

# VISION IN THE HILLS

Grim White Stag: herald of Erastil, a moon-pale stag 30 feet tall at the shoulder, with saplings instead of antlers and legs wrapped in green vines

Lara: “The Historian,” servant of Irori, young red-haired girl, glowing green eyes, in green robes, holding a book

Echo of Lost Divinity: servant of Pharasma, aspect of prophecy, spectral soldier in fine clothes, matches descriptions of Aroden

The Grim White Stag appears in the mist over the hills

Lara and EoLD walk through the mist and approach the PCs

EoLD: Above all things, do not be afraid. You have a respect for your environment, and that is good. But I caution you against dismay—a freezing fear. There is a difference between prudence and cowardice. Above all things, do not be afraid.

Lara: A great Power stirs. A Power whose tale is tragic, and who is motivated by Loss and Madness. A Power whose designs on the Stolen Lands go back centuries.

EoLD: These designs and machinations are soon to come to a head—ancient plans for a great evil upon the land. You and those of you are foreseen to stand in the way of the Power. If you have it within you, you may be able to stop it.

Lara: Long have the Stolen Lands refused to be settled. This is not of random chance. Ancient designs. Centuries of plans. Intricate, brilliant, mad. Born not of this world.

EoLD: Nor is it chance that you are here.

Lara: The Power has had direct connection to some of you and yours. It was the Power that seduced a young abused boy to stand up to his father and in turn abuse him—and the entirety of the northern Greenbelt, to be known henceforth as the “Stag Lord.” And indeed, the Power has had influence yet to be revealed that has impacted some of you standing here—and some of your friends.

EoLD: Some connections of the Power are an immediate threat and even now knock on your door. Again I say, it is not chance that you are here.

Lara: The Power has had centuries to work its plans on this land.

EoLD: Compared to that amount of time, you have but the briefest of moments. But as you reckon time, you may yet have enough. You need not rush to confront it! The Power is not of this world, but you are. This is the advantage you have!

\*The Grim White Stag rears its head in approval\*

EoLD: If you are to prevent this great evil from being done, then you must form a connection to this land to rival that of the Power. Familiarize yourself with the land. Become one with it. Bring harmony to it. The alternative is an eternity bound in madness and sorrow.

Lara: Not all of your challenges on this land are born of the Power. Sometimes a giant boar is just a giant boar. But know that the Power, too, gains connection to the land. Not being from this world, though, the Power must sometimes

take this connection by force—such as the purity of a unicorn’s horn.

EoLD: Know that although your trials are not all directly connected to the Power, all your actions here do strengthen your ties to the land, and put you in a better position to confront the Power when the fulness of time comes. Every hill or tree or lake you explore—every denizen you meet—every hardship you overcome—all of it makes you more a part of these lands.

Lara: And more of a threat to the Power.

EoLD: Finally, a word of caution. As I have told you, compared to the time the Power has had, you have but a brief time—but by your reckoning of time, you need not rush!

Lara: You have come to this land not of the Power’s doing, but from other, mortal, connections.

EoLD: Fate’s tapestry places you here by these connections. Use the support you’ve been given, for it will not always be available to you. Let all things come in due time.

\*The Grim White Stag huffs and paws in the ground\*

Lara: He wishes you to know—speaking of your connection to the land, and not to petty political concerns—that a plant that shoots up too fast, soon withers. Your mortal patrons have placed before you the whole of the Greenbelt. Let this land be your concern for now.

EoLD: More than one ancient evil is at play in the Stolen Lands, and in the fulness of time, you will be called upon to broaden your concerns.

Lara: Now, before we leave you, please, accept these boons...

EoLD: And our blessings...

EoLD: Be of good courage. And above all things, do not be afraid.

## BOONS:

- *lyre of building*
- *scroll of mage’s private sanctum* (CL 10)
- *scroll of permanency* (CL 13)
- *slaying arrow [aberrations]* (2)

## BLESSINGS (30 day duration):

- *bless* (Echo of Lost Divinity/Pharasma)
- *keen senses* (Grim White Stag/Erastil)
- *resistance* (Lara/Irori)