

CHAPTER 1: THE LOST TEMPLE OF ALAK'ALAR

Level: 5–8

BACKGROUND

Within the far reaches of the Kingdom of Alenian resides the farming village of Nenyrm, set upon the doorstep of the Arbormark Mountains almost at a crossroads of kingdoms. North of the nearby Shal'Uran river lies the reclusive kingdom of Iaur and to the south you'll find Killeth's Bane and the Darrowden Hills, places to avoid at all costs.

To those that live and work tirelessly in Nenyrm the harvest and what it brings are life. They firmly believe that trouble will not find you should you not seek it. However of late that mantra has been tested and will soon be broken. Farms on the outskirts of town have been found ransacked, the residents gone and few clues left. Understandably the town is terrified, though they don't understand the events that are being set in motion for this area was rife with battle and destruction during the Age of Desolation and many broken cities, temples and bones lie beneath the soil, some of which make this area so fertile and rife for farming.

ADVENTURE HOOKS

The town is terrified that something is taking those that reside in the area and that soon those in the town will start to disappear. The town council has sent for help to the local Alenian Town but that is a weeks travel on foot to the west and they have their own problems to face.

Though the townsfolk are a tough lot they are understandably very superstitious and eager to have this problem dealt with. They have sent some of their own though they didn't return and would rather pay some passing adventurers to find and save those taken, and if not, at least deal with the problem once and for all.

RUMOURS

Rumours abound for any that choose to talk to the townsfolk as is often common in remote and superstitious areas like this. These can range from:

- Spectors watching the ancient bridge to the north and the ruins of Shal'uran.
- Witches and animals with glowing red eyes seen in the nearby Firnost Forest.
- Glowing lights that look like eyes upon the plateaus of the lower mountains.
- Encounters with strangers and animals that have been flash frozen at the base of the mountain and upon the mist shrouded edge of the Darrowden Hills.

While most of these rumours lead to other possible adventures at the DMs discretion (See info on Lenwir

for knowledge about the local areas). The lights witnessed upon the plateaus are the one that pertain to this adventure.

ADVENTURE SUMMARY

The adventure likely unfolds in the following sequence.

The characters meet with the village elders who hear about their woes and talk to the villagers about the rumours before deciding on their course of action (or have already done so if you'd prefer to start after that).

The characters go to the houses of the missing people and find clues leading towards the mountains. They climb the mountains or follow the tracks as night sets in and see the glow the people were talking about to be the cold light fires of some ice goblins.

They deal with the goblins, but find their den was built in front of a cave with a well trodden path. They enter to find an ancient temple with a basilisk lair in the entrance and the remains of the villagers fed to the basilisks by the cave mouth.

They deal with the basilisk before entering the ancient temple, dealing with those that remain within and the traps before reaching the centre of the temple, where they remove the Eye of Laki and escape the crumbling temple.

INTRODUCTION

Read:

The village of Nenyrm sits in the shadow of the Arbormark Mountains. Their snow covered peaks a constant sight to any of its residents who take the time to look up from their farm work and their verdant fields. The scent of the ocean is a constant companion, carried down from the northern coast of Lenwir on a chill breeze. The villagers know naught of the world beyond, bar the dangers of the great mountains and vast deserts to the south. Here among the gentle rolling foothills they stay, rarely venturing forth and rarely do strangers come calling. Though happenstance has brought you to this village during the turning of the seasons. The vibrant fields have faded as the villagers prepare for an early winter. Cold winds and dark nights fast approach so close to the mountains. To add to the growing restlessness, villagers have been vanishing from nearby farms.



The odd woodsman failing to return home is not so unusual, but when far flung farmhouses are discovered empty, spoiled and bloodied. That is a new spectacle indeed. So much so that the village elders have called all those that live amongst the fields, to shelter behind the walls of the village come nightfall. Lest they too suffer a mysterious and terrible fate.

It seems your arrival at Nenyrm may not have been by coincidence, but rather by the design of one of the gods, for they are but simple folk and in need of the help of brave adventurers.

As the sun sets for the night and the villagers board up their homes and close the wooden gates you find yourself on the eastern road out of town. The Abormark mountains rising before you, their black shapes darker than the winter night against which they rest.

As the evening plunges into darkness two things cross your mind; the first being the villagers promise of a hefty reward, one that you find doubtful having seen the way they live their simple lives; the second being the pinpricks of light barely visible against the tall mountains, glittering and dancing in the cool breeze.

THE SURROUNDING AREA

The hills immediately around Nenyrm are not fraught with danger and should the adventurers wish to explore the northern areas and Firnose Forest, they will find little challenge in the beasts, wolves and the occasional hag, intent on luring them to her cottage for dinner.

However, should they journey farther afield into the Abormark Heights, northwards over the Shal'Uran Bridge or into the Darrowden Hills they will encounter more deadly and dangerous creatures, though those journeys will take longer than a day and be beyond the scope of this adventure. Should they explore these areas they will likely meet the minions of Mab amongst the Abormark Heights, ancient septrors around the Sahl'Uran Ruins and agents and monsters of the Shadowfell within the Darrowden Hills, all with different hooks for alternate adventurers.

PART I: THE ICE GOBLINS

Farmhouses

The farmhouses will likely be the first stop for the characters, a place to investigate what happened to those that were taken. Read

A cool winter breeze breathes a sighing wind into the fields amongst the abandoned farmhouses upon the east of town. Their unlit exteriors look more dilapidated you know them to be , suffering from an absence of the life they would usually contain.

Around you tall stalks of wheat shake with the gentle rattle of their ripened harvest. The only sound in an otherwise silent night.

Investigating the houses will reveal little more than villagers' clothes, objects and kitchenware scattered around. There are also traces of blood and evidence of a struggle with a low Perception or Investigation check. A high Perception or Investigation check will reveal blood stains and footprints leading out of the farmhouse and into the eastern foothills, the blood soon giving way to drag marks and small booted feet among the soft mud..

A high Perception check while outside will indicate a light crunching sound coming from one of the fields, though its true direction will be impossible to discern, and an uncomfortable feeling of being watched. Should the adventurers seek to investigate further they will find nothing in the fields, getting lost among the chest height wheat. Following the trail will take them towards the foothills, though only fresh small booted footprints will be evident with a high Survival or Investigation check as the blood will have been worn or washed away by the weather over the last few days. The path will start to climb as the characters reach the edge of the farms and the fringes of the mountains foothills.

The Ice Goblin Camp

The rocky road begins to ascend, and the waving lights are revealed to be torches, dancing in the wind. The sparsely wooded area offers little cover on approach and the moon is high in the relatively clear sky, lighting up the hillside.

If the adventurers followed the lights before investigating the farmhouse, they will arrive at the Ice Goblin Camp in the hills, but will likely raise an alarm, unless they stealth on the final approach and avoid the two sentries. If they follow the tracks from the farmhouse the ice goblin that ventured down to abduct more humans will have warned the others of the approaching adventurers and be ready to spring an ambush at the top of the path.

If the players manage to disable or make their way around the ice goblin watchmen, they will be able to spring an ambush on the camp. Read the following as the camp comes into view, adjusting for what happened on their approach:

The path stops and you step out onto a stone plateau with little way for tree cover. 6-8 crudely constructed wooden huts sit around a central banner. A dark blue cloth with three white shards of ice pointing outwards hang from it. Several small fire, their flames a chilling blue glow, lay haphazardly around the camp. Behind which looms a cave entrance, more akin to a black scar across the grey mountains. A dozen or so blue skinned goblins move around the camp, occasionally wandering into the cave and out again. A Ice Goblin Chieftain stands at the centre of the camp gazing at the banner that hangs there.

The goblins will attack on sight. They are extremely hostile and number 12 in the camp, 2 scouts, a chieftan and a shaman. Ice goblins are chaotic evil with stats akin to normal goblins but with a natural AC of 14, magic weapons and immunity to cold and necrotic damage. They were servants of Queen Mab who have fled her service and her kingdom growing at the centre of the Arbormark Mountains and have set up a temporary camp atop the plateau, drawn here by something else.

PART II: THE CAVE

After the battle, an investigation of the camp reveals little in the way of reward bar a few ice encrusted metal weapons, some small wealth and a carved obsidian idol of a beautiful and horrifying Fey Queen. The idol possesses a small amount of magical power, but what it is is difficult to discern. Any checks of the goblins bodies find a patchwork of scars across their skin and a medicine check of 15 reveals something buried beneath the skin of one of their wrists, shaped like some kind of thorn manacle, the spikes occasionally protruding from the skin and leaking a smokey darkness. After the goblins have been dead for five minutes these dissipate entirely into smoke.

Investigation of the huts and bags around the huts show a small quantity of human clothes, belongings and food pilfered from the nearby farms.

Now that the adventurers are closer, they can see that the cave tunnel stretches deeper than previous investigations would have revealed. The cave mouth itself seems to suck in the air rather than expel it and the adventurers feel a growing unease standing before it. The mouth of the cave shows evidence of years of passage, its stone floor stained with a dark crimson.

Entering the tunnel with light reveals an ancient, crafted corridor cut into the mountain, pockmarked, and scarred with age. The original masonry barely recognizable and unidentifiable. The crimson trail leads the characters downwards into the mountain and a further Investigation check shows movements of a larger creature through the passage, whether recent or not is impossible to discern.

The path opens into a wide room covered in blood stains, but not bones. At the back rests, a crude stone altar before an entirely crimson wall. Every inch of the chamber wall is scrawled with runes, symbols, and markings. Investigation of the marks reveal little to no information, except for two; Infernal and Elvish. The Elvish reads as:

'THE KEY LIES WITHIN AND IS EASILY FOUND, PAINT
THEE WITH IT AND MY MAGIC WILL ASTOUND, THIS MAY
SOUND LIKE AN EASY TASK, BUT BE WARY WHAT YOU
YEARN, AS FOR WHAT YOU GIVE, I SHALL RETURN.'

The Infernal reads:

'THE KEY IS FOUND WITH YOUR HEAD, USE
THE KEY TO PAINT ME RED, BE AWARE OF WHAT YOU
SPURN, FOR WHAT YOU GIVE SHALL BE RETURNED.'

If the adventurers do not possess anyone that can read these languages, they can use the clues around the cave to discern what they must do to remove the wall before them.

The Wall of Blood requires fresh blood to bypass it. It will however produce an exact clone of whoever or whatever owns the blood as a hostile agent who will immediately attack the party. Should the adventurers use their blood a clone with the exact same strengths and spells will appear to fight them. Should the characters use the blood of one of the slain ice goblins it will reproduce an ice goblin, if a creature is thrown roll a **D8** to see how many droplets of blood touch the wall and that is how many of the creatures will appear.

As the blood touches the wall there is a groan and all of the dark stains on the floor and walls start to move, sliding along and through the stones as if the floor is transparent, until they accumulate upon the centre of the wall and a blood clone appears.

ACT III: THE LOST TEMPLE

The clone(s) die, exploding into blood and causing temporary blindness in nearby adventurers who fail a **14 DC Constitution** save.

As the clone (last clone) dies, their blood flows back towards the wall and it recedes seamlessly into the cave before slamming home with an earth-shaking crash. The following silence is deafening as a black void stares out. Light flickers at the edges of the cave opening and the trail of blood continues down into the dark. A drip echoes up the tunnel as does the moan of a foreboding wind.

The adventurers have a quick decision to make, either journey into the cave that beings to spirals down into the earth after 30ft or stay where they are and try to discern what lies beyond.

What they choose to do will effect the next interaction because the stone door crashing open has signalled something deep below that food has been offered. A Basilisk, the ice goblins sought to capture and train. They have been summoning it through the Wall of Blood and leaving offering of human villagers on the alter.

If the characters wait the Basilisk will emerge and fight them in the cramped confines of the cavern. If they journey downwards immediately, they can slip past the Basilisks' layer before it emerges.

(1. See Map).

There are two Basilisks in total, though one stays in the lair to defend the eggs. Should the adventurers venture in, it will strike from its hidden position above the cave mouth. Should the basilisks be alerted the players presence they will attack in a bid to defend their young. The adventurers can attempt to slip by with a **DC 15 Stealth Check**.

1. BASALISKS' LAIR

The smooth walled tunnel falls away into darkness on one side, the torch light lapping at the corners of a natural cave. As the light spills across the room, the reflective surface of small pools light up the bones, half devoured carcasses and torn clothes of humans and other animals. At the far end of the cavern a dark overhang hides dozens of deep green, scaled eggs.

Should the adventurers choose to fight the basilisks and plunder the lair they will find several basilisk eggs, some bones and small idols left by the ice Goblins.

2. SHATTERED BRIDGE

The tunnel continues down past the lair and opens into an enormous cavern.

The upper reaches of the chamber disappear into darkness and an ancient temple looms across the chasm, cut directly into a stone monolith beyond a rotting wooden bridge. The bones of a gargantuan creature trails from the side of the terrace and over into the blackness below. A dry staleness permeates the air, dust and rubble covering almost every inch of the burned, pockmarked floor.

The adventurers stand on a stone platform with a small guard room to the side. On the other side lie the bones of a gargantuan creature, most of which trail over the side of the platform and into the endless chasm below.

The desiccated body of an armoured human rests to the side. Further investigation reveals he has a **+1 silver sword** at his waist, with the carving 'Renkidu - my life for light' on its hilt. His outstretched hand holds an intricately carved necklace, a study and identification of which reveal a Spirit Well.

In his other hand he protectively holds an Obsidian Stone. Investigation reveals a warm flame trapped at the centre, but under further inspection you find you cannot focus on it. Identification and studies of it reveal nothing and anyone who is shown the stone cannot discern its purpose. The player has no way of knowing but it is however a prison for a powerful devil, should the characters choose to take it, it will most likely break and release the demon at some moment of great stress (battle or otherwise).

SPIRIT WELL

2 DAILY CHARGES

UNIQUE ITEM

REQUIRES ATTUNEMENT

THIS NECKLACE, SHAPED LIKE A SMALL LANTERN EMITS A COLD BLUE LIGHT IN A 10FT RADIUS WHEN HELD. SHINING IT ON REMAINS CAUSES GHOSTLY ILLUSIONS OF THE DEAD CREATURE(S) TO MANIFEST.

THIS ILLUSION HOVERS ABOVE THE REMAINS AND ACTS OUT THE LAST MINUTE OF THE CREATURES' LIFE. THIS EFFECT IS SILENT AND SHOWS THE DEAD AS THEY WERE IN LIFE, DEPICTING ANY ITEMS THEY CARRIED.

IT DOES NOT, HOWEVER REVEAL ANY OTHERS WHO MAY HAVE BEEN PRESENT AT THE TIME OF THE THEIR DEATH.

WARNING

CONTINUED EXPOSURE TO THE SPIRIT WORLD CAN CAUSE LASTING EFFECTS.

As the adventurers pick up the lantern the blue light touching the corpse of 'Renkidu' forms mist around his body. Closer inspection reveals a faint ghostly shape over the corpse. Should the characters use the lantern on the corpse of 'Renkidu' they will see him holding the lantern up and blood falling from his eyes staring towards the monster's bones. Should the characters wish to see the monster's death, they must pass a DC 15 Wisdom save or gain 'Madness'.

On the pockmarked floor of the room is cut a giant rune. Each of the lines on the floor has hundreds of minuscule runes carved inside it. This is a rune of forbiddance and an **Arcana** of **19** reveals it for what it is. No teleportation, planar gates or means of magical transportation can be taken within the temple.

In the guard post are some keys amongst the shattered and rotting debris but nothing else of value.

The bridge into the temple is in similar condition and creaks when walked upon. Walking across it has a low chance of breaking a wooden board, but a higher chance to make a lot of sound. The doors to the temple lie ajar and are covered in hundreds of battle scars. A statue stands to the side of the gate, looking out with defiance and another on the other side is broken.

3. ARMOURY

It be opened with the keys found in the guardhouse and holds only standard silvered weapons (daggers, arrows, bolts, spears, maces, swords), mostly ancient and decrepid as well as chainmail and plate armour.

A thick layer of dust coats the rotted wooden shelves, and dozens of finely crafted weapons litter the floor where their shelving has failed them, torchlight reflecting of their silvery surfaces.

4. EXARCHS QUARTERS

The door creaks open on rusted hinges and your light laps at shattered wood and torn books that litter the ground. Everything now smashed beyond recognition.

Investigation checks reveal the material of the broken items here is of a better quality than that in other parts of the temple. The inner door is still locked however and can also be accessed with the keys.

Further study reveals the Exarch Journals. These are written in the ancient Aarakocra language and can be taken to their city should the characters wish to discern them. If the character has some way to read from them, they still struggle as much of it is coded. However, they can glean that the Exarch is the mortal embodiment of 'Laki - The Justiciar God' and that this temple was hidden as a way to protect an ancient artefact during the invasion of the world.

5. TEMPLE HALL

While moving through the caverns high perceptions will reveal something watching, and extremely high perception will reveal movement high up in the temple ceiling. The rooms are dark and can be better lit by lighting the braziers that are placed around the temple, though their light will not illuminate the high ceilings. Within the main hall the is a statue of the god Laki, who protects and is worshipped in this temple.

6. TEMPLE QUARTERS

The doors are shattered inwards, as if torn apart and blood smears, darkened to black over time trail from the soiled robes and broken furniture within.

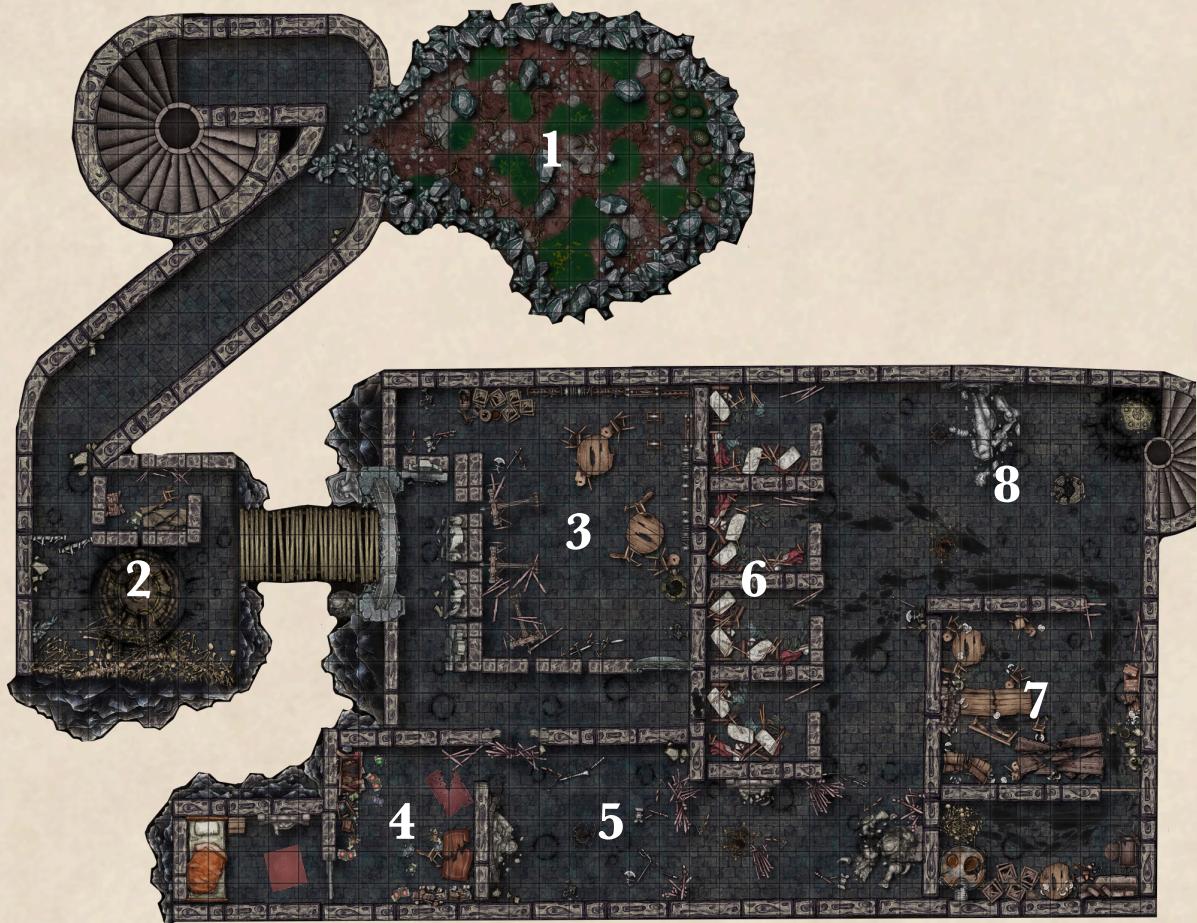
These rooms contain nothing of value beyond broken rotted wood, torn soiled robes and a single cracked pewter charm to Laki.

7. DINING ROOM

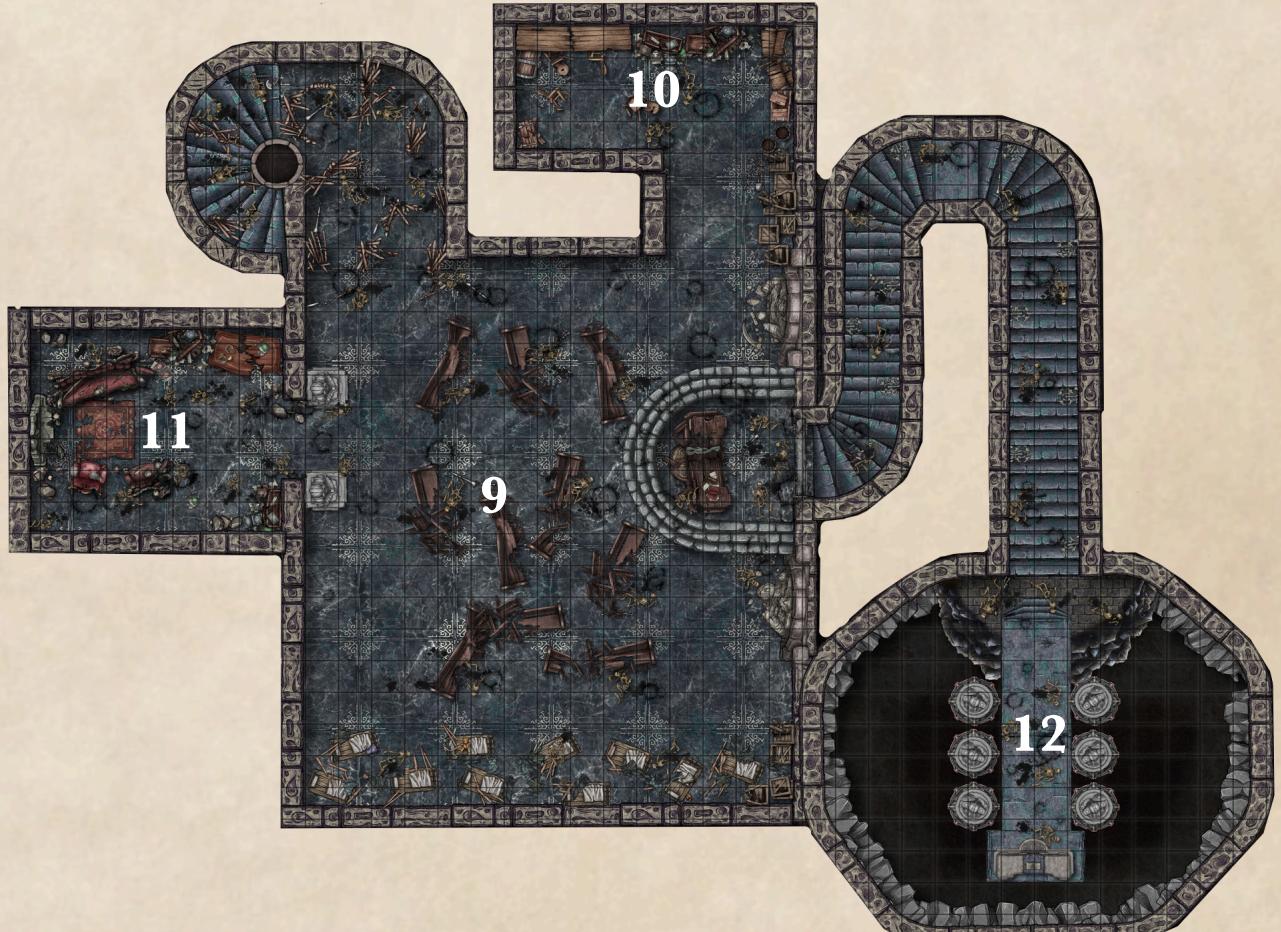
Several overturned long tables and benches rest on the floor before an empty fireplace, as if thrown haphazardly. More stains coat the floors and walls and broken dishes gleam from the darkened floor in the light.

An investigation of this room reveals what used to be a dining room of sorts with blood trails leading into the kitchen (8). The kitchen has a **Bone Devil** in it, sitting atop a pile of decrepit bones. If the adventurers alert the bone devil to their presence by either creaking the wooden bridge or through other sounds it will come out and try to ambush the party in tandem with the half a dozen **Spined Devils** that were hiding in the

THE UPPER TEMPLE



THE LOWER TEMPLE



high cieling of the Temple Hall.

8. TEMPLE ATRIUM

Before the steps to the Lower Temple rests a hidden rune, revealed by a successful Investigation check, or detect magic.

Across the floor is carved another rune, almost indistinguishable from the floor bar the occasional pulses of dim golden light. Instead your eyes are drawn to the charred black outlines of horrifying shapes against the wall around the stairways entrance.

The rune holds a powerful spell where any of evil hearts or intent that step upon it will be vaporised. Adventurers can de-activate it through great difficulty. Should they not choose to deactivate it and step on it, it will only hurt those with hostile/evil intent (determinable by the DM) or with corruption (if playing corruption rules).

The Damage of the spell determined by corruption is shown below:

Corruption	Damage
1-5	None
6-10	3d6 radiant
11-15	6d6 radiant
15+	9d6 radiant

The rune also removes 1 corruption point from all that pass through it, regardless if it does damage or not.

The charred black marks around the wall are demons and devils that tried to enter and were incinerated.

The stairs downwards are likewise littered with bones of the defenders of the temple, most still suited in cracked and bent plate armour. Investigation reveals they are several different species.

ACT IV: EXARCH'S PRISON

The Lower Temple bears the scars of a bloody battle. Bodies, weapons and makeshift cots that once sheltered those that sought safety here litter the broken room, though there are no signs of creatures. The temples defenses, though formidable, seemed unable to keep the horde of monsters from their sanctuary.

9. THE INNER TEMPLE

Your light fills the temple as if propelled by some other agent. The intricate artwork and golden filigree is shattered and torn. Broken pews fill the room and a cracked marble alter lies at the front of the hall. Though your eyes are drawn to the bones of ancient defenders and those that sheltered here scattered across the floor, twisted and broken.

A great door lies behind the alter but it's locked and has no discernible way to open it. A **History** check shows what can be seen in the mosaics that adorn

much of the cieling and walls, a great light holding a darkness at bay.

Those in the light are from many races, their faces so detailed they seem almost lifelike. The dark contains demons and devils, their tortured faces screaming with terrible glee. The longer you stare the more the creatures seem to swirl and move.

10. THE LIBRARY

Bookshelves, laden with the colourful spines of dozens of books take up much of this corner of the temple, with some simple writing desks and chests.

Bookshelves and broken chests stand against the wall in the vestibule as well as a small basalt idol. A quick inspection reveals several health potions in the broken chests, and some writings again in an ancient script.

11. THE STUDY

Two statues of unknown creatures stare down at you as you enter. Two once comfortable couches lie before a massive unlit fireplace, atop which rests a regal picture of a godly Aarakocra, not marred with the dust, debris and age of the rest of the temple.

The adventurers can detect magic and try and deactivate the two **Stone Golems** that stand guard before entering the room, but upon entering they activate and attack until destroyed or until the Exarch trapped in the painting is released by destroying it.

As the adventurer's stare at the painting it moves slightly. An Arcana check reveals the presence of magic. Detect Magic/Evil reveals the spell holding the painting are evil. Burning or destroying the painting releases the trapped Exarch's spirit.

Upon release the Exarch's spirit appears as an ephemeral ghost to thank the adventurers. He will communicate telepathically, though his memory is limited in his current form. He will inform the adventurers of the battle for the temple, the wards activated to keep evil out and the purpose of the temple, which is to safeguard an ancient relic. It will also reveal it was imprisoned there by a devil lord as a form of torture to break his will and have him open the door.

The exarch will lead the party to the door behind the alter and open it with a flash of light. The Exarch will guide the characters down the stairs into the final chamber.

12. THE GUARDIAN CHAMBER

A deep chasm fills the centre of the great chamber, the sound of the water echoing from far below. A bridge stretches out onto a platform at the centre of the chasm, littered with broken bones and shattered skeletons. Upon the platform rests an ancient alter against which is slumped an inhuman skeleton.

The Exarch gestures at the bodies and informs the adventurers that this was their last stand. Immediately against the alters are other, bigger bones, clearly demonic.

Broken statues line the bridge, mostly shattered, or sheared off. The posture of the remaining statues reveals a sense of purity and power unbeknownst to you. Read the extract below if the characters investigate or try to perceive the statues or alter:

As you stare upon the wonder of the statues your gaze lingers for several seconds. Something draws you in and you cannot look away, the shadows in the cavern ebb as you catch a glimpse through time at their splendour. You feel the strength return to your body as fatigue drains away. The feeling of purity in your heart and for a moment you feel the holy power in your veins.

As quickly as it came it retreats and you feel the darkness close in. It seems closer than before and a shiver passes through you as the cold of the chamber seems to bite that little bit more. You unconsciously pull your cloak closer and feel diminished within. The cold deep crashing of the water far below, remind you once again of where you really are.

The Exarch leads the adventurers to the centre of the platform and indicate the text on the alter. The alter allows anyone who is pure to take the item held within the hole. Anyone with evil intent or a **corruption level 5+** must make a **DC Constitution 18 save** to pull out the item. A fail will release a radiant blast dealing **8d6 radiant damage** to the one who took the object. The text on the alter reads:

ONLY THOSE OF TRUEST HEART, MAY TAKE FROM HERE AND DEPART. FOR WHEN AGAIN THE DARKNESS COMES, AND FULL OF EVIL THE WORLD BECOMES, THIS POWER WILL GRANT YOU LIGHT, TO BLIND AND BURN DEMONIC BLIGHT.

Once the item has been removed laughter will echo around the chamber and from within the depths of the chasm and two **Horned Devils** will fly up. They will try and take the item from the characters, however before they can act the High Exarch will tell the adventurers to take the item to the Aarakocra city north over the mountains. He will then step forward and cast two powerful spells. Holding his hammer out to the demons to cast 'Greater Smite' and holding his shield over his head to cast 'Aura of Warding':

Aura of Warding – blocks all hostile spells in a 15 ft radius.
Greater Smite – 8d8 radiant damage to both demons.

The Exarch will vanish as his spells are cast his huge Warhammer and Shield falling to the ground as physical objects. Both provide additional bonuses in this fight but afterwards lose their magical ability (however

if characters keep them and become attuned to them, they can regain the power over time through further tasks). Both weapons are silvered.

The Warhammer +2, with 2d6 bonus radiant damage on hit.

The Shield +3 AC, activating it creates a 15ft magical barrier, blocking spells and demons/devils from entering for 1min.

Should the adventurer's defeat the devils they can leave the temple the way they entered all traps have been disabled and any power the temple had has been removed by the removal of the artefact held there. The removal of the power source however now makes the temple vulnerable and to usher the players out further portals can open to spew demons that harry the adventurers as they flee.

TO CONTINUE:

Should the adventurers wish to continue from this point it can be continued in several ways, all ways require either returning to the village to claim the reward and then journeying north to Aol to complete:

- Find a translation for the Exarch's journal and learn more of the history during the cataclysm and subsequent invasion.
- Return the artefact to the Aarakocra in Aol where it will protect them and be safe.
- To reveal the location of the temple to the world and help others replenish it.

Either way the demons will give chase and seek to take the artefact from them every step of the journey.

THE EYE OF LAKI

The orb taken from the temple is a legendary item. However, its power is limited and can only be restored in the sun spire at the top of Aol where it sits offering protection against all in the city and those that enter, giving the Aarakocra more power and strength in the area as well as earning their good favour.

Without this permanent setting it only contains three charges should the adventurers decide not to take it back, after that it will be depleted and not be usable until returned to Aol.

THE EYE OF LAKI

WONDEROUS ITEM, REQUIRES ATTUNEMENT



5 CHARGES - AFTER WHICH IT CAN ONLY BE RESTORED IN THE SUN SPIRE AT THE TOP OF AOL.

ACTIVATED BY HOLDING IT ABOVE YOUR HEAD AND CHANNELING SOME KIND OF MAGIC INTO IT. THE EYE BLOSSOMS TO LIFE LIKE A POWERFUL SUN FOR A MINUTE AS LONG AS THE PLAYER IS HOLDING IT AND CONCENTRATING. IT HAS THE FOLLOWING EFFECTS:

- BLINDS ALL DEMONS AND DEVILS WITHIN 100 FT THAT FAIL A DC 18 DEXTERITY SAVE TO AVERT THEIR EYES.

- CAUSES DEMONS AND DEVILS SKIN TO BURN, REMOVING ALL RESISTANCES AND IMMUNITIES AND CAUSING VULNERABILITY TO ALL ATTACKS.

- BURNS AWAY ANY ILLUSIONS, INVISIBILITY, MAGIC MEANS OF CONCEALMENT OR SHAPE EMPLOYED BY ANYONE, EXPOSING THEM FOR WHAT THEY REALLY ARE.