye of Darkness, or she will be forced to take it by force. At this time, the characters can choose to fight, flee, or freeze to talk. See **Playing the Pillars** for details on how to deal with these choices.

Adjusting this Encounter

A Dungeon Master may choose to adjust the combat in this encounter using the guidelines below, based on Party Strength.

- **Very Weak Party:** Remove the flameskulls, banshees, and ghasts from the encounter.
- **Weak Party:** Remove the flameskulls and one banshee from the encounter.
- **Strong Party:** Add one flameskull, one banshee, and 3 ghasts to the encounter.
- **Very Strong Party:** Add two flameskulls, two banshees, and 6 ghasts to the encounter.

WHAT THE MEDUSA KNOWS

The medusa was tasked by Avallar to fetch and return the Eye of Darkness to him. The medusa will protect this knowledge to the death, as she was placed under geas not to reveal this information and would die instantly.

The medusa, as well as the other undead, are not aware why this item is being sought. The medusa also isn't aware she is being played by Avallar

against other creatures unwittingly doing its bidding – those other creatures being the adventurers.

As the medusa isn't aware of what the artifact does or why it is being sought, she could potentially be bargained with. She is covetous of the purple ring and might consider any trade including that magic item.

PLAYING THE PILLARS

FIGHT

The adventurers attack the medusa and her henchmen. You can adjust this encounter based on the guidelines listed above. In addition, the characters receive the benefits of a bless spell for this combat if they succeeded in their interaction with Conscience (see **Bonus Episode B** for more details).

FLEE

The characters initiate a Chase, using the Wilderness Chase Complications (see *Chapter 8 of the Dungeon Masters Guide*). In addition, they may dash an additional time for each successful group skill challenge with Choice (see **Episode 1** for more details). An adventuring party failing in the chase will have to fight the undead, now with the possibility of exhaustion.

FREEZE TO TALK

The characters may choose to negotiate with the medusa. This should not be easy, but adventurers will be as adventurers are. Wily use of social cunning should be rewarded.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. The glade the characters reemerge into is approximately 80 feet in diameter and roughly circular. This glade is the same as the glade detailed in **Episode 1 Part 1**.

Lighting. Light conditions are the same as when the characters entered the Mind Fortress in **Episode 1**.

TREASURE AND REWARDS

For succeeding in this adventure, the characters receive the following items.

Monetary Treasure. The characters may find valuable objects on the medusa, in the form of silks and gold. Dungeon Masters should reference the **Adventure Rewards** for more information on giving out monetary rewards.

CONCLUDING THE ADVENTURE

Ursallia Goldenflax is concerned about the Eye of Darkness, but her first concern she discusses with the adventurers is the safety of her daughter Mellady.

Once Ursallia is satisfied with this discussion about her daughter (for the positive or negative), she will thank the adventurers for retrieving the Eye of Darkness. Ursallia explains she made arrangements for the characters to be rewarded by the rest of the Elder Council of Blackburn, but she must away with the artifact before the undead are drawn to her home and village.



ADVENTURE REWARDS

At the **end of the session**, the characters receive rewards based upon their accomplishments.

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

GOLD

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 3: Character Rewards**.

- *Ring of mind shielding.*

CONSUMABLE MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 3: Character Rewards**.

- *Potion of greater healing.*
- *Potion of climbing.*

DUNGEON MASTER REWARDS

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.

DRAMATIS PERSONAE & LOCALES

The following NPCs and locations feature prominently in this adventure.

NPCs

- **Avallar (AH-vuh-lar).** Avallar is a potent death knight, and he has worked against meddling adventurers since the first series of Border Kingdoms adventures. He is laying low this series, manipulating the adventurers into doing the work for him.

Personality: Intelligent and ambitious. Plotting behind the scenes is most effective.

Ideal: Destruction of my enemies at all costs.

Bond: Bound to my mentor and demilich, Fyndulaas. But he will be removed to pave the way for my future.

Flaw: Overconfidence.

- **Choice (CHOYS).** Choice is one-third of the soul of Ravinan the Transmuter. It possesses the memories of Ravinan, but lacks the full personality of the original wizard. Choice is the analog of Ravinan's ego – Ravinan's executive functioning center. Choice willingly remains in the Mind Fortress after the adventure and is willing to dispense advice, in its own fashion.

Personality: I will take control of situations as the need arises.

Ideal: Thoughtful action is the height of virtue.

Bond: I am bound to Ravinan's goal – keeping others safe from the Eye of Darkness.

Flaw: I am unfeeling and possess little moral compass.

- **Conscience (CAHN-shens).** Conscience is one-third of the soul of Ravinan the Transmuter. It possesses the memories of Ravinan, but the memories are often twisted to justify its moral leanings. Conscience is the analog of Ravinan's superego – the moral processing center of Ravinan's being. Conscience willingly remains in the Mind Fortress after the adventure and is willing to dispense advice, in its own fashion.

Personality: There are only two types of action – the correct course of action, and all the others.

Ideal: One should act in line with what is best for others and society. Unfailingly.

Bond: I am bound to Ravinan's goal – keeping others safe from the Eye of Darkness.

Flaw: My moral leanings blind me to the perspectives of others, and alternate courses of action.

- **Mellady Goldenflax (MEL-uh-dee GOHL-den-flaks).** The eldest daughter of the halfling acolyte Ursallia, Mellady is a leading figure on her family farm and handles most of the farms operations given her mother's increasing importance in managing the affairs of Blackbarn. Mellady knows the area of their farmstead very well, a knowledge which extends to the woods just north of their home.

Personality: I can more than handle myself.

Ideal: People suffer so much. We need to help others however we can.

Bond: I am fiercely protective of my family farm.

Flaw: I have a double dose of halfling courage, which puts me into danger at times.

- **Ravinan (RAH-vih-nan) the Transmuter.** A powerful human who lived hundreds of years prior to this module. A potent alchemist who sought to perfect his own soul to achieve immortality, he ripped out the base animal desires and bound them into the Eye of Darkness. However, this procedure also extracted Ravinan's animal desire for survival. Ravinan couldn't discover a remedy to his soul ailment until he wasted away from starvation.

Personality: I am studious, to the point of secluding myself.

Ideal: Perfection is worth any price.

Bond: I will not harm my neighbors.

Flaw: I often fail to anticipate unwanted consequences.

- **Torm (TORM).** Torm is known as the Loyal Fury, the True, and the Hand of Righteousness. As his honorifics proclaim, Torm values duty and loyalty above all other virtues. The humans (and sometimes, other humanoids) that revere him often put themselves into deadly situations for the greater good. The holy symbol is a stylized right gauntlet, decorated in white. The primary tenets of Torm are as follows:

Redemption is found through service.

1. Be an active force for good.
2. Strike quickly to destroy rot in the midst of your people.
3. Maintain just laws, and work to change unjust ones.
4. Bring death to those that work evil, even if that means martyrdom.

Personality: I am committed and stern.

Ideal: Actively working against evil is the crucible of the just.

Bond: I am committed to the kindly folk, and those that seek to improve the world.

Flaw: My justice is often swift and final, lending to possible mistakes.

- **Ursallia Goldenflax (urh-SAL-yah GOHL-den-flaks).** A halfling proprietor of a homestead farm outside Blackbarn, Ursallia is reeling from the loss of her husband and eldest son during the recent undead attack on Blackbarn. Ursallia has been offering her knowledge (and no shortage of luck and miracles) during the subsequent rebuilding, Ursallia is a devotee of Yondalla, and while she is no priestess, Yondalla can call on miracle (re: spells) when they match Yondalla's will.

Personality: I am soft like cotton.

Ideal: Neighbors need to take care of each other.

Bond: My husband's farm needs to thrive, to be passed down to our children.

Flaw: I am so optimistic, I can sometimes be misled.

- **Yondalla (YAHN-dah-lah).** Yondalla is the primary goddess of her adopted people, the halflings (or *hin*). She is the matron of halfling civilization and a goddess of plenty. She taught her people how to go unnoticed, and her power grants halflings their boundless optimism and luck. Her holy symbol is a cornucopia, which features prominently on every halfling dinner table. For more information see both the *Player's Handbook* and *Mordenkainen's Tome of Foes*.

Personality: I am eternally optimistic.

Ideal: We not only survive, but thrive, when we cooperate.

Bond: I will protect my people.

Flaw: I do not desire power or control.

LOCATIONS

- **The Mind Fortress.** The Mind Fortress is a mindscape demiplane created by Ravinan the Transmuter, contained within and adjacent to the Astral Plane. It initially served as the crucible upon which Ravinan manifested his soul, broke it into three parts, and bound his base and animal instincts (or id) into the Eye of Darkness. It can be accessed via a purple arcane gate, which contracts into a *ring of mind shielding* during the events of this module. The Mind Fortress is always well-lit, is apparently constructed of black marble veined with amethyst, and has an open sky allowing in the light of uncountable stars. Other than these "physical" characteristics, the Mind Fortress changes to suit the purposes and whims of the psyche that created it.
- **Blackbarn (BLAK-bahn).** Blackbarn is the central town in the current Border Kingdoms storyline. It has recently been devastated by an undead army led by Avallar, but plucky adventurers were able to save it. At this point in the story, Blackbarn is in the process of rebuilding, but significant rebuilding will not occur over the course of this module.

About Blackbarn

This dun-hued walled town is a busy market for the farmers who dwell around it, dominated from dawn to dusk by wagons on the move, and is home to some superior wagonmakers. It stands where the Long Trail (that runs along the edge of the Shaar, "down the back" of the Border Kingdoms) meets the Scelptar Road, that runs north-of-west out of Blackbarn to the ruined Burntbridges.

Blackbarn is a prosperous place of bustling cobbled streets and maroon tile-roofed brown stone buildings, with nary a barn (black or otherwise) in sight. Produce is stored in low buildings called "wagonhouses" where farm deliveries are shoveled into rows of large storage pits--which have wooden gates at their bottoms, allowing them to be emptied in small quantities into merchants' long-haul wagons brought down ramps into cellars beneath for loading.

CREATURE STATISTICS

Banshee

Medium undead, chaotic evil

Armor Class 12

Hit Points 58 (13d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+0)	11 (+0)	17 (+3)

Saving Throws Wis +2, Cha +5

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 4 (1100 XP)

Detect Life. The banshee can magically sense the presence of creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object

Actions

Corrupting Touch. Melee Spell Attack: +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

Horriifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horriifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

Barbed Devil

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17(+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Tail. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hurl Flame. Ranged Spell Attack: +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Beholder Zombie

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Deep Speech and Undercommon but can't speak

Challenge 5 (1800 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Ray. The zombie uses a random magical eye ray, choosing a target that it can see within 60 feet of it.

1. **Paralyzing Ray.** The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2. **Fear Ray.** The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Enervation Ray.** The targeted creature must make a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

4. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 14 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller non magical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger non magical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

Flameskull

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+2)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned, prone

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

Magic Resistance. The flameskull has advantage on saving throws against spells and other magical effects.

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse spell* is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): *mage hand*

1st level (3 slots): *magic missile*, *shield*

2nd level (2 slots): *blur*, *flaming sphere*

3rd level (1 slot): *fireball*

Actions

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. Ranged Spell Attack: +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

Ghast

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+1)	10 (+0)	8 (-2)

Damage Resistance necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses Darkvision 60 Ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 ft. of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turn Defiance. The ghast and any ghouls within 30 ft. of it have advantage on saving throws against effects that turn undead.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. *Hit:* (2d8 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

Ghost

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. It can hover.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistance Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 Ft., passive Perception 11

Languages Any Languages It Knew In Life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 ft. of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 ft. of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 ft. of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Medusa

Medium monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +5, Insight +4, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 6 (2300 XP)

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save. If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

Actions

Multiattack. The medusa makes either three melee attacks -one with its snake hair and two with its shortsword- or two ranged attacks with its longbow.

Snake Hair. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

Minotaur Skeleton

Large undead, Lawful Evil

Armor Class 12 (Natural Armor)

Hit Points 67 (9d10+18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11(+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 Ft., passive Perception 9

Languages Understands Abyssal But Can't Speak

Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Actions

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* (2d12 + 4) slashing damage.

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* (2d8 + 4) piercing damage.

Ogre Zombie

Large undead, neutral evil

Armor Class 8

Hit Points 85 (9d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6(-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common and Giant but can't speak

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Morningstar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Specter

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Spined Devil

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from non magical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120ft.

Challenge 2 (450 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Flyby. The devil doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) slashing damage.

Fork. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Tail Spine. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage.

Warhorse Skeleton

Large undead, lawful evil

Armor Class 13 (barding scraps)

Hit Points 22 (3d10 + 6)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12(+1)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages –

Challenge 1/2 (100 XP)

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Will-o'-Wisp

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses Darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5-to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock. Melee Spell Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

Wight

Medium undead, neutral evil

Armor Class 14 (Studded Leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14(+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 13

Languages The languages it knew in life

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Wraith

Medium undead, Neutral Evil

Armor Class 13

Hit Points 67 (9d8+27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16(+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistance Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks That Aren't Silvered

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 Ft., passive Perception 12

Languages The Languages It Knew In Life

Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. *Hit:* (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

APPENDIX 1: BONUS OBJECTIVE A – THE TREES HAVE EYES

This bonus episode can be inserted between the **Call to Action** and **Episode 1**. This bonus episode gives players and characters a better understanding of the power and effect of the Eye of Darkness. It can expand the adventure in both the Exploration and Combat Tiers of Play.

DARK SIGNS

PREREQUISITES

The characters have accepted Ursallia's quest as outlined in the Call to Action, and they have entered the woods on their way to the purple door Ursallia saw in her vision.

OBJECTIVES

The characters must negotiate the walking dead hordes that lumber around the Mind Fortress. They can do this through stealth (Exploration Pillar), guile (Social Pillar), or direct confrontation (Combat Pillar).

The nature of these bands should make the number of undead seem overwhelming, reinforcing the feeling of dread the Eye of Darkness should inspire.

CREATURES/NPCs

The undead that roam the area are largely mindless, but each band appears to be led by a more-intelligent undead.

There is the potential for three wandering bands of undead to confront the player characters in this section. In a combat situation, a new band will enter two rounds after the last band encounters. Dungeon Masters are encouraged to describe the undead emerging from the ethereal plane, crawling up from the ground, or even dropping from the trees (inflicting fall damage of 1d6 (3) bludgeoning damage to themselves AND the player characters they land on).

For each band, the Dungeon Master can choose to roll randomly using a d6, or select the band combination that provides the desired challenge to the unique makeup of the adventuring party. Adjustments based on party level are included for each group.

1. Three **minotaur skeletons** led by a **flameskull**. They wear armor and jewelry that is reminiscent of far-off Amn (a successful DC 13 History check to identify the origin and value of these items).

Adjusting this Band

A Dungeon Master may choose to adjust the difficulty of this band using the guidelines below, based on Party Strength.

- **Very Weak Party:** Remove the flameskull and one minotaur skeleton.
- **Weak Party:** Remove two minotaur skeletons.
- **Strong Party:** Add one flameskull to the encounter.
- **Very Strong Party:** Add one flameskull and two minotaur skeletons to the encounter.

2. Two **specters** led by a **wraith**. They are dressed in wedding finery, the wraith a groom.

Adjusting this Band

A Dungeon Master may choose to adjust the difficulty of this band using the guidelines below, based on Party Strength.

- **Very Weak Party:** Remove the wraith. Add two specters.
- **Weak Party:** Remove the two specters.
- **Strong Party:** Add 5 specters.
- **Very Strong Party:** Remove the specters. Add another wraith.

3. Two **banshees** mourning a love triangle gone wrong. One wears billowing bridal wear.

Adjusting this Band

A Dungeon Master may choose to adjust the difficulty of this band using the guidelines below, based on Party Strength.

- **Very Weak Party:** Remove the banshees. Add three specters (and a more confusing romantic quarrel).
- **Weak Party:** Remove one banshee. Add a specter.
- **Strong Party:** Add one ghost, a flower girl.
- **Very Strong Party:** Add two ghosts – a flower girl and a ghostly priest in full adornment.

4. Five **will-o'-wisps** that impersonate fairies until they strike, even speaking snippets of Sylvan to complete their ruse (requiring a successful DC 15 Sense Motive check to discern the truth, which must be made within 20 feet of the undead).

Adjusting this Band

A Dungeon Master may choose to adjust the difficulty of this band using the guidelines below, based on Party Strength.

- **Very Weak Party:** Remove three will-o'-wisps from the encounter.
- **Weak Party:** Remove two will-o'-wisps from the encounter.
- **Strong Party:** Add two will-o'-wisps to the encounter.
- **Very Strong Party:** Add three will-o'-wisps to the encounter.

5. A family of three **wights**, dressed in ruined finery and draped in expensive jewelry.

Adjusting this Band

A Dungeon Master may choose to adjust the difficulty of this band using the guidelines below, based on Party Strength.

- **Very Weak Party:** Remove two wights from the encounter.
- **Weak Party:** Remove one wight from the encounter.
- **Strong Party:** Add one wight to the encounter.
- **Very Strong Party:** Add two wights to the encounter.

6. A **beholder zombie**, shackled to an **spined devil**. They cannot move more than 20 feet from each other without inflicting 2d4 damage to the beholder zombie, as a manacled tentacle is ripped off. The devil is curious what is drawing undead to the area and are using the zombie as a "scenthound."

Adjusting this Band

A Dungeon Master may choose to adjust the difficulty of this band using the guidelines below, based on Party Strength.

- **Very Weak Party:** Remove the beholder zombie from the encounter. Replace it with an **ogre zombie** (manacled by its wrist).
- **Weak Party:** Remove the spined devil. Replace it with an **imp** that flees the combat immediately.
- **Strong Party:** Remove the spined devil. Replace it with a **barbed devil**.
- **Very Strong Party:** Add three spined devils, which bicker unceasingly with each other in a bid for dominance.

The undead subconsciously are drawn to the energies of the Eye of Darkness, bleeding through the arcane gate. They are aimless and without objective, but being undead, they will seek to murder any living creatures of which they are aware. A Dungeon Master should feel free to describe the carnage left in the wake of these bands of undead, to wildlife, plant life, humanoids, and unlucky fey.

WHAT THE UNDEAD KNOW

Even the intelligent undead do not know why they are drawn to the area. They may know details about their former lives, but they know nothing of the Eye of Darkness and its (diminished) effect upon them.

PLAYING THE PILLARS

EXPLORATION

The characters can avoid a band with planning and successful DC 17 Dexterity (Stealth), Wisdom (Perception), and Wisdom (Survival) checks. A band is removed for each success.

SOCIAL

Savvy characters may choose to negotiate with or trick the undead, with successful DC 17 Charisma (Deception) or Charisma (Diplomacy) checks. A band is removed for each success. Charisma (Intimidation) checks automatically fail.

COMBAT

The adventurers face three bands, with a new one added after two rounds of combat.

AREA INFORMATION

Dimensions and Terrain. This combat takes place in a heavily wooded area. It can be as big as necessary, but targets of ranged attacks gain the benefit of half-cover if they are within 20 feet, and three-quarters-cover if they are within 40 feet. Due to the thick foliage, targets are considered to have full cover at distances farther than 40 feet.

Lighting. Light conditions are dim if the woods are being travelled during the day, or dark if the woods are being traveled at night. At night, the only light sources are the ones characters bring with them (save the light cast by the will-o'-wisps).

TREASURE & REWARDS

For succeeding in this adventure, the characters receive the following items.

Monetary Treasure. The characters may find valuable objects on the undead. These objects should consist of fine jewelry instead of coin. Dungeon Masters should reference **Adventure Rewards** for more information on giving out monetary rewards.

APPENDIX 2: BONUS OBJECTIVE B – PANGS OF CONSCIENCE

PREREQUISITES

The characters have entered the Mind Fortress and have conversed with Choice. The players may decide to complete this task before or after they complete Choice's trials (see **Episode 1** for more details).

If this Bonus Episode is to be ran, the Golden Key should be missing from its lock in the Mind Fortress's entry chamber.

OBJECTIVES

The characters interact with **CONSCIENCE**. Conscience will grant the characters the Golden Key after the completion of its trial, regardless of success or failure.

CREATURES/NPCs

As the characters pass through the Luminous Gate (taking damage if appropriate), they emerge in a church dedicated to the god **TORM**. A character who makes a successful DC 10 Intelligence (Religion) check can learn the basic details of the god, while a successful DC 13 check also gives the full tenets of the faith.

One of the worshippers is a man who resembles Choice, but he sheds a pulsing golden light. This is Conscience, a **ghost** that is the manifestation of Ravinan's moral soul. He will greet the adventuring party after he completes his prayers.

Conscience seeks to test the characters and their moral compunction, granting those that it deems worthy the Golden Key. Conscience is an adherent of the teachings of Torm, and is a paragon of the Lawful Good alignment (society is valued more than the individual, and one should give to others more than oneself). Much like the Freudian concept of the superego, Conscience makes decisions entirely based on moral compunction, with little consideration to pragmatics.

Ravinan possessed a strong conviction that the Eye of Darkness should be kept safely hidden from civilization. Conscience is willing to yield the Golden Key, one of two required to unlock the Eye's safe room, if the characters state they seek the Eye for the greater good. The adventurers must also prove they are noble through execution of a test. This test is certainly fatal to the characters, but it can be negotiated in several different ways.

Conscience has complete control over the mindscape of its domain and can reshape it at will, much like Choice can (see **Episode 1** for more information on Choice).

Adjusting this Encounter

The potential combat listed in this adventure is a deadly encounter for any party between levels 5-10, and due to the nature of this Episode, it should not be adjusted from this difficulty.

WHAT CONSCIENCE KNOWS

Like Choice, Conscience has all the memories of Ravinan the Transmuter. It is also well-versed in the teachings of Torm, the nature of the Eye of Darkness, and wizardry.

AREA INFORMATION

Dimensions and Terrain. The spaces for this Bonus Episode are highly mutable, at the Dungeon Master's whim. However, each space the Dungeon Master creates should feature black marble and a starry sky. It is recommended that a Dungeon Master use "Theater of the Mind" to manage this Episode and its combat.

Lighting. The area is brightly lit, although there is no obvious source of the illumination.

THE CHALLENGE

Conscience will demand the characters act through a moral dilemma, emphasizing the importance of proper morality, religious teachings, and personal sacrifice.

Characters that didn't discern what this might mean through conversation and successful Intelligence (Religion) skill checks earlier in this Episode can make a successful DC 13 Wisdom (Sense Motive) check to discern that Conscience almost certainly values society and just laws, as well as selflessness. Alternatively, characters can simply ask Conscience what this means – they will get a stern look, but an honest answer.

With this, the environment changes at Conscience's direction, and the characters must engage in **Phase One**.

PHASE ONE

Phase One features one of the following moral dilemmas, or a similar one of the Dungeon Master's creation:

- A man needs high level clerical attention for a disease, one the characters are insufficient to cure. However, the cost for the magic is far beyond the family's ability to pay. The characters must negotiate this cure (or not), and will face confrontation at the end.
- A duke is fighting a war against a demon army, but to afford this war, he must levy taxes that are a severe burden to his people. This has resulted in starvation and civil unrest. The characters must find a way to feed the populace, even though this will certainly draw the ire of the duke, the demons, or both.
- A wizard's homeland is faced with natural disasters. The wizard has found a source of magical knowledge that could save his people from certain death, but he must trade his soul to a powerful devil to make it happen. The wizard seeks the counsel of the adventurers, and the devil will certainly turn on the characters no matter the choice.

If the players do not offer up the rationale for their choices through roleplaying the scenario, the Dungeon Master should ask probing questions about why their chosen course of action was selected. This rationale should then be weighed against the concepts of law and good, as well as the teachings of **Torm**. If the rationale is consistent with these beliefs, they have passed phase one of the challenge and may proceed to **Phase Two**.

PHASE TWO

In **Phase Two**, the antagonist of the story reveals himself to actually be a **balor**. The demon threatens to kill the protagonists in the moral dilemma before beginning battle. This fight will be impossible for the adventuring party. However dire phase two seems, the players are successful if half the adventuring party dies in defense of the protagonists, or if the characters openly acknowledge they will all die but indicate they are willing to die because dying may give the protagonists a chance at survival.

If the characters succeed in both phases of the challenge, Conscience reassures them and offers them the Golden Key, as well as its blessing. The characters may receive a benefit in the combat of the **Finale Episode**.

FINALE EPISODE

If the characters fail in one or both phases of the scenario, Conscience will chastise them without kindness or mercy. However, Conscience will still part with the key, saying that the chance to save the people of Blackburn is worth the risk of releasing the Eye of Darkness to those that may be unworthy to bear the burden.

TREASURE & REWARDS

For completing this Bonus Episode, the characters receive the following items.

Magic Items. The characters are gifted the Golden Key for completing the trial, successfully or not. Conscience feels the need for the Eye of Darkness is the prevailing good, and he is willing to part with the Golden Key even if the adventurers may not be up to its standards.

Other Items. If the characters passed both Phases One and Two, they will receive a special blessing aiding in the combat sequence of the **Finale Episode**. More details on this blessing can be found in that section.

APPENDIX 3: CHARACTER REWARDS

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing off rewards they didn't receive during the session):

MAGIC ITEMS

THE MIND FORTRESS

(RING OF MIND SHIELDING)

Wondrous item, uncommon, table C

The Mind Fortress is the remnants of an extradimensional location that served as the site of a ritual enacted by the alchemist Ravinan. Ravinan divided three aspects of his psyche, in an attempt to purify his soul, and collapsed this evil into a stone called the Eye of Darkness. The Mind Fortress then served as the extradimensional home for the stone until liberated by adventurers. After the stone was removed, the Mind Fortress shrank to a less-potent but still useful magical item. The Mind Fortress functions in all ways as a *ring of mind shielding*.

The Mind Fortress still contains two portions of Rhys's psyche (his center for rational thought, as well as his conscience). These mental remnants do not count as an actual soul for purposes of the ring, nor do they cause the Mind Fortress to act as an intelligent item. However, a DM might choose to have these aspects of Rhys's psyche may affect the emotional state of the wearer or interact with the wearer during a dream or trance state.

The Mind Fortress's form is still highly mutable. The item periodically and randomly alters its appearance in slight ways. The bearer has no control over these minor alterations, which have no effect on the item's use.

This item can be found in the *Dungeon Master's Guide*.

CONSUMABLES

POTION OF GREATER HEALING

Potion, uncommon

You regain 4d4 + 4 hit points when you drink this potion.

This item can be found in the *Dungeon Master's Guide*.

POTION OF CLIMBING

Potion, common

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

This item can be found in the *Dungeon Master's Guide*.

STORY AWARDS

During this adventure, the characters may earn the following story award:

HEART OF LIGHT

One character – yours – was trusted by one of the spirits of Ravinan. This blessing manifests as a glowing light radiating from the character's chest where their heart would be, while in the presence of the Eye of Darkness. This story award may have an impact in future Border Kingdoms adventures.

APPENDIX 4: DUNGEON MASTER TIPS

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

New to the Border Kingdoms Storyline?

Gamehole Con has been granted the ability to develop CCC (Convention Created Content) adventures for the Border Kingdoms. No other convention or organization outside of Wizards of the Coast has been granted this ability. Their region guide was written by Ed Greenwood and [you can get your copy on dmmsguild.com](#). Border Kingdoms adventures can be run just the same as any other Adventurers League-approved content.

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Perception score, and anything the adventures specifies as notable (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

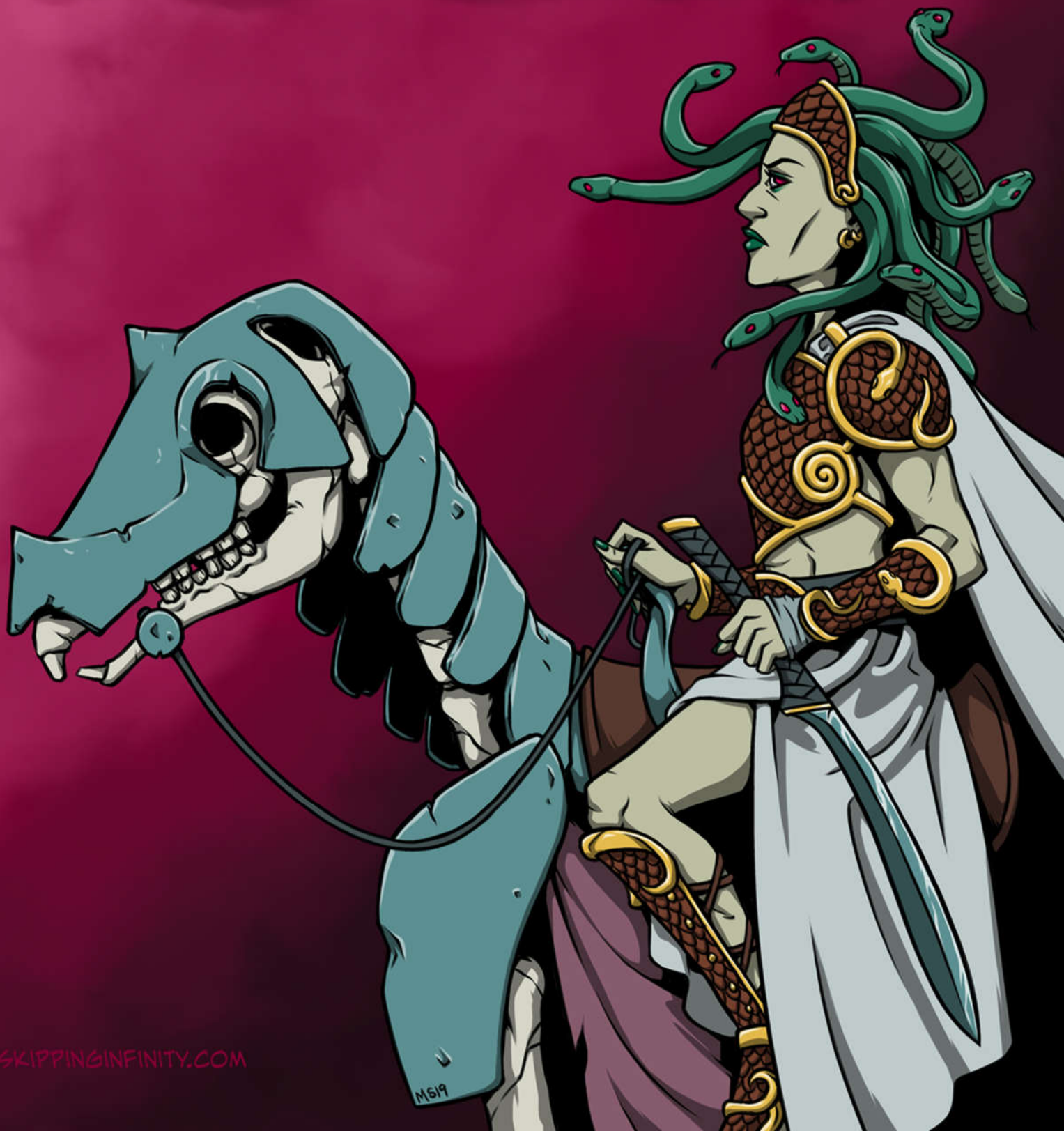
ADJUSTING THIS ADVENTURE

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters, APL less than		Very weak
3-4 characters, APL equivalent		Weak
3-4 characters, APL greater than		Average
5 characters, APL less than		Weak
5 characters, APL equivalent		Average
5 characters, APL greater than		Strong
6-7 characters, APL less than		Average
6-7 characters, APL equivalent		Strong
6-7 characters, APL greater than		Very strong

EYE OF DARKNESS, HEART OF LIGHT



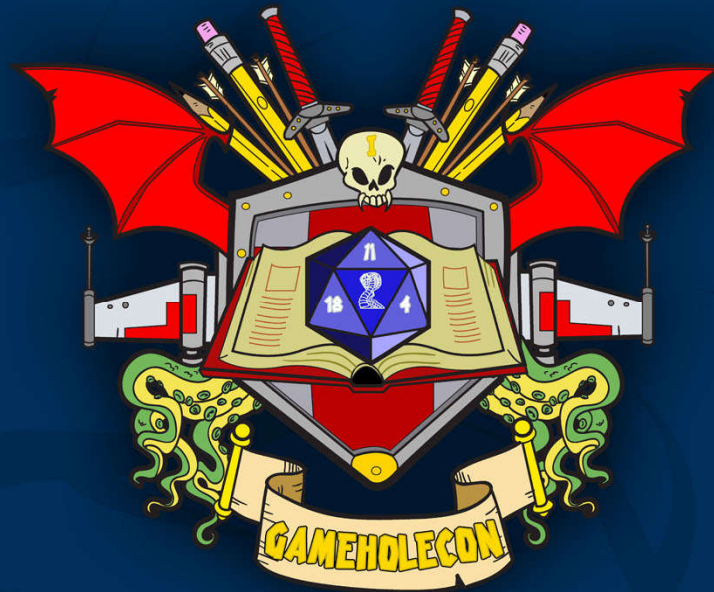


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