

ONW4-02

The Hills Are Alive

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A One-Round LIVING GREYHAWK® Onnwal Regional Adventure

Version 1

For APLs 6-12.

A diplomatic situation in the Headlands means that the Church of Jascar requires your aid.

The sequel to *ONW3-08 To Kill a Kesh*.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For

example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

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

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

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

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

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

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

LIVING GREYHAWK Levels of Play

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

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

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6

4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

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

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

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

1. Attempt to create a table of six 1st level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard two-round Regional adventure, set in the Free State of Onnwal. Characters native to Onnwal pay two Time Unit per round, all others pay four Time Units per round. Additionally, characters with home region of "Free State of Onnwal" may do other things at the end of this adventure, spending Time Units as per

the *Living Greyhawk Campaign Sourcebook*. Adventurer's Standard Upkeep costs 12 gp per TU spent. Rich Upkeep costs 50 gp per TU spent. Luxury Upkeep costs 100 gp per TU spent.

Adventure Summary

The Galai Iorn have long held a prophecy that a messiah would come to lead them to victory, laying a trail of death and destruction across the Headlands as herald of his arrival. Such a messiah, called by the Galai Iorn Anamdorchaigh (referred to hereafter as Anamdor) has been born to their tribe, enthralled and seduced by the dark powers the Galai Iorn worship intends to lead the dark Flan to victory.

Dark powers have awoken in the background of the War of Rebellion within Onnwal, awakening long forgotten evils within the Headlands. Such cruel vagaries of fate have unleashed a new ability within the dreamstealers of the Headlands – the ability to form spawn from those they kill – mockeries of the original creature comprised of dream and madness.

Ever skilled in subterfuge and used to acting through intermediaries he defeated and enlisted the help of Awran Bloodreaver, the war-chief of the Talamendes tribe. The Galai Iorn, while powerful are not numerous. With the Talamendes acting as frontline fighters, supplemented by dreamstealers and spawn, Anamdor has had them subdue targets and feed them to the dreamstealers so that they may become spawn. He has started attacking small, minor settlements, and now a monastery of the Followers of the Voice, who happened to be in the way of the Galai Iorn's expanding influence.

The Talamendes attacked, subduing as many as they could, and when their numbers thinned out, Anamdor and the dreamstealers came and bolstered the attack, feeding off as many of the monks as they could, and then dragging off the remaining victims once their appetite was sated.

Staying at the shrine, under the protection of the Followers of the Voice, was Lyndrell Carhast, a diplomat of the Free State. He was returning from a mission on behalf of Rakehell Chert to the Headlands tribe of the Dumanonii. He did not return – he was expected four days ago by Everg Kosrel, High Priest of Jascar.

Lyndrell however has not fallen to the same fate as the Followers of the Voice. Instead he remains with the Flan ...

Without sufficient time to summon monks from the other seven secret shrines Everg has turned to the PCs. He is willing to give them the location of the

shrine in the hopes that they may find out why Lyndrell has not returned, and why attempts to magically communicate with the shrine has failed. This is a major trust as even Lyndrell was blindfolded during his sojourn to the shrine.

Reconnaissance

The aim of this scenario is reconnaissance, and it is indeed a difficult mission for the PCs – the Galai Iorn are powerful, their deviant dreamstealer spawn are mighty, and becoming increasingly numerous. The PCs should be free to return to Notil at any point and report their findings to Everg.

Encounter Guide

Introduction:

Arriving in Notil the PCs are invited to attend the Church of Jascar in Notil, within the High Headlands.

Encounter One: Meeting the High Priest

High Priest Everg Kosrel of Jascar informs the PCs that an outpost of the Followers of the Voice, a group of monks dedicated to the Lord of the Dells, has fallen silent. He urges them to investigate and return

Encounter Two: Marked Territories

The PCs find a set of grizzly markings blocking their passage deeper into the Headlands and to the shrine.

Encounter Three: The Defiled Shrine

The PCs have found their way to one of the eight shrines. Exploration here reveals a large garden shrine, and the remnants of some of the monks, seemingly dead from something that drained the colour from their skin and left their hair shock white.

However, things take a turn for the worse when the dead monks rise, reborn as dreamstealer spawn, part dream and part ghost, and attack the PCs.

Encounter Four: The Guardian Naga?

Once the PCs have dispatched the dreamstealer spawn the sole survivor of the garden shrine makes his presence known – a Naga named Crellemestron.

Encounter Five: Taint Natural

The PCs are attacked by wild animals that have fallen victim to the Galai Iorn and the dreamstealers – altered by dark magics of the Flan and corrupted by the dreamstealers.

Encounter Six: The Hidden War

The PCs arrive at the cave of the Galai Iorn that leads into their lands. There they behold a sight of absolute horror as Flan, Dwur, even Euroz and Hochebi, are taken into the cave to be fed to the dreamstealers and whatever else lies beyond. They also witness from their vantage point the leader of the enemy forces upon a dream-dragon!

Encounter Seven: Rumbled – Literally

This details the PCs escape from the Galai Iorn forces.

Encounter Eight: To The Victory Go The Spoils

The PCs are attacked by Talamendes tribesmen, either at APL6-8, or by Galai Iorn at APL 10-12.

Deeds Past

ONW4-02 The Hills Are Alive interconnects with many Onnwal regional scenarios. The obvious connections are listed here for the convenience of DMs.

Players of *ONW1-01 Escape from Scant* and *ONW3-08 To Kill a Kesh* may also still possess a spear found in an ancient Flan tomb that has gained sentience.

If the PCs played *ONW1-02 To Catch a Traitor* and *ONW2-05 To Hunt a Traitor* they may have played a major role in the death of Rohal Soldas, which led them to the Headlands and thus encounter the Galai Iorn. If they actually faced him in combat during the premiere at Gen Con UK 2002 they may have 'Slayer of Soldas' certs.

However if the players have the Blade of the Headlands from *ONW2-05 To Hunt a Traitor* and have not already enchanted it in some other way, they can enchant it from any ordinary masterwork sword to an adamantine longsword of great power – especially against the Galai Iorn and dreamstealers.

Those fortunate players of *ONW1-08 Rashta's Brother* may have been inducted into the tribe of the Ventonii – a Flan Headland tribe and now wear the stripe on their faces.

Players of *ONW3-01 The Prophet* will have met the great Tarnedas of the Gulls and his disciples. They may have gained the White Bows of Tarnedas – items that over time shall gain power.

Sorcerer character in *COR3-10 The Hidden Fortress* may have gained the Dreaming – a strange irrational connection to ancient mysteries gained from time in the Bright Desert. This will be relevant in this module, so ask if any PCs suffer from it.

Finally, players of Spring Weekend in Onnwal 2004 may have met the Talamendes tribe leader Awran Bloodreaver if they played APL 6-12 tables. They may even be members of the Talamendes tribe – not that this will gain them much advantage if they go into combat with the Talamendes.

A Note on Linearity

ONW4-02 The Hills Are Alive is a non-linear scenario. Once the PCs investigate the shrine in Encounter Three and Encounter Four they have the option to explore Galai Iorn lands or go to the Dumanonii and Ventonii lands to investigate what is going on there. The aim of the scenario is reconnaissance, not the rescue of the Zilchan ambassador to the Flan, for he is in no danger (though the PCs may not know this). What the PCs tell the NPCs in the Conclusion is of paramount importance.

At the DMs discretion the encounter with the Talamendes or Galai Iorn warriors in *Encounter Eight: To the Victor Go The Spoils* and the dreamstealer spawn in *Encounter Five: Taint Natural* can be dropped on the PCs if they ignore the locations and triggers they are tied to. Try to avoid doing this if the PCs are staying close to the natural flow of the module, ideally by investigating the Galai Iorn first and then going to the Dumanonii, but if the PCs are too fearful to approach the Galai Iorn then you may drop the combats during their trips to and from the Dumanonii lands.

If they do not investigate the Galai Iorn lands they will not get all the awards for this module.

White Bows of Tarnedas

Players who have completed *ONW3-01 The Prophet*, *ONW3-02 Pyrtura* and *ONW3-07 To Kill a Kesh* have had the opportunity to upgrade their white bows to include a *Bane (Unknown)* upgrade. This Bane is for Undead (Dreamstealers and Dreamspawn).

None of these effects work against other undead, as their sole purpose is to aid Followers of Tarnedas against the Enemy – the source of the Dreamstealers within the Headlands. This was a free non-standard upgrade but **may not be used to craft additional *bane* weapons.**

Introduction

Begin the scenario by reading aloud the following:-

By the banks of the Yoreill lies the vale of Notil and within it, hewn from the limestone hills of the area lies the village of the same name, ruled by the canny House Faskel. It is to here you have journeyed, within the shadow of the ever ominous Headlands of Onnwal.

The hills of Onnwal have proven to be a boon companion to this town, not only do they provide silver and platinum – thanks to the doughty Dwur clans that work tirelessly – but also they afforded protection from the invading Scarlet Tyranny to the ruling house of Faskel, and to their neighbours, the House of Keldas. Bonds were forged in those dark years between the two houses, bonds that shall be strengthened by the upcoming nuptials of Sir Milos Faskel, Honourable Glaive Martial of the Order of Azharadian and the lovely Lady Natalia Keldas.

Invitations to the wedding are soon to be issued to the good and great of Onnwal, and to those from foreign shores. The atmosphere in the village is a joyous as can be found in these times of war – though there still remains the same reserved attitude towards strangers that has been ingrained on these people by an occupation that left scars that even almost a decade cannot heal.

It was these nuptials that brought you to Notil. Though months remain before the celebration supplies are needed more than ever. You have travelled as escort to the merchant Randolf of Sornhill, who bears supplies to Notil Castle.

The adventure begins as Randolf unloads his wagon with the PCs help. He then proceeds to the Temple of Jascar on private business, having paid for rooms for the PCs at the only local tavern, the *Helm and Hammer*. This inn provides comfortable accommodation for the PCs, and stable space for animals. A few off-duty or retired miners are present, and willing to throw the party one or two rumours in exchange for an ale or two.

Half-Orcs are not particularly liked here, as there have been attacks this far from some of Jerudek's men. They will not be treated well, though no violence will come from the townsfolk. They prefer to whisper in shadows, spit in their food and ale and watch them carefully. Also the inn is only big enough to hold non-half-orc PCs, so they shall have to sleep in the stables.

Rumours from Notil.

Feel free to intersperse these rumours through the PCs interactions with the townsfolk of Notil.

- *"Have you heard – euroz have been spotted in the Headlands. Bad enough we've had to suffer hochebi throwing themselves against our walls when the mood took them; now this degenerate Pomarj scum have snuck over this far. Now – somewhere like Dunheern or Sornhill, they'd to watch for Pomarj interlopers, but Notils' ne'er seen a euroz since my father's time. Just isn't right."*
- *"I heard that the White Rose of Sornhill herself will be coming to Notil. I'd love to catch a sight of her."*
- *"I've heard that the wedding will be at the end of this year, or early next year. No exact date has been set yet."*
- *"A maid at the castle has helped raised the young bride from an early age. Quite a young tearaway in her youth, she used to try to run to the hills to play. Pale and fair like the morning dew she is, but quiet and moody. She's been plagued with nightmares from a very early age – but who among us isn't plagued with nightmares?"*
- *"That Duchess Sailema's coming for the wedding I hear. Right taken with Lady Natalia she is. I hears though that she has a thing for them euroz. If she brought them into my house though, I'd say, right lady, you may be a white daffer'dil or what, but this is my home and I'll have none o' that."*
- *"They say Natalia Keldas sowed her wild oats during her trip to Nyronnd last year. I expect she'll be able to show that Sir Milos a trick or two..."*
- *"Fat lot of use the mistress was o'ershores in Nyronnd. Allies we needed – and look what we got, Nyronnd, too poor or so she claims to be able to help us, and too preoccupied with civil wars in Mowbrenn and with threats from the Pale and the charred remnants of Tenh to weaken its borders. Now we've had to lower ourselves to allying with the Ahlissans. At least they can find it in them to come to our help."*
- *"There has been an increase in those strange hill folk been seen passing through these ways of late. Come through here, don't spend no coin, and leave by dawn for the west. I'd like to know what's going on in those hills – they say even ol' Evreg, the Jascarite, he don't know why, and used t'be you couldn't take yer missus into the hills without him knowing."*

- *"When's the wedding? Why they says it be at the end of the year, or perhaps in the spring next year if the war interferes."*

Once the PCs have been sufficiently introduced to Notil, a messenger from the Temple of Jascar arrives.

"Excuse me sirs," says a young, timid boy dressed in long brown pantaloons and a fur vest, "Be you the folk that travelled here with the good Randolf of Sornhill?"

If the PCs answer no, the boy, Tarmen, nods and looks somewhat flustered, before being prompted by a helpful patron that they are indeed that group. Assuming they say yes however, read the following:-

"My master, Everg Kosrel, servant to the Lord of the Dells was informed of your presence within our community by his good friend Randolf.

"He wishes to discuss a matter of some urgency with you. If you could make your way to our temple with all due haste he would appreciate it."

Once the PCs go to the Temple of Jascar, go to *Encounter One: Meeting the High Priest.*

Encounter 1:

Meeting the High Priest

The Temple of Jascar is an easy building to locate within Notil. Hewn from a limestone into a veritable fortress that dwarfs the rest of the town and still bearing some of the platinum crests that symbolise Jascar, it is central to the town, and second in stature to the Faskel homestead.

Arriving there they will find several priests crowded around a large stone altar in conference with Everg regarding the loss of contact with the Followers of the Voice. He stands behind the stone altar, tracing the carving of the Spire of the Dells with his gnarled hands.

☛ Everg Kosrel, High Priest of Jascar

Appearance: A tall, broad man of 50 summers, Everg is tanned and weathered, a swathe of grey hair thinly covering his brown head. He was a miner before he became a priest, and he never forgets his roots. There is not an ounce of fat in his body.

Character: Everg is not one for pomp or show, he is a practical man, used to working with his hands. He prefers to sculpt with his hands than work the miracles of his faith. He prefers to rely on wits, strength and

Pronouncing the Flan Names

The Headlander tongue (based on Irish and Scottish Gaelic with a smattering of Welsh) can be taxing on our mono-linguistic English players and other foreign players who have not had the chance to be exposed to these languages, so the following pronunciation guide should help you through the adventure.

Ao'n Venteneach – AY-on Vent-an-ok

Ao'n Dumanadh - AY-on DOO-man-ad

Ao'n Talaman – AY-on Tal-a-man

Ao'n Iornadh – AY-on YORE-nad

Raidh – REE-ad

Naobhan – NAY-o-van

Na'athair – Na-A-har

Na'rasdha – Na-RASH-da

Na'lubach - Na-LOOB-ok

Dirae – Dir-a

Ao – AY-o

Filid – FILL-id

Saidh – SIGH-ad

Airetuisedh – Are-a-TOO-shed

Creg y Bedw – Craig –e-Bed-oo

Galai Torn – GAL-aye yorn

common sense, saving only the most onerous task for calling on the Lord of the Dells. He has no time for fools, and feels more comfortable in the company of stoneworkers or soldiers rather than those who might claim wisdom or power.

Everg addresses any Hillstalkers or Followers of the Voice within the party in preference to the others. He has little love of humanoids such as hochebi and euroz, and he openly admits he has little love for half-euroz in the party. They have no place within the Headlands.

When the PCs move to talk to Everg his acolytes disperse to their many duties. Read the following:-

"Welcome friends, I see Tarmen was successful in his hunt for my quarry," He pauses for a moment, "I should offer you refreshments," he says as an afterthought. "We have little use here for luxuries, but would you avail yourself of fresh spring water and bread after a long journey?"

Any half-orc among the party who answers yes receives a loaf of bread, and some stagnant sea water, for spring water comes from the Headlands, and Everg's beliefs

do not allow him to offer pure spring water to euroz-kind. If the PC takes offence at that, Everg does not apologise, but rather bids them hear him out. If they leave, the module most likely ends.

"The matter I wish to discuss must not leave this room. I would ask you to swear an oath to Jascar, the Lord of the Dells, and to all that you hold dear that you keep this covenant."

Once the PCs swear convincing oaths Everg continues, and a Sense Motive roll (DC 20) reveals he is somewhat anxious during his briefing:-

"There was a time I knew all that happened in all save the deepest regions of the Headlands. Of course the coming of the hochebi, and now the euroz, has marred that purity."

"As you may know, since an initial encounter in 591 CY we have entered into a dialogue with one of the tribes of the hillmen of the Headlands, the Ventonii."

"We sent a Zilchan, against my advice, for what do they know of the hills? He was to speak to Gwallam, Riadh (Chief) of the Dumanonii. To prevent the Scarlet Sign from intercepting he came left here in secret, with two Followers of the Voice escorting him to the Dumanonii by way of one of their shrines. From there he would strike north, then east for the Dumanonii lands."

"I received word back from the Followers of the Voice that Lyndrell Carhast, for that is his name, had reached the lands, and that our cause does not go well. A more detailed report was to come with his return to the shrine. Then all contact with the shrine ceased."

Everg pauses awkwardly, as if to invite questions. Likely questions and answers follow:-

Where do we come into this?

"I need you to do three things – investigate the shrine, find an explanation for the loss of contact, bring back the Zilchan if he lives, and lastly retrieve any others of our people you can find."

How do you normally keep within contact with the shrine?

"I have my means, this is a time of war after all, and the Headlands are now tainted by all manner of foreign creatures now, so I invest a great deal of time in knowing of their well-being. I would prefer not to

reveal my methods. Suffice it to say, they have been unusually silent."

Who are the Followers of the Voice?

"They are a monastical sect of our religion, given to mastery of the body through an aesthetic lifestyle within the Headlands. Few of them live stay within the cities, preferring Jascar's bounty within the Headlands."

Monks? Like the Scarlet Brotherhood?

"It is true Jascar is a Suloise god, but that is where our commonalities end."

This makes no sense – why would you not send the Envoy from Killdeer?

"Given the events of last year, Killdeer and the surrounding roads are not the safest place at the moment. The Zilchans, or rather one Zamiel of Zilchus, also have reason to believe a traitor lies in their midst in Killdeer. Thus they sent Lyndrell from the Notil temple. Zamiel gambled that our church is not 'contaminated' – showing just how canny his kind are."

Where is the monastery?

Everg reaches out into the folds of his robes and produces a small length of vellum. It shows the hills of the Headlands in great detail, though much of the map remains blank, uncharted areas of mysteries."

He traces around these areas as he shows you the route, staring at each of you for a few moments before saying, "What I am about to tell you has never been spoken to any outside of the faith of Jascar."

"Follow the Yoreill to the north-east for a day, and then when it appears to end, bear east for another half-day. You shall pass a series of hills that bear the faint signs of fires being lit atop them. If you keep your heading straight east from the first of these hills, you should find the entrance below the third hill to bear no such fires."

"If there are no monks to guide you, you will have to do a great deal of searching."

Where is the Envoy?

"He should have returned from the Dumanonii lands by the time you arrive, and be in the shrine according to the timeframe I was briefed on."

Where are the Dumanonii lands?

"The Dumanonii lands lie 4 days east of the monk's shrine. Currently you should seek a Dumanonii

settlement named Garrygnor, as that is where the majority of the tribe will be."

Everg proceeds to give directions on his vellum map to the east of the Headlands. "At this time of year, the tribes migrate westwards, leaving the more easterly settlements such as Caerhyggor until it is time for the Dance of the New Spears."

Can we get supplies?

"Of course."

Everg will arrange to give two weeks worth of rations to each PC. Unless asked, he does not offer this aid – supplies being limited after all.

Development: Once all questioning is completed, Everg invites the PCs to begin their journey into the Headlands.

"You have all you need then? I shall await your return then for a week and a half. Unless you have the means to send messages back to this temple, if you are not back within that space of time, I shall have to find another party.

"May the Lord of the Dells watch over you, friends."

Encounter 2: Marked Territories

Once the PCs follow Evergs' map, determine a marching order for the PCs and read aloud the following:-

You follow the priest's directions, ever keeping to the banks of the Yoreill as it winds through the maze like labyrinth of valleys and hills. It is little surprise, you think, that the seeming limitless maze of limestone hills were haven to so many of Notils' worthies at the time of the occupation. So much in these hills remains unknown. What yet undiscovered secrets and dangers lie hidden in the labyrinth of the Headlands, and could silence an enclave of warrior-monks?

Driven by your purpose to find the fate of the monks and the Flan envoy you are unwavering in your efforts. Nearing the end of the first day the sun's rays upon the Headlands begin to fade with the inevitability of sunset, when your seemingly endless strides are interrupted by the sighting of a circular silhouette on top of a nearby hill.

If the PCs go to investigate this portent, read the following:-

Staked to the wooden disc by sharpened black stones is the rotting body of a man. He is clothed only with a ragged loincloth and has blue tattoos that cover his chest, and a blue mark that runs across the bottom of his left ear, across the bridge of his nose and under his right ear.

His mouth has been sown shut and he has been disembowelled and cut from throat to chest. Little sign of any intestines can be found chillingly...

The disc itself contains markings in a language foreign to you, drawn with a crazed zeal in the blood of the dead man.

Flies buzz around the disc, occasionally landing on the corpse to feast upon the grim harvest. The man's flesh bears the mark of many hurts, some look like they have been made by human teeth, others by the beaks of the crows that circle above, waiting for you to leave their feast alone.

Looking to the hilltops on either side, you see in the distance, a second and third disc. The question strikes you - does each of these discs contain the same dark message?

Who is this man?

Players of the Onnwal regional scenario *Rashta's Brother* by Jim Brown recognize the remains of this man as a warrior of the Ventonii tribe. However his right shoulder, which now hangs at an awkward angle was branded with a black spear. This means the fellow was a *Gandiradh*, an outcast from the Ventonii tribe. A Knowledge (Splintered Suns) DC 15 (or 5 for Headland Flan) recognises these marks.

How long has he been dead?

The body has been dead at least one week. It is mature and reeks and the carrion of the Headlands have dined well upon his body. The flesh is well into the process of rotting.

What does the blood on the disc say?

Any PC that reads Flan can make out the words:

*"The winds shall carry my scream,
My consciousness howling forth,
Touching those who dream,
The Hills shall scream as my vessel."*

What of the other bodies?

All around the ellipse on the area map at the end of the module, spaced at a quarter of a mile intervals, the PCs find similar bodies of Dumanonii, members of other Flan tribes and in some cases Dwur laid out in a similarly ritualistic fashion. These bodies are not as fresh as the one detailed here – and in some cases the bodies have been picked clean by the carrion.

This scene of carnage may be quite familiar to the PCs who have played *ONW2-05 To Hunt a Traitor*. However that scene was another three days inwards travel – whoever did this is clearly expanding their influence. The PCs are but a day from the High Headlands!

There is little that the PCs can do here – have them continue onwards to *Encounter Three: The Defiled Shrine*.

Encounter 3: The Defiled Shrine

This encounter follows on from *Encounter Two: Marked Territories*. The PCs have now been travelling for nearly two days within the Headlands. Have them make Survival checks to ensure they remain on Ervegs' course. Regardless of the results, read or paraphrase the following: -

You follow Ervegs' directions to the best of your ability. The morning sun glistens off your sweat drenched clothes and armour when you spot a small delve atop a mighty hill, concealed behind a layer of scrub and vegetation, carved within the very wall of the hill itself.

It was not canny observation or blind luck that drew your attention to the door, but rather a thick layer of mist and smoke that flows gently out of the delve.

All is deathly silent, but despite the warm morning air and Pelors' rays you feel your skin freeze, as if something unnatural loomed ahead.

The Cave Entrance

Ask the PCs what they wish to do. They are in no danger currently, though that may change. Once they decide to go behind the scrub read the following:-

Behind the scrub lies a narrow corridor, almost 5 feet wide, and seemingly carved into the side of the hill. It slopes gently, and after fifteen feet it sharply turns both to the right and to the left, offering a choice of direction, and a definite ambush point.

The mist and smoke lessens as you approach, allowing visibility. The temperature has dropped and pools of water drop from the ceiling in a manner that is somehow unnerving.

The entrance to the shrine has been consecrated so as to provide a permanent *pass without trace* spell upon any who enter, making the camouflage almost infallible. It will be as if the PCs did not disturb the scrub, so that if anything were to happen to them, unless the mist remains, no one but the surviving monks would ever find them.

The Corner - Left

Slumped here is the body of a Flan warrior, a tanned man a face that is etched with a hundred scars. His dark brown hair hides the bloodied mess of his skull that was caved in, which a Heal check (DC 15) reveals to have been done by the blow of a warhammer. He is dressed in lion skins. He bears a red spear upon his forehead, running from under one eye to the other. He is not a Ventonii warrior from ONW1-08, though a Knowledge (Splintered Suns) DC 20 (or DC 5 for Headland Flan, or players of Spring Weekend in Onnwal) reveals him to be of the Talamendes tribe – a particular warlike tribe led by the ferocious Awran Bloodreaver who have rebuffed diplomatic overtures from Rakehell Chert by slaying one of the Dwur warcompany he charged with the task in 589 CY. The last company dispatched actually gained some degree of acceptance within the tribe, though they did not agree to fight for the Free State.

The corpse is four days old.

The Corner - Right

Slumped here is the body of a monk, a tanned fellow, white pure white hair that runs down to his shoulders, clad in brown robes. His only possession is a bloodied warhammer in his belt. He appears to have suffered a blow to the head, where bruising is evident. A Heal check (DC 15) reveals it to be the butt of a spear that was used for subdual damage. The corpse is four days old.

The Garden Shrine

Ask the PCs what they wish to do. They are in no danger currently, though that may change. Once they decide to go behind the scrub read the following:-

You step into what must have been one of Onnwals' wonders. An underground garden shrine to the Lord of the Dells, vegetation, plantlife, crystal and water

alike once complimented each other within this cavern. However, this beauty has been warped. The grass appears to be dying, the plants wilted, what was once a spectacular underground waterfall has frozen to a solid sheet of ice. The ephemeral corpses of monk and savage alike litter the dying grass of the shrine.

All that seems animated and alive in here is a central pool within the centre of the shrine.

This cavern is under the effect of an unhallow spell cast by an 18th level spellcaster. Unless dispelled it has the effect of a *magic circle against good* spell focused internally upon the Naga for a year, a -4 profane penalty for turn undead checks and a *silence* effect against all who do not worship the fell deity of the Galai Iorn. It also causes the unnatural feeling and the wilting of the vegetation and freezing of the water the PCs witness.

The Prisoner in Ice

If the PCs go to investigate the frozen waterfall read aloud the following:-

Behind the frozen waterfall is a small corridor, nearly twenty feet long, decorated with crystal formations arranged as the symbol of the Lord of the Dells. Within this corridor, coiled, and seemingly poised is a gold and green snake-like creature with an elf-like face that peers towards the misted ice. The serpent like creature turns its head in all direction, but never moves. Its eyes never leave you - the look is pleading.

ALL APLs

➤Guardian Naga: see Monster Manual Page 139.

Behind the ice lies the guardian Naga – trapped not only by the ice but also the magic circle against good effect of the *unhallow* that binds it in place. It cannot move, awaiting death through starvation. Treat the ice surrounding the naga as if created by a *wall of ice* spell cast at the 17th level of ability.

The Monk's Corpses

The monks each resemble the corpse found above, men in brown robes, with varying lengths of shock white hair. Whenever is dramatically appropriate, or if the PCs note it odd that they all have shock white hair, read the following:-

There is a sickening smell of intestinal fluid as the corpses of the monks seem to suddenly shed their skin. Their flesh is flayed and shed with unnatural

perfection, and beneath is revealed an almost perfect darkness that writhes as a deviant substitute for skin, attempting a cruel mockery of the human form while continually writhing into unnatural appendages and seemingly sucking the very light out of this dismal cavern.

Most of the Followers of the Voice have been reborn as dreamstealer spawn (see *Appendix 2: New Rules*). A difficult fight is about to ensue.

APL 6 – EL 9

➤Former Followers of the Voice (1): male dreamstealer spawn Mnk2.

➤Jendrenn, Former Champion of the Voice (1): male dreamstealer spawn Mnk 7.

APL 8 – EL 11

➤Former Followers of the Voice (3): male dreamstealer spawn Mnk3.

➤Jendrenn, Former Champion of the Voice (1): male dreamstealer spawn Mnk 9.

APL 10 – EL 13

➤Former Followers of the Voice (4): male dreamstealer spawn Mnk4.

➤Jendrenn, Former Champion of the Voice (1): male dreamstealer spawn Mnk 11.

APL 12 – EL 16

➤Former Followers of the Voice (8): male dreamstealer spawn Mnk7.

➤Jendrenn, Former Champion of the Voice (1): male dreamstealer spawn Mnk 13.

Tactics: At APL 6 the monks attempt a head-on confrontation with the PCs. They favour using their flurry of blows to inflict as much physical and mental damage as they can. They attack intelligently, utilising their *Wail of Doom* abilities initially and pressing the advantage with **brutal efficiency**, conversing in modern Suloise and common in high pitched and tortured sounding voices.

At APL 8-12 the monks divide into a front assault force and a group who attack with their *wail of doom* ability. Once this is done, those who engaged fall back and use their *wail*, before finally both groups use their superior numbers flying ability to flank and trap the PCs within the cavern.

Encounter 4: The Guardian Naga

This encounter follows on from *Encounter Three: The Defiled Shrine*. If the PCs reach the Naga, either by magic or by attempting to burn through the frozen waterfall, an undertaking that takes four hours, they can speak with the Naga, Crellmestron, who is unfortunately still trapped as a result of the unhallow effect Anamdor placed over this cave during his attack.

Crellmestron greets the PCs cautiously, though he trusts them enough if they dispatched the dreamstealer spawn monks. He does however distrust any half-euroz – he hates all humanoids that infest the Headlands and muddy the clear hill springs he travels in.

He answers questions as follows:-

What is your name?

"I am Crellmestron, summoned guardian of this shrine."

What is your purpose here?

"I am the guardian of this shrine. Or I was, until the attack saw me trapped herein by the dark man."

What happened?

"Savages attacked, the monks called them, Talamendes warriors, led by a large brute. They fought the monks – but they did so in their own terrain. We are used to fighting in close quarters – driving those euroz and hochebi scum out of their warrens. We fought them to a standstill in the corridor – and for a time it seemed we had prevailed."

"Then he came – the dark warrior, and his shadow creatures. With a word he did all this. He threw me behind the waterfall with a wave of his hand the waters froze and magical forces prevent me from moving."

"He ordered as few of the monks killed – so he could feed them to the shadow creatures. They fed off them!"

Who was the leader?

"I do not know, but I heard the brethren say they recognised him. I do not know of such human matters. They say he flew on a particularly large one of those shadow creatures, or some such – and in his wake came shadow creatures."

Where is Lyndrell Carhast?

"Who?"

Assuming the PCs give the Naga a description of him, he continues with the following information:-

"I confess I know not the name of this fellow, but there was a man here a week ago who – was not one of the Followers. He complained endlessly about his feet, a definite man of your cities. He did not return to the shrine. He travelled north and east towards the lands of the Dumanonii with two of the brethren. I fear he may have fallen to the same fate as those you granted final death to here, though perhaps fate was kind and he is with the Dumanonii, or he fled northeast to that place your folk call Killdeer."

Where did they go?

"There was some discussion between the red tribesmen and the dark warrior. The warrior ordered the Talamendes leader and a handful of his men north, to the lands of the Dark Flan with the surviving monks."

"He commanded others of the Talamendes, and some of the black Flan, to go east and raid the other tribes, to harvest more innocent blue and green tribesmen, and bring them to the dark lands in the north. He said to the Talamendes that the creatures would soon be hungry again, and that if they did not bring prisoners, they themselves would be consumed."

Can we help?

"Four moons have passed since the attack – they are doubtless in the hands of the Galai Iorn and the dark warrior, corrupted and defiled like the ones you fought here."

"However, perhaps if you follow them north an opportunity shall present itself to rescue other prisoners, taken from the tribes in the east."

Will you aid us?

If he is still trapped by the *magic circle against good* Crellmestron rather obviously cannot help them, and if left to his own devices will die of thirst within a week. He cannot move from within the circle.

"I cannot – the dark warrior left me here to die – or to be a meal for one of his dark creatures. Friends, I implore you, do not allow me such a fate. Grant me the swiftness and sureness of a clean death and the assurance that I shall awaken at the side of the Lord of the Dells, not as a spawn of those fell creatures."

Cremellestron will allow the PCs to perform a coup-de-grace upon him. If they are shocked by this, he points out it is only a matter of time before more dreamstealers or spawn come and he himself is consumed and turned into a dreamstealer spawn spirit Naga. If the PCs insist on returning to Notil to bring Everg they shall return to find this unhappy event has occurred and that the Naga is no longer within the cave.

If on the other hand the PCs are somehow able to dispel Anamdor's powerful magic then a happier fate awaits Cremellestron. He is bound via *geas* to warn the remaining seven shrines of the Followers, though the majority of the monks were within this shrine.

Crellemestron, if he has been given sufficient information from the party offers the PCs a choice of options:-

- It is possible the Envoy has been taken during the raids on the Dumanonii and Ventonii tribes. If this is so the PCs should try to go northwards and intercept the Talamendes and Galai Iorn forces to rescue prisoners.
- Perhaps the Envoy is safe within the Ventonii and Dumanonii settlements. They could strike east for there.
- A third alternative is that the PCs could return to Notil and warn what has been happening in the hills.

He can provide directions to the southern entrance to the Ial Iornadh (those who played *ONW2-05 To Hunt a Traitor* approached the northern entrance).

Development: If the PCs decide to follow the Galai Iorn a successful DC 10 Track check can reveal the passage of the large force. Go to *Encounter Five: Taint Natural*.

If the PCs decide to go to the Ventonii and Dumanonii lands go to *Encounter Nine: Ventonii and Dumanonii Lands*, but remember you have the option to play *Encounter Eight: To The Victor Goes the Spoils* while they are enroute.

Encounter 5: Taint Natural

This encounter follows on from *Encounter Four: The Guardian Naga* if the PCs followed the tracks of the Talamendes tribesmen. They headed south for a day, then continued southeast for two more, before finally

heading northwards towards Area 2 on the map. Once the PCs near the solid ellipse on the map, read the following:-

It has been 3 days since you set out from the monastery in pursuit of the tribesman and their dark allies. By the afternoon of the second day you have passed beyond those areas where most good hillmen fear to tread, the no-man's land near the centre of the Headlands. Your arrival at this landmark is noted a definite change in character of the hills. There are no paths or passages that provide easy passage, and the hills now loom like silent sentinels, sapping both strength and will as you force yourself to climb their seemingly legion like numbers. Little scrub or vegetation grows here, leaving only limestone that likens each hill to a festering and rotten tooth.

About an hour after these dismal observations have occupied your weary minds you crest yet another hill to see in the distance the all-too familiar silhouette of a circular disk.

This is the original border of the Galai Iorn territory. A cursory examination reveals the disk to be similar to the one in *Encounter Two: Marked Territories*, and indeed the area on the ellipse is littered with these bodies of Dwur and headlanders. This man has been dead for a long time, all that remains is a skeleton that has been picked clean by scavengers.

The epithet on the disc reads:-

*"I am the Night of All Eyes
I am the Scream that Shatters all Rest
I am the Dreamer of the Hills
I was, I am, I will be again."*

This marks the beginnings of what were once the borders of Galai Iorn territory. The first PC to touch the disk it is cool to the touch and they feel cold breath on their hair, and hear a *ghost sound* effect of a female voice. PCs suffering from the Dreaming (from *COR3-10 The Hidden Fortress*) hear this voice additionally.

A voice whispers, "I was, I am, I will be again. I am awakening."

At this point, or a couple of minutes after they walk beyond the statues, read the following:-

From the earth itself comes a guttural, high-pitched throng of laughter. Mere heartbeats after this a series of spiderlike forms rise from the hill. They seem to

form familiar shapes of animals, but they are mockeries of the wildlife of the Headlands. On the one hand they look like bears, but on the other where hands, heads and feet should be there are tendrils chaotically forming and disappearing. They are hideous sights.

Rising above you, the bears laugh as they charge, and in high-pitched human voices yell, "You shall not enter the lands of the Galai Iorn – all must die by order of the Golden One."

If any PC bears the Blade of the Headlands, the sword of Altern Milnrow from *ONW2-05 To Hunt a Traitor*, read aloud the following:-

Your blood boils in your veins as you see these affronts to nature. Pure rage takes over and instinctively you draw forth the blade of the headlands, which flashes white momentarily. At your feet now lies a thin foil layer of melted steel, and the Blade of the Headlands is aglow with a flawless steel blade that seems wrought in a purer metal than before.

The PC suffers from the effects of a barbarian's rage ability (see *Players Handbook* page 25). Additionally the Blade of the Headlands now counts as a *+1 adamantium longsword*. It will do so until the end of the scenario, at which time it reverts to its initial state, but the PC will then have the opportunity to upgrade it permanently.

APL 6 – EL 7

➤ Dreamstealer spawn enhanced bear, black (3): hp 44, see Appendix 1.

APL 8 – EL 9

➤ Dreamstealer spawn enhanced bear, brown (1): hp 69, see Appendix 1.

➤ Dreamstealer spawn enhanced bear, black (3): hp 44, see Appendix 1.

APL 10 – EL 11

➤ Dreamstealer spawn enhanced dire bear (1): hp 125, see Appendix 1.

➤ Dreamstealer spawn enhanced bear, brown (4): hp 69, see Appendix 1.

➤ Dreamstealer spawn enhanced bear, black (2): hp 44, see Appendix 1.

APL 12 – EL 12

➤ Dreamstealer spawn enhanced dire bear (2): hp 125, see Appendix 1.

➤ Dreamstealer spawn enhanced bear, brown (4): hp 69, see Appendix 1.

➤ Dreamstealer spawn enhanced bear, black (2): hp 44, see Appendix 1.

Tactics: The spawn stay within the borders of the discs. There is an unhallow effect similar to the one felt in the monastery. If the PCs gain sufficient distance and attempt to overwhelm them with missile weapons they dive below the hills and rise above the PCs again. They do not use their Wail effect while under the hills.

Development: If destroyed, the spawn dissolves into nothingness. The PCs are free to continue towards the cave entrance to the Galai Iorn's territories, in *Encounter Six: The Hidden War*. If however they stop to rest, a group of enemy Headlanders will discover them, so run *Encounter Eight: To the Victor Goes the Spoils* and if they survive and eventually continue towards the cave go on with *Encounter Six: The Hidden War*.

Treasure: **Upgrades to the Blade of the Headlands** – The time of the enemy is upon you. The Blade of the Headlands may be upgraded from a masterwork longsword (worth 315 gp) or from a *+1 longsword* (worth 2,315 gp) to a *+1 adamantine longsword* (worth 5,315 gp) and from there to a *+1 adamantine ghost touch longsword* (worth 11,315 gp), *+2 adamantine ghost touch longsword* (worth 21,315 gp) and finally a *+3 adamantine ghost touch longsword* by paying the difference in values.

If it has already been upgraded beyond its initial state by another source (e.g. signature item or favour gained from another scenario) the blade may not be upgraded.

Cost: Difference between prices.

Encounter 6: The Hidden War

This encounter is preceded by *Encounter Five: Taint Natural*. Four more hours of travel take the PCs to the south entrance to Galai Iorn lands. Read the following:-

It is nearing sunset since you passed beyond the second set of grim markers. The size of the hills has increased almost ten-fold, and now the largest of the hills awaits you. Around you the other hills form seemingly smooth and steep walls of limestone, all-but blocking all your paths save for forwards... or of course the reassuring choice of back, towards the sanity of Notil.

The PCs will doubtless press on if they have come this far. Once they are halfway up, allow the PCs to make Listen checks (DC 20) to begin with. If they make it, read aloud the following:-

In the distance you can hear many conversations, yells of bravado and terror mingled in one, and an incomprehensibly large chorus of voices screeching without harmony that chills the blood. Over this hill lies an army – their distant sound carried by a southerly chill wind.

This should inform the PCs to be quiet. If however the PCs are blissfully unaware of this rudimentary exercise in common sense, go straight to Encounter Seven: Rumbled, Literally. Otherwise read on:-

The depression gently slopes its way downward, emptying out into a shadowed valley that winds its way to the mouth of a cave. The sight there, illuminated by the chaotic inferno of campfires, like the many other unending horrors you have witnessed in your blood-drenched careers, shall stay with you until you finally rest in your grave.

Below in the valley, the sky is blotted out by the darkness of the spider-like shadows of the dreamstealers. On the ground ghastly forms, similar to the bear-like creatures and the humanoid ones from the monastery that attacked you writhe and walk, truly abominations of nature.

However, the darkness is only amplified by the presence of a truly frightening leader – another piece of unnatural fauna seemingly taking the form of a colossal wyrm or dragon. The dreamstealers take it in turns to fly into the wyrm, seemingly empowering it by leaving red, green, blue and black auras as they pass through its incorporeal form. Astride the wyrm is a warrior, clad in dark mail and shadowed by yet smaller dream horrors.

At the feet of the wyrm are least a score of the Talamendes tribesmen you have been tracking. They are subdued and quiet, some of them restraining prisoners they bring in supplication to the wyrm and its rider. Only one of the Talamendes appears truly comfortable here – the leader, a powerfully built man leaning on an obsidian spear that casts an unnaturally long shadow. He is joined by a half-score of the dark Flan, the Galai Iorn, degenerate warriors who vigilantly watch this south entrance.

Any Flan PC, PC who played at APL 6-12 during Spring Weekend in Onnwal or PC who makes a successful

Knowledge (Splintered Suns) check at DC 25 knows this is Awran Bloodreaver, the Riadh (Chieftain) of the Talamendes tribe. Continue with the description of the situation:-

These prisoners include two of the brown robed monks of the Followers of the Voice, but the majority of the score of prisoners are Flan hillmen, and you suspect they bear blue and green markings of the Ventonii and Dumanonii tribesmen, mostly womenfolk and children, but even the occasional Naobahn (female druid) or Saidh (male warrior).

It is as if the dreamstealer spawn wishes to speak to the living. A child shies away from one such deviant creature that you surmise must be trying to calm it with its screeching tones, as if to try to beseech it to do some act.

Of the Envoy you were sent to find, there is no sign.

A Spot check (DC 20+APL) reveals the warrior atop the dream dragon to be Anamdor. He is a haughty figure, but considerably shorter and thinner than the burly Flan around him. Head to toe he is covered in an ink-like blackness that seems to crawl with every movement of his flesh, hiding both his face and body at its whim.

A Listen check (DC 25) reveals the humanoid dreamstealer spawn are indeed imploring the captured Ventonii and Dumanonii to forget their fears and lower their resistances, for what lies within the maw of the cave

Development: Hopefully the long boxed text has made it clear the PCs are not going to execute a rescue here unfortunately and getting through this cave is impossible. It is heavily guarded by dreamstealers, dreamstealer spawn, Galai Iorn and Talamendes warriors and druids, a dream dragon, and Anamdor, the Chosen of the Galai Iorn himself. However, by reaching this far the PCs have fulfilled the main objective of this module – to realise that the Galai Iorn are behind the tribal wars in the Headlands and to behold their leader. They also know about the dreamstealer spawn, and how the Galai Iorn intend to bolster their strength by feeding on the victims of the war by subduing them as their menfolk fight, converting them into dreamstealer spawn.

Allow the PCs to sneak off if that is their wish. Roll opposed Listen and Spot checks for the others, and then go to *Encounter Seven: Rumbled Literally*.

Encounter 7: Rumbled - Literally

Once the PCs have had time to react to the horrific sight, they are spotted. This is inevitable – the number of warriors, dreamstealers and spawn to make Spot checks renders it moot, adding to the fact that the southern cave's initial guardians can no longer be 'felt'

Falenreth! Foe! Foe!

If any PC carries Falenreth the spear from *ONW1-01 Escape from Scant* and had it upgraded in *ONW3-07 To Kill a Kesh* then the spear takes a rather inopportune moment to display a new power.

The minute the PCs spy the Dreamdragon the spear, seemingly increasing its sentience yells loudly, "Foe! Foe! Foe!" continually, until covered up or the PCs flee the scene. It activates its *light* ability and glows, sending a cone-like beam into the sky.

This has the effect of alerting the enemy automatically to the PCs presence. It also means that

Spear Upgrade: If any PC carries the spear from *ONW1-01 Escape from Scant* and had it upgraded in *ONW3-07 To Kill a Kesh* then you may pay 1,000 gp at the end of any Onnwal regional for the spear to gain the power of speech. To commune with the spear contact falenreth@onnwal.org.uk for personality description and exposition. It has a tendency to be silent unless it has something to say, and is always deadly serious.

by the Dreamstealers and Anamdor.

Read aloud the following:-

With a shriek the nightmarish dark creatures turn and glide towards your hill. Shouts and cries come from the depression as Galai Iorn and Talamendes grab weapons and race towards your position, seemingly somehow alerted to your presence.

The wind howls, and a voice, perhaps familiar howls in the wind, "I am Ammandor, reborn of the Tribe of the Galai Iorn, and Lord of the Headlands. Heathens violate the lands of the faithful? You have no place in the rebirth of the Headlands. Leave here now or be prepared to surrender your hearts to my

appetites and become true Ao'Tornadh. (this is Flan for People of the Dreaming)."

The PCs have the opportunity to express their reactions. The voice in the wind does not answer questions directly or seek to taunt them, merely to express his indifference to their presence. There is no villain's exposition here – only a show of true power and terror. However if they remain defiant, read aloud or paraphrase the following:-

"Go now if you will, and if you survive tell your Exalted Sister Kuryanie that Ammandorchaigh¹ serves her no more, and your Szek that Onnwal is his fathers' land no more. My hunters shall seek all your flesh and souls. I am the Dreamer of the Hills. I was, I am, I shall be again!"

A screeching sound echoes through the hills on the winds.

The screeching should be the PCs' cue to leave, but if not present the following:-

The warcries of the Galai Iorn and the Talamendes men continue, if you dawdle long they and their dreamstealer allies shall be upon you.

Roleplay the chase back to the second marker by the Dreamstealers and Galai Iorn. As the Dreamstealers close with their superior movement allow the PCs to escape an *obscuring mist* and an *anti-magic* field rises around the PCs and an area of 500 ft. around them. Evil laughter mocks them. They shall however make it – though at your discretion have them attacked by advance parties of Galai Iorn using the capabilities listed in *Encounter Eight: To The Victor Goes the Spoils*. They do not have prisoners however.

If the PCs insist on fighting to the death use the APL 12 statistics provided to improvise the slaughter of the PCs. There are over 20 Dreamstealers, 20 dreamstealer spawn (use the dire bear versions), 10 Galai Iorn warriors, and 20 Talamendes warriors. The warriors strike to subdue and then drag their unconscious victims to the cave to be drained by Anamdor's dream dragon. PCs who become dreamstealer spawn cannot be raised by any means in Living Greyhawk – though a special mission could be undertaken to at least destroy the resultant spawn and leave them to rest.

¹ Ammandorchaigh translates from Ancient Flan to mean Dark Soul.

So, in a nutshell they are worse than dead if they stop to fight. Try not to let them do it, make it clear, but in the end the PCs are the ones who drive their destinies.

Encounter 8: To the Victor Goes the Spoils

This encounter can start in four situations, depending on the DMs discretion and the actions of the PCs.

- The PCs are being chased by the Galai Iorn in *Encounter Seven: Rumbled Literally* and the DM wishes to make the escape more dramatic by having the PCs headed off by advance Galai Iorn/Talamendes forces returning to the cave entrance with prisoners.
- The PCs are resting in Galai Iorn territory after having defeated the spawn in *Encounter Five: Taint Natural*.
- The PCs did not follow the Talamendes tribesmen from the Followers of the Voice monastery in *Encounter Four: The Guardian Naga*.
- The PCs escaped the Galai Iorn without the combat and are travelling back to Notil.

At APL 6-8 this encounter occurs during the day, but at APL 10-12 it occurs at night, the Galai Iorn preferring that time to travel.

At APL 6-8 describe the tribesmen as follows in an improvised description of the situation:-

They are tall even for the sun-kissed Flan of the Headlands and have the bearings of warriors, carrying spear and axe, considering themselves obviously superior.

At APL 10-12 describe the tribesmen as follows in an improvised description of the situation:-

The sight of these men, if indeed that is what they are, chills you to the bones. They are hunched pale skinned figures, with eyes that seem to glow a pale shade of green in the Headlands night. Dark tattoos swarm around their bodies, melting into the night.

Spider-like shadows swarm round them, taking the forms of animals, bears, and giant older creatures.

Describe the prisoners as follows:-

The Flan hillmen prisoners who are dragged at the rear look at them in a mixture of revilement and terror.

APL 6 – EL 8

☞Talamendes Saidh, male human Brb4 (3): hp 43, see Appendix 1.

☞Talamendes Naohban, female human Drd5:hp 44, see Appendix 1.

☞Talamendes Naohbhan, female human Drd4: hp 34, see Appendix 1.

☞Talamendes weire, black bear (2): see *Monster Manual* page 269.

APL 8 – EL 10

☞Talamendes Saidh, male human Brb4 (6): hp 50, see Appendix 1.

☞Talamendes Naohban, female human Drd7: hp 61, see Appendix 1.

☞Talamendes weire, brown bear (1): see *Monster Manual* page 269.

☞Talamendes Naohbhan, female human Drd4 (2): hp 40.

☞Talamendes weire, black bear (2): see *Monster Manual* page 269.

APL 10 – EL 12

☞Galai Iorn Warrior, male human Brb8 (4): hp 100, see Appendix 1.

☞Dreamstealer (2): see Appendix 1.

APL 12 – EL 14

☞Galai Iorn Warrior, male human Brb11 (3): hp 100, see Appendix 1.

☞Dreamstealers (5): see Appendix 1.

Tactics: At APL 6-8 the Talamendes Naohban and Saidh act in concert, though there is friction. If any of the PCs are members of the Talamendes tribe the grinning tribesmen salute them with their bloodied axes but show them little quarter. In-fighting in the tribe is not uncommon.

If this fight did not take place in Galai Iorn territory and all of the Saidh and weire are destroyed the haughty Talamendes Naohban, led by a grey-haired and weathered woman (the highest level druid in the encounter if she survived), and young and beautiful red tattooed women (the lower level druid or druids) offer surrender in Flan (they do not deign to speak common). If there are members of the Talamendes tribe in the party they speak only to them, otherwise they speak to the strongest looking male. It should be

noted that the weire are the animal companions of the Naobhan and as such can share spells with her.

As terms of surrender they offer their prisoners and a *daorchael* (gift of service) in the form of spellcasting. If the PCs do not need any spells cast on them that they have to they offer to repay the debt at a later time.

They know little of the purpose of their mission – save that it was to patrol the area and bring any Dumanonii and Ventonii to the chief's warriors. They are not happy with the rule of Awran Bloodreaver, who favours his warriors over their council. The debt will have to wait until current hostilities before being claimed, but it is certed on the AR.

At APL 10-12 the dreamstealers use their incorporeal nature to strike and disappear below ground (ruining line of sight for turning). They act in concert with the Galai Iorn warriors. The Galai Iorn attempt if at all possible to incapacitate and capture one or two of the PCs to take them to become dreamstealer spawn. PCs who become dreamstealer spawn cannot be raised by any means in Living Greyhawk – though a special mission could be undertaken to at least destroy the resultant spawn and leave them to rest.

If any PC bears the Gen Con UK 2002 certificate "Slayer of Rohal Soldas" the Galai Iorn identifies the bearer(s) as the principle target for their wrath. These PCs are known to have violated the Galai Iorn lands and spilled blood their once; they remember this and seek revenge!

The Prisoners

The prisoners are a sorry lot – a mix of Ventonii and Dumanonii commoners numbering five. They look at the PCs in a mixture of fear – they do not like any PCs who are half-Orcs or appear draconic in any nature (such as dragon disciples and so forth).

One exceptional member of their number may be known to the PCs. Players of *ONW2-04 Death By Luna's Light* may have met Casnar the Flan Druid within the Slumbering Wyrms tavern in Killdeer. Having heard of dangers to his native land of the Headlands Casnar attempted to aid his native tribe of the Dumanonii, but alas he is still considered *Gandiradh*, an outcast so his help is not appreciated.

If the PCs played at APL 6 or APL 8 Casnar is noticeably worse for wear compared to the rest of the prisoners. This is thanks to the ministrations of the Naobhan, who have spat on him and wounded him with *inflict minor wound* spells or sharpened finger

nailed. This is a male druid of Beory, and such is viewed as an abomination by the Naobhan Iornadh.

If the Talamendes Naobhan surrendered to the PCs they stop spit and torture Casnar one more time unless the PCs fend them off. The other captives shun him, asking the PCs to return them to the Dumanonii and Ventonii lands.

✦ Casnar, male human Druid and Flan Outcast.

Appearance: Casnar is an excellent example of a pure breed Flan. His eyes are black and his hair is also jet black in hue. He is deeply tanned, a legacy of his almost constant exposure to the elements. Short (5 ft. 3 in. tall) and scraggly, he is surprisingly strong thanks to his upbringing in the Headlands.

Typically clothed in little more than loincloth and a long cloak, Casnar is also noticeable for the stylised symbol of the Oerth Mother daubed in yellow and vermilion body paint upon his chest. He bears no markings that affiliate him with any tribe of the Headlands, having had his red stripe removed by vengeful Naobhan of his tribe.

Character: Casnar is a male follower of Beory who was banished from the Talamendes tribe years ago because traditionally spellcasting followers of Beory are females known as the Naobhan. Viewed as little more than a savage by many Onnwalons and divorced from the majority of them there are few he can call friends. Intensely "homesick" and sickened by the destruction of war, he decided to aid the Free State against the Scarlet Sign. However upon hearing of the devastation of his homeland by the Talamendes and Galai Iorn he felt drawn back to the hills. He tried to reason with the Talamendes, telling them the Galai Iorn were evil, but as a *Gandiradh* both the Naobhan

Still somewhat naive in the ways of civilisation, Casnar prefers solitude and is a quiet, soft-spoken individual. Patient in the extreme, he never gets into a situation he has not carefully considered beforehand. Casnar is however polite and generous to a fault, always ready to help those in need. Insulated to the suffering of man, he will however, make every attempt to assist injured animals. Also keen to convert others to his faith, he has been known to lecture companions on the beauty and complexity of Oerth.

The PCs doubtless have questions for Casnar and the other Flan. Answer them using Casnar's background above and the following questions below:-

Who were these people?

They identify the people as the Talamendes tribe (APL 6-8) or the Galai Iorn (APL 10-12).

What were those creatures? (Referring to any Dreamspawn the PCs have encountered).

Casnar: *Spirits of those taken beneath the Ial Iornadh (the Dreaming Hills). The very hills themselves now awaken at the call of the Galai Iorn.*

Who are the Talamendes?

Casnar: *The red tribe – least friendly to lowlanders next to the Galai Iorn. Their leader, Bloodreaver, seeks power and conflict. His lust for blood has allied him with the Galai Iorn and their prophet.*

Who are the Galai Iorn?

Casnar: *The corruption. Degenerate throwbacks to the past. They do not worship Beory – they shun her in favour of older and darker gods and winged demons.*

Why are the spirits of the hills awakening? Why are the Galai Iorn expanding their territory?

Casnar: *Our captors said something of a golden haired prophet being delivered to the Galai Iorn two years ago, heralded by the destruction of a low-land village and the defilement of the spirits there.*

Their prophecy speaks that the golden haired one will lead them to greatness and awaken weapons within the hills to fight for them.

How can we stop the Galai Iorn?

Casnar: *Some knowledge have I. Ial Iornadh are four, colours are what your kin call chromatic. Blue for Ventonii, red for Talamendes, green for Dumanonii, black for accursed Galai Iorn. It has been this way since the Enemy held the Ao'Iornadh thrall. Fifth tribe, white, were destroyed by enemy. Beory tells Casnar in dreams that as is the way of the nature of the Oerth the white tribe has been reincarnated.*

White for the light, but also some shades of darkness shall oppose the Enemy.

Who is this enemy everyone speaks of?

Casnar: *The Enemy is so old that Ao'Iornadh only know it only as the enemy. You see agents of the Enemy before – you perhaps understand their nature more than you think.*

Do you know Lyndrell Carharst?

Casnar: *I know not that name.*

Dumanonii woman: *I know of Carharst... he is man with gold and large bag, wear fine robes. Impractical*

for hill life. Travel with two men. Dressed for hills were they. Follow a voice they said. They still in Dumanonii lands, trying to persuade us to fight in lowlander's war. We not fight for man with bag – we have own war as you see.

If the PCs offer to lead the other tribesfolk to the Dumanonii and Ventonii lands then proceed to *Encounter Nine: Dumanonii and Ventonii.*

Removing Tribal Tattoos

It is possible the PCs have in earlier scenarios picked up the tattoos of the Ventonii (*ONW1-08 Rashta's Brother*) or Talamendes tribes (Spring Weekend in Onnwal 2004). If they wish to have them removed, Casnar tells them it requires an *erase* spell and the simultaneous application of ash from Headland scrub blessed by a Flan druid such as he. However he says that such a removal will brand the recipient an enemy of the tribe – the Naobhan will sense this and command the men of the tribe to attack the PC on sight.

Treasure:

Unique Cohort – Casnar of Beory: Casnar owes you a blood debt for saving him. You may, at any point after future modules as long as Casnar lives, petition the Onnwal Triad to take Casnar as a cohort, as per the rules for cohorts in the *Living Greyhawk Campaign Sourcebook*. Email skerrigan@onnwal.org.uk and state the event and APL you played this scenario at and you will receive further regional documentation including full stats for Casnar.

Casnar *may* appear in future Onnwal Regional scenarios even if there are six players present at the table. In this instance he functions as an NPC controlled by the DM. You should hand over Casnar's character sheet and certs to the DM to play him as an NPC. While an NPC, Casnar does not gain XP or treasure.

Favour of the Talamendes Naobhan: You have earned the favour of the tempestuous Talamendes druidesses for sparing their life. This has no game effect currently.

Development: Casnar is happy to travel with the PCs, but the four other prisoners, two women of the Dumanonii, a child and a warrior of the Ventonii ask the PCs to return them to their lands in the east.

If this encounter took place during the chase in *Encounter Seven: Rumbled – Literally* then the PCs

have to drag the tired prisoners to safety beyond the grim markers they passed earlier.

The PCs can either travel to the Dumanonii and Ventonii lands, or to Notil. They have not found the Envoy at this stage however and he lies in the Dumanonii lands currently. This leads to the Conclusion.

Erased Tattoo: PC had Ventonii/Talamendes tattoo removed (delete appropriate)

Encounter 9: Dumanonii and Ventonii

If the PCs near the lands of the Dumanonii read aloud or paraphrase the following:-

Atop a rise you see a Flan settlement ahead of you, once a small village of nearly a dozen mud huts, but now a hive of activity. Flan warriors, bearing the blue stripe and green brow of the Ventonii and Dumanonii appear to be readying themselves for battle, sharpening axe and readying spear.

If the PCs approach the village, they are met by a patrol of Ventonii and Dumanonii warriors. Read aloud the following:-

Your arrival is greeted suspiciously. A patrol of well-armed and tired looking Flan approaches you. Their wrath is only curbed by the presence of a man dressed in fine clothing.

He is an Oeridian man, with short dark hair and a well-trimmed goatee. Striding in front of the Flan warriors, as if he were the Radh himself, he says, "Do not worry – these men are doubtless sent here to look for me." He repeats his sentence in Flan.

"Welcome to Thalemasygggor friends. The Radhs shall wish to speak to you. Ours is not the only war fought within this land and I fear we shall find little help here from these good fellows."

This is indeed Lyndrell Carharst, the priest of Zilchus the PCs were sent to investigate.

How this encounter is handled depends on whether the PCs visited the Galai Iorn lands before coming here.

Visited Galai Iorn Lands

Gwallam, Riadh of the Dumanonii

Appearance: Gwallam is a thin, weathered man whose body is covered in green tattoos. He wears numerous teeth and bones of his foes, offsetting his blue eyes and red hair. He appears particularly anxious, his eyes darting wildly.

Character: Gwallam views lowlanders as something of an oddity, especially if they are Spears of the Ventonii. He speaks common slowly, having not uttered the language in years. He is very concerned for the future of his people given the alliance between the Galai Iorn and Talamendes alliance, and anxiously seeks for information on it, and the fate of his people who were taken.

Mortitasgus, Riadh of the Ventonii

Appearance: Mortitasgus is a striking and tall man with bronze skin and dark brown hair covered in ornamental blue tattoos and wearing gold and silver torcs, bracelets and circlets. He wears the headdress of a mountain lion, and the standard kilt of a Headlander.

Character: Mortitasgus is normally an aloof and proud man, not given to lowering himself to speak to lowlanders in common. Given the recent events however he is learning humility swiftly.

If time permits, allow the PCs to interact with Radh Mortitasgus and Gwallam, both of whom are present.

The Dumanonii and Ventonii tribes are swift to accept any people the PCs have rescued, expressing genuine gratitude to the PCs. They welcome back any PC clan members are heroes, though the current siege mentality precludes a feast in their honour. They shun Casnar, as well as any half-euroz or draconic-looking PCs. Dragon disciples will be actively driven away. Given what the PCs may have seen in the Galai Iorn lands they may understand why.

The remaining PCs are questioned about their experiences, first by the two Radhs, and then by Lendryl Carhast. They have their blessing to bring Lendryl back to Notil. This is an uneventful trip, but tinged with the fact Lendryl's original mission was a failure – with the Galai Iorn and Talemendes on the loose the Headlanders will not commit forces to fight for the Free State of Onnwal. They have enough problems of their own – indeed it seems the Free State may have to lend them support in their little war.

Not Visited Galai Iorn Lands

Gwallam, Riadh of the Dumanonii

Appearance: Gwallam is a thin, weathered man whose body is covered in green tattoos. He wears numerous teeth and bones of his foes, offsetting his blue eyes and

red hair. He appears particularly anxious, his eyes darting wildly.

Character: Gwallam views lowlanders as something of an oddity, especially if they are Spears of the Ventonii. He speaks common slowly, having not uttered the language in years. He is very concerned for the future of his people given the alliance between the Galai Iorn and Talamendes alliance, and anxiously seeks for information on it, and the fate of his people who were taken.

Mortitiasgus, Riadh of the Ventonii

Appearance: Mortitiasgus is a striking and tall man with bronze skin and dark brown hair covered in ornamental blue tattoos and wearing gold and silver torcs, bracelets and circlets. He wears the headdress of a mountain lion, and the standard kilt of a Headlander.

Character: Mortitiasgus is normally an aloof and proud man, not given to lowering himself to speak to lowlanders in common. Given the recent events however he is learning humility swiftly.

The Riadhs can give the PCs the following information:-

- The Talamendes and Galai Iorn tribes have allied together, with Awran Bloodreaver now following their orders.
- They have now taken to raiding the Ventonii and Dumanonii settlements. Men and women of the Dumanonii and now the Ventonii have been stolen by Talamendes tribesmen.
- Normally the Galai Iorn were shunned and ignored by their 'pure' counterparts, seen as a degenerate race that were part of Beory's balance of nature.
- The Galai Iorn are rumoured to have a new Riadh, or chieftain, who is behind their new-found aggression.

The Riadhs mention that a lot of their people have been taken, and if the PCs have already recovered the prisoners from Encounter Eight then they are grateful, but yet more are missing. They shall ask the PCs to investigate the Galai Iorn lands and try to rescue the rest of their people, or at least find out why so many are being taken.

Lyndrell will also encourage the PCs to do so – allowing him more time to continue his negotiations in this village.

If they refuse then the Flan allow Lyndrell and the PCs to go free, but the PCs have earned their disfavour,

and this will definitely have consequences for this, not only to the PCs but also the Free State. These two tribes may not be able to help the Free State of Onnwal today, but should they survive their war with the other two tribes then they will certainly bear no love for the country of those who abandon them to their fate.

If the PCs strike out for the Galai Iorn territory, when they return the ending shall be as outlined in the other contingency (see Visited Galai Iorn Lands above).

Conclusion

Back in Notil, Everg also questions them on what they found.

If the PCs return Lendryl and give reasonable accounts of their expedition to Everg they receive **1 Regional Influence Point with the Church of Jascar** and **1 Regional Influence Point with the Church of Zilchus**.

Treasure:

1 Regional Influence Point with the Church of Jascar.

1 Regional Influence Point with the Church of Zilchus.

*Thus ends The Hills are Alive!
To be continued in future Onnwal regional
modules...*

Experience Points Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the bonus experience award. Award the total value (objectives plus roleplaying) to each character. Different characters can receive different bonus awards within the range allowed by the maximum.

Encounter Three: The Defiled Shrine

Defeat the dreamstealer spawn monks

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	480 XP

Encounter Five: Taint Natural

Defeat the dreamstealer spawn animals

Note: Award only half xp for this if the PCs do not go beyond the second markers and return with news of Anamdor from Encounter Six and Seven.

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	360 XP

Encounter Eight: To the Victor Goes the Spoils

Defeat the tribesmen

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Discretionary Roleplaying Bonus

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Experience Totals

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section

within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly Equipment. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a character's total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Loot = Looted gear from enemy (calculated at 50% of book price); Coin = Coin, Gems, Jewellery, and other valuables (calculated at 100% of value); Magic = Magic Items (calculated at 75% of book price).

Encounter Eight: To the Victor Goes the Spoils

Treasure:

APL 6: Loot: 149 gp; Coin: 0 gp; Magic: +2 *bracers of armour* (333 gp ea.), *earth elemental gem* (188 gp ea.), *potion of bull's strength* (25 gp ea.) x3, *potion of cure serious* (62 gp ea.) x3.

APL 6: Loot: 256 gp; Coin: 0 gp; Magic: *+2 bracers of armour* (333 gp ea.), *earth elemental gem* (188 gp ea.), *potion of bull's strength* (25 gp ea.) x3, *potion of cure serious* (62 gp ea.) x3;

APL 10: Magic: *+1 unholy greataxe* (4151 gp ea.) x5, *+2 cloak of resistance* (333 gp ea.) x5.

APL 12: Magic: *+1 unholy greataxe* (4151 gp ea.) x6, *+2 cloak of resistance* (333 gp ea.) x6.

Total Treasure Possible

APL6	900gp
APL8	1300gp
APL10	2300gp
APL12	3300gp

AR Items

1 Regional Influence Point with the Church of Jascar.
1 Regional Influence Point with the Church of Zilchus.

Upgrades to the Blade of the Headlands – May be upgraded at the end of any Onnwal regional from a masterwork longsword (worth 315 gp) or from a *+1 longsword* (worth 2,315 gp) to a *+1 adamantine longsword* (worth 5,315 gp) and from there to a *+1 adamantine ghost touch longsword* (worth 11,315 gp), *+2 adamantine ghost touch longsword* (worth 21,315 gp) and a *+3 adamantine ghost touch longsword*.

Cost: Difference between prices. Material changes during initial upgrade.

Unique Cohort – Casnar of Beory: You may petition to take Casnar as a cohort, as per the LGCS. Email skerrigan@onnwal.org.uk and state the event and APL.

Favour of the Talamendes Naohban: You have earned the favour of the Talamendes druidesses.

Spear Upgrade: If any PC carries the spear from *ONW1-01 Escape from Scant* and had it upgraded in *ONW3-07 To Kill a Kesh* then you may pay 1,000 gp at the end of any Onnwal regional to gain the power of speech. To commune with the spear contact falenreth@onnwal.org.uk.

White Bow Upgrade Explained: The *bane (unknown)* upgrade from *ONW3-07 To Kill a Kesh* counts as *bane* against Dreamstealers and Dreamspawn, but not against any other creature or undead. May not craft other items from these enchantments.

Erased Tattoo: PC had Ventonii/Talamendes tattoo removed (delete appropriate)

Item Breakdown By APL

APL 6
+2 bracers of armour, 4000 gp, DMG page 250.
Elemental gem, 2,250 gp, DMG page 255.

APL 8

As APL 6

APL 10

+1 unholy greataxe, 18,320 gp, DMG page 223.
+2 cloak of resistance, 4,000 gp, DMG page 253.

APL 12

As APL 10.

All frequency Adventure.

Appendix One

APL 6

Encounter Three: The Tainted Shrine

➤**Dreamstealer Spawn Follower of the Voice:** male human dreamstealer spawn Ex-Mnk2; CR 4; Medium Incorporeal Undead; HD 2d12+3; hp 24; Init +6 (+4 Improved Initiative, +2 Dex); Spd 30 ft., fly 60 ft. (good); AC 19, touch 19, flat-footed 15; Base Atk +1; Grp -; Atk +3 incorporeal melee touch (1d6 and Wisdom Drain, fists) or +1/+1 incorporeal melee touch (1d6 and Wisdom Drain, fists); SA Flurry of Blows, Wisdom Drain, *wail of doom*, SQ Evasion, Undead, incorporeal, +2 turn resistance, unnatural aura, limited range, darkvision 60 ft; AL NE; SV Fort +3 Ref +5 Will +5; Str -, Dex 14, Con -, Int 11, Wis 15, Cha 20.

Skills and Feats: Balance +7, Concentration +5, Hide +7, Jump +7, Listen +4, Tumble +9; Combat Reflexes, Improved Grapple, Improved Initiative, Toughness.

SA: Flurry of Blows (Ex): Make one extra attack per round with -2 penalty to all attacks per round.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save (DC 16) or suffer 1d6 points of permanent Wisdom drain. Victims of the ability drain suffer terrible nightmares until they recover the lost Wisdom points. The dreamstealer spawn heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save (DC 20) or suffer 5d4 points of damage as well as a -2 morale penalty on saving throws for 2 rounds. Affected creatures flee randomly from the dreamstealer spawn and any other dangers that confront them for the same period, with a 50% chance of dropping anything in their hands.

SQ: Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy

drain, or death from massive damage. A dreamstealer spawn cannot be raised, and resurrection works only if it is willing.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons and has a 50% chance to ignore any damage from a corporeal source (except for force effects).. It can pass through solid objects (though not force effects) at will, and its own attacks pass through armour. A dreamstealer spawn always moves silently. A dreamstealer spawn may not grapple or trip.

Possessions: none.

➤**Dreamstealer Spawn Follower of the Voice:** male human dreamstealer spawn Ex-Mnk7; CR 9; Medium Humanoid; HD 7d12+3; hp 65; Init +7 (+4 Improved Initiative, +3 Dex); Spd 50 ft., fly 60 ft. (good); AC 23, touch 23, flat-footed 15; Base Atk +5; Grp -, Atk +8 incorporeal melee touch (1d8 and Wisdom Drain, fists) or +7/+7 incorporeal melee touch (1d8 and Wisdom Drain, fists); SA Flurry of Blows, Wisdom Drain, ki strike (magic), *wail of doom*, SQ Evasion, Still Mind, Slow Fall, Wholeness of Body, Undead, incorporeal, +2 turn resistance, unnatural aura, limited range, darkvision 60 ft; AL NE; SV Fort +5 Ref +8 Will +11; Str -, Dex 16, Con -, Int 11, Wis 18, Cha 21.

Skills and Feats: Balance +15, Climb +10, Escape Artist +13, Listen +14, Tumble +13; Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Trip, Iron Will, Toughness.

SA: Flurry of Blows (Ex): Make one extra attack per round with -1 penalty to all attacks per round.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save (DC 18) or suffer 1d6 points of permanent Wisdom drain. Victims of the ability drain suffer terrible nightmares until they recover the lost Wisdom points. The dreamstealer spawn heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save (DC 20) or suffer 7d4 points of damage as well as a -2 morale penalty on saving throws for 7 rounds. Affected creatures flee randomly from the dreamstealer spawn and any other dangers that confront them for the same period, with a 50% chance of dropping anything in their hands.

SQ:

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. A dreamstealer spawn cannot be raised, and resurrection works only if it is willing.

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons and has a 50% chance to ignore any damage from a corporeal source (except for force effects).. It can pass through solid objects (though not force effects) at will, and its own attacks pass through armour. A dreamstealer spawn always moves silently. A dreamstealer spawn may not grapple or trip.

Possessions: none.

Encounter Five: Taint Natural

➤ **Dreamstealer Spawn Enhanced Bear, Black:** CR 4; Medium Incorporeal Undead; HD 5d12; hp 44; Init +1; Spd 40 ft., fly 60 ft. (good); AC 13, touch 11, flat-footed 12; Base Atk +3; Grp -; Atk +4/+4 incorporeal melee touch (1d4 and Wisdom Drain, 2 claws) and -1 incorporeal melee touch (1d6 and Wisdom Drain, bite); SA Improved Grab, Wisdom Drain, *wail of doom*, SQ Undead, incorporeal, +2 turn resistance, unnatural aura, limited range, low-light vision, darkvision 60 ft., scent; AL NE; SV Fort +4 Ref +5 Will +2; Str -, Dex 13, Con -, Int 11, Wis 12, Cha 10.

Skills and Feats: Listen +4, Spot +4, Swim +6; Endurance, Run.

SA: Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save (DC 12) or suffer 1d6 points of permanent Wisdom drain. Victims of the ability drain suffer terrible nightmares until they recover the lost Wisdom points. The dreamstealer spawn heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save (DC 10) or suffer 5d4 points of damage as well as a -2 morale penalty on saving throws for 5 rounds. Affected creatures flee randomly from the dreamstealer spawn and any other dangers that confront them for the same period, with a 50% chance of dropping anything in their hands.

SQ: Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. A dreamstealer spawn cannot be raised, and resurrection works only if it is willing.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons and has a 50% chance to ignore any damage from a corporeal source (except for force effects).. It can pass through solid objects (though not force effects) at will, and its own attacks pass through armour. A dreamstealer spawn always moves silently. A dreamstealer spawn may not grapple or trip.

Encounter Eight: To the Victor Goes the Spoils

♣ **Talamendes Beserker:** male human Brb4; CR 4; Medium Humanoid; HD 4d12+8; hp 43; Init +1 (+1 Dex); Spd 40 ft.; AC 14, touch 11, flat-footed 13; Base Atk +4; Grp +8; Atk +10 melee (1d12+6, masterwork greataxe) or +8 melee (1d8+6, longsword) or +5 ranged

(1d8, longbow); SQ rage 2/day, trap sense +1, uncanny dodge; AL CN; SV Fort +6, Ref +2, Will +1; Str 18, Dex 12, Con 14, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +7, Handle Animal +6, Intimidate +6, Listen +5, Spot +1, Swim +7, Survival +7; Power Attack, Sunder, Improved Weapon Focus (greataxe).

SQ: Rage (Ex): In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but takes a -2 penalty to Armor Class for 3 rounds + constitution.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Possessions: masterwork greataxe, long spear, longbow, 20 arrows, studded leather armour.

☞**Talamendes Berserker (Enraged Version):** male human Brb4; CR 4; Medium Humanoid; HD 4d12+16; hp 51; Init +1 (+1 Dex); Spd 40 ft.; AC 12, touch 9, flat-footed 11; Base Atk +4; Grp +10; Atk +12 melee (1d12+9, masterwork greataxe) or +10 melee (1d8+9, long spear) or +5 ranged (1d8, longbow); SQ rage 2/day, trap sense +1, uncanny dodge; AL CN; SV Fort +8, Ref +2, Will +3; Str 22, Dex 12, Con 18, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +9, Handle Animal +6, Intimidate +6, Listen +5, Spot +1, Swim +9, Survival +7; Power Attack, Sunder, Weapon Focus (greataxe).

SQ: Rage (Ex): In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but takes a -2 penalty to Armor Class for 3 rounds + constitution.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge

from a different class, he automatically gains improved uncanny dodge (see below) instead.

Possessions: masterwork greataxe, long spear, longbow, 20 arrows, studded leather armour.

☞**Talamendes Naobhan:** female human Drd4; CR 4; Medium Humanoid; HD 4d8+11; hp 34; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +3; Grp +5; Atk +6 melee (1d8+3, masterwork shortspear); SQ wild empathy, woodland stride, trackless step, resist nature's lure; AL CN; SV Fort +6 Ref +2 Will +8; Str 14, Dex 12, Con 14, Int 10, Wis 18, Cha 16.

Skills and Feats: Concentration +9, Diplomacy +5, Heal +9, Knowledge (nature) +11, Spellcraft +7, Survival +13; Combat Casting, Extend Spell, Toughness.

SQ: Wild Empathy (Ex): A druid can improve the attitude of an animal by rolling 1d20 and adding her druid level and her Charisma modifier to determine the wild empathy check result.

Woodland Stride (Ex): May move through any sort of non-magical undergrowth at her normal speed.

Trackless Step (Ex): Leaves no trail in natural surroundings and cannot be tracked. May choose to leave a trail.

Resist Nature's Lure (Ex): Gains a +4 bonus on saving throws against the spell-like abilities of fey.

Spells Known: (5 0 level/ 4 1st level/ 3 2nd level); base DC = 14 + spell level): 0- *create water*, ~~*cure minor wound*~~ ~~x2~~, *mending*, *virtue*, 1st- *calm animals*, *entangle*, *faerie fire*, *obscuring mist*; 2nd - *barkskin*, *flaming sphere*, *owl's wisdom*.

Possessions: masterwork shortspear, studded leather armour.

☞**Talamendes Naobhan:** female human Drd5; CR 5; Medium Humanoid; HD 5d8+13; hp 44; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +3; Grp +5; Atk +6 melee (1d8+3, masterwork shortspear); SQ wild empathy, woodland stride, trackless step, resist nature's lure, wildshape 1/day; AL CN; SV Fort +6 Ref +2 Will +8; Str 14, Dex 12, Con 14, Int 10, Wis 19, Cha 16.

Skills and Feats: Concentration +10, Diplomacy +6, Heal +10, Knowledge (nature) +11, Spellcraft +8, Survival +14; Combat Casting, Extend Spell, Toughness.

SQ: Wild Empathy (Ex): A druid can improve the attitude of an animal by rolling 1d20 and adding her druid level and her Charisma modifier to determine the wild empathy check result.

Woodland Stride (Ex): May move through any sort of non-magical undergrowth at her normal speed.

Trackless Step (Ex): Leaves no trail in natural surroundings and cannot be tracked. May choose to leave a trail.

Resist Nature's Lure (Ex): Gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape (Su): At 5th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

Spells Known: (5 0 level/ 4 1st level/ 3 2nd level, 2 3rd level); base DC = 14 + spell level): 0- *create water*; ~~*cure minor wound* x2~~, *mending*, *virtue*, 1st- *calm animals*, *entangle*, *faerie fire*, *obscuring mist*; 2nd - *barkskin*, *flaming sphere*, *owl's wisdom*, 3rd - *call lightning*, *contagion*.

Possessions: masterwork shortspear, studded leather amour, *elemental gem (earth)*, +2 bracers of armour.

Encounter Three: The Tainted Shrine

➤ **Dreamstealer Spawn Follower of the Voice:** male human dreamstealer spawn Ex-Mnk9; CR 11; Medium Incorporeal Undead; HD 9d12; hp 77; Init +7 (+4 Improved Initiative, +3 Dex); Spd 60 ft., fly 60 ft. (good); AC 22, touch 22, flat-footed 15; Base Atk +6/+1; Grp -, Atk +9 incorporeal melee touch (1d10 and Wisdom Drain, incorporeal fists) or +9/+9/+4 incorporeal melee touch (1d10 and Wisdom Drain, incorporeal fists); SA Flurry of Blows, Wisdom Drain, Ki Strike (magic), *wail of doom*, SQ Evasion, Improved Evasion, Purity of Body, Still Mind, Undead, Wholeness of Body, incorporeal, +2 turn resistance, unnatural aura, limited range, darkvision 60 ft; AL NE; SV Fort +6 Ref +9 Will +10; Str -, Dex 16, Con -, Int 11, Wis 17, Cha 20.

Skills and Feats: Balance+17, Concentration+12, Hide+15, Listen+15, Tumble+15; Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Trip, Iron Will, Mobility.

SA: Flurry of Blows (Ex): Make one extra attack per round.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save (DC 19) or suffer 1d6 points of permanent Wisdom drain. Victims of the ability drain suffer terrible nightmares until they recover the lost Wisdom points. The dreamstealer spawn heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save (DC 20) or suffer 9d4 points of damage as well as a -2 morale penalty on saving throws for 9 rounds.

SQ: Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy

drain, or death from massive damage. A dreamstealer spawn cannot be raised, and resurrection works only if it is willing.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons and has a 50% chance to ignore any damage from a corporeal source (except for force effects).. It can pass through solid objects (though not force effects) at will, and its own attacks pass through armour. A dreamstealer spawn always moves silently. A dreamstealer spawn may not grapple or trip.

Evasion (Ex): At 2nd level or higher if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Fast Movement (Ex): At 3rd level, a monk gains an enhancement bonus to her speed, as shown on Table: The Monk. A monk in armor or carrying a medium or heavy load loses this extra speed.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. *Ki* strike improves with the character's monk level.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a wall) improves with her monk level until at 20th level she can use a nearby wall to slow her descent and fall any distance without harm.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Improved Evasion (Ex): At 9th level, a monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save.

A helpless monk does not gain the benefit of improved evasion.

Possessions: none.

➤ **Dreamstealer Spawn Follower of the Voice:** male human dreamstealer spawn Ex-Mnk3; CR 5; Medium Incorporeal Undead; HD 3d12+3; hp 33; Init +6 (+4 Improved Initiative, +2 Dex); Spd 40 ft., fly 60 ft. (good); AC 19, touch 19, flat-footed 15; Base Atk +2; Grp -, Atk +4 incorporeal melee touch (1d6 and Wisdom Drain, fists) or +2/+2 incorporeal melee touch (1d6 and Wisdom Drain, fists); SA Flurry of Blows, Wisdom Drain, *wail of doom*, SQ Evasion, Still Mind, Undead, incorporeal, +2 turn resistance, unnatural aura, limited range, darkvision 60 ft., scent; AL NE; SV Fort +3 Ref +5 Will +5; Str -, Dex 14, Con -, Int 11, Wis 15, Cha 20.

Skills and Feats: Balance +10, Concentration +6, Hide +5, Jump +8, Listen +5, Tumble +10; Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Toughness.

SA: Flurry of Blows (Ex): Make one extra attack per round with -2 penalty to all attacks per round.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save (DC 16) or suffer 1d6 points of permanent Wisdom drain. Victims of the ability drain suffer terrible nightmares until they recover the lost Wisdom points. The dreamstealer spawn heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save (DC 20) or suffer 5d4 points of damage as well as a -2 morale penalty on saving throws for 3 rounds. Affected creatures flee randomly from the dreamstealer spawn and any other dangers that confront them for the same period, with a 50% chance of dropping anything in their hands.

SQ: Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic

effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. A dreamstealer spawn cannot be raised, and resurrection works only if it is willing.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons and has a 50% chance to ignore any damage from a corporeal source (except for force effects).. It can pass through solid objects (though not force effects) at will, and its own attacks pass through armour. A dreamstealer spawn always moves silently. A dreamstealer spawn may not grapple or trip.

Possessions: none.

Encounter Five: Taint Natural

➤ **Dreamstealer Spawn Enhanced Bear, Brown:** CR 6; Large Incorporeal Undead; HD 8d12; hp 69; Init +1; Spd 40 ft., fly 60 ft. (good); AC 15, touch 10, flat-footed 14; Base Atk +6; Grp -; Atk +7/+7 incorporeal melee touch (1d8 and Wisdom Drain, 2 claws) and +2 incorporeal melee touch (2d6 and Wisdom Drain, bite); SA Improved Grab, Wisdom Drain, *wail of doom*, SQ Undead, incorporeal, +2 turn resistance, unnatural aura, limited range, low-light vision, darkvision 60 ft., scent; AL NE; SV Fort +6 Ref +7 Will +3; Str -, Dex 13, Con -, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +4, Spot +7, Swim +7; Endurance, Run, Track.

SA: Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save (DC 14) or suffer 1d6 points of permanent Wisdom drain. Victims of the ability drain suffer terrible nightmares until they recover the lost Wisdom points. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save (DC 15) or suffer 8d4 points of damage as well as a -2 morale penalty on saving throws for 8 rounds. Affected creatures flee randomly from the dreamstealer spawn and any other dangers that confront them for the same period, with a 50% chance of dropping anything in their hands.

SQ: Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. A dreamstealer spawn cannot be raised, and resurrection works only if it is willing.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons and has a 50% chance to ignore any damage from a corporeal source (except for force effects).. It can pass through solid objects (though not force effects) at will, and its own attacks pass through armour. A dreamstealer spawn always moves silently. A dreamstealer spawn may not grapple or trip.

➤Dreamstealer Spawn Enhanced Bear, Black: CR 4; Medium Incorporeal Undead; HD 5d12; hp 44; Init +1; Spd 40 ft., fly 60 ft. (good); AC 13, touch 11, flat-footed 12; Base Atk +3; Grp -; Atk +4/+4 incorporeal melee touch (1d4 and Wisdom Drain, 2 claws) and -1 incorporeal melee touch (1d6 and Wisdom Drain, bite); SA Improved Grab, Wisdom Drain, *wail of doom*, SQ Undead, incorporeal, +2 turn resistance, unnatural aura, limited range, low-light vision, darkvision 60 ft., scent; AL NE; SV Fort +3 Ref +4 Will +2; Str -, Dex 13, Con -, Int 11, Wis 12, Cha 10.

Skills and Feats: Listen +4, Spot +4, Swim +6; Endurance, Run.

SA: Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save (DC 12) or suffer 1d6 points of permanent Wisdom drain. Victims of the ability drain suffer terrible nightmares until they recover the lost Wisdom points. The dreamstealer spawn heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save

(DC 15) or suffer 5d4 points of damage as well as a -2 morale penalty on saving throws for 5 rounds. Affected creatures flee randomly from the dreamstealer spawn and any other dangers that confront them for the same period, with a 50% chance of dropping anything in their hands.

SQ: Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. A dreamstealer spawn cannot be raised, and resurrection works only if it is willing.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons and has a 50% chance to ignore any damage from a corporeal source (except for force effects).. It can pass through solid objects (though not force effects) at will, and its own attacks pass through armour. A dreamstealer spawn always moves silently. A dreamstealer spawn may not grapple or trip.

Encounter Eight: To the Victor Goes the Spoils

➤Talamendes Beserker: male human Brb4; CR 4; Medium Humanoid; HD 4d12+8; hp 50; Init +1 (+1 Dex); Spd 40 ft.; AC 14, touch 11, flat-footed 13; Base Atk +4; Grp +8; Atk +10 melee (1d12+6, masterwork greataxe) or +8 melee (1d8+6, longsword) or +5 ranged (1d8, longbow); SQ rage 2/day, trap sense +1, uncanny dodge; AL CN; SV Fort +6, Ref +2, Will +1; Str 18, Dex 12, Con 14, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +7, Handle Animal +6, Intimidate +6, Listen +5, Spot +1, Swim +7, Survival +7; Power Attack, Sunder, Improved Weapon Focus (greataxe).

SQ: Rage (Ex): In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but takes a -2 penalty to Armor Class for 3 rounds + constitution.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Possessions: masterwork greataxe, long spear, longbow, 20 arrows, studded leather armour.

☛**Talamendes Beserker (Enraged Version):** male human Brb4; CR 4; Medium Humanoid; HD 4d12+16; hp 51; Init +1 (+1 Dex); Spd 40 ft.; AC 12, touch 9, flat-footed 11; Base Atk +4; Grp +10; Atk +12 melee (1d12+8, masterwork greataxe) or +10 melee (1d8+8, long spear) or +5 ranged (1d8, longbow); SQ rage 2/day, trap sense +1, uncanny dodge; AL CN; SV Fort +8, Ref +2, Will +3; Str 22, Dex 12, Con 18, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +9, Handle Animal +6, Intimidate +6, Listen +5, Spot +1, Swim +9, Survival +7; Power Attack, Sunder, Weapon Focus (greataxe).

SQ: Rage (Ex): In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but takes a -2 penalty to Armor Class for 3 rounds + constitution.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Possessions: masterwork greataxe, long spear, longbow, 20 arrows, studded leather armour.

☛**Talamendes Naobhan:** female human Drd7; CR 7; Medium Humanoid; HD 7d8+17; hp 64; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +5; Grp +7; Atk +8 melee (1d8+3, masterwork shortspear); SQ wild empathy, woodland stride, trackless step, resist nature's lure, wildshape 3/day; AL CN; SV Fort +7 Ref +3 Will +9; Str 14, Dex 12, Con 14, Int 10, Wis 19, Cha 16.

Skills and Feats: Concentration +12, Diplomacy +8, Heal +10, Knowledge (nature) +14, Spellcraft +9,

Survival +14; Combat Casting, Extend Spell, Quicken Spell Toughness.

SQ: Wild Empathy (Ex): A druid can improve the attitude of an animal by rolling 1d20 and adding her druid level and her Charisma modifier to determine the wild empathy check result.

Woodland Stride (Ex): May move through any sort of non-magical undergrowth at her normal speed.

Trackless Step (Ex): Leaves no trail in natural surroundings and cannot be tracked. May choose to leave a trail.

Resist Nature's Lure (Ex): Gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape (Su): At 5th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

Spells Known: (6 0 level/ 5 1st level/ 4 2nd level, 3 3rd level/ 2 4th level); base DC = 14 + spell level): 0- *create water, cure minor wounds x2, light, mending, resistance, virtue*; 1st- *calm animals, entangle, faerie fire, obscuring mist, pass without trace*; 2nd - *barkskin, flaming sphere, heat metal, owl's wisdom*; 3rd - *call lightning, contagion, magic fang greater*; 4th - *Flame Strike, Ice Storm*.

Possessions: masterwork shortspear, studded leather armour, *bracers of armour +2*.

☛**Talamendes Naobhan:** female human Drd4; CR 4; Medium Humanoid; HD 4d8+11; hp 40; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +3; Grp +5; Atk +6 melee (1d8+3, masterwork shortspear); SQ wild empathy, woodland stride, trackless step, resist nature's lure; AL CN; SV Fort +6 Ref +2 Will +8; Str 14, Dex 12, Con 14, Int 10, Wis 18, Cha 16.

Skills and Feats: Concentration +9, Diplomacy +5, Heal +9, Knowledge (nature) +11, Spellcraft +7, Survival +13; Combat Casting, Extend Spell, Toughness.

SQ: Wild Empathy (Ex): A druid can improve the attitude of an animal by rolling 1d20 and adding her druid level and her Charisma modifier to determine the wild empathy check result.

Woodland Stride (Ex): May move through any sort of non-magical undergrowth at her normal speed.

Trackless Step (Ex): Leaves no trail in natural surroundings and cannot be tracked. May choose to leave a trail.

Resist Nature's Lure (Ex): Gains a +4 bonus on saving throws against the spell-like abilities of fey.

Spells Known: (5 0 level/ 4 1st level/ 3 2nd level); base DC = 14 + spell level): 0- *create water, cure minor wounds, ~~cure minor wound x2~~, virtue*; 1st- *calm animals, entangle, faerie fire, obscuring mist*; 2nd - *barkskin, flaming sphere, owl's wisdom*.

Possessions: masterwork shortspear, studded leather amour.

APL 10

Encounter Three: The Tainted Shrine

➔**Dreamstealer Spawn Follower of the Voice:** male human dreamstealer spawn Ex-Mnk11; CR 13; Medium Incorporeal Undead; HD 11d12; hp 99; Init +7 (+4 Improved Initiative, +3 Dex); Spd 60 ft., fly 60 ft. (good); AC 23, touch 23, flat-footed 15; Base Atk +8/+3; Grp -, Atk +11 incorporeal melee touch (1d10 and Wisdom Drain, incorporeal fists) or +11/+11/+11/+6 incorporeal melee touch (1d10 and Wisdom Drain, incorporeal fists); SA Greater Flurry of Blows, Wisdom Drain, Ki Strike (magic, lawful), *wail of doom*, SQ Evasion, Improved Evasion, Purity of Body, Still Mind, Undead, Wholeness of Body, incorporeal, +2 turn resistance, unnatural aura, limited range, darkvision 60 ft; AL NE; SV Fort +7 Ref +10 Will +11; Str -, Dex 16, Con -, Int 11, Wis 17, Cha 20.

Skills and Feats. Balance+15, Concentration+12, Hide+15, Jump +14, Listen+15, Tumble+17; Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Trip, Iron Will, Mobility.

SA: Greater Flurry of Blows (Ex): Make two extra attacks per round.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save (DC 20) or suffer 1d6 points of permanent Wisdom drain. Victims of the ability drain suffer terrible nightmares until they recover the lost Wisdom points. The dreamstealer spawn heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save (DC 20) or suffer 11d4 points of damage as well as a -2 morale penalty on saving throws for 11 rounds.

SQ: Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to

critical hits, subdual damage, ability damage, energy drain, or death from massive damage. A dreamstealer spawn cannot be raised, and resurrection works only if it is willing.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons and has a 50% chance to ignore any damage from a corporeal source (except for force effects).. It can pass through solid objects (though not force effects) at will, and its own attacks pass through armour. A dreamstealer spawn always moves silently. A dreamstealer spawn may not grapple or trip.

Evasion (Ex): At 2nd level or higher if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Fast Movement (Ex): At 3rd level, a monk gains an enhancement bonus to her speed, as shown on Table: The Monk. A monk in armor or carrying a medium or heavy load loses this extra speed.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. *Ki* strike improves with the character's monk level.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a wall) improves with her monk level until at 20th level she can use a nearby wall to slow her descent and fall any distance without harm.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Improved Evasion (Ex): At 9th level, a monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save.

A helpless monk does not gain the benefit of improved evasion.

Diamond Body (Su): At 11th level, a monk gains immunity to poisons of all kinds.

Possessions: none.

☛**Dreamstealer Spawn Follower of the Voice:** male human dreamstealer spawn Ex-Mnk4; CR 6; Medium Humanoid; HD 4d12+3; hp 43; Init +6 (+4 Improved Initiative, +2 Dex); Spd 40 ft., fly 60 ft. (good); AC 19, touch 19, flat-footed 15; Base Atk +3; Grp -, Atk +5 incorporeal melee touch (1d8 and Wisdom Drain, fists) or +3/+3 incorporeal melee touch (1d8 and Wisdom Drain, fists); SA Flurry of Blows, Wisdom Drain, ki strike (magic), *wail of doom*, SQ Evasion, Still Mind, Slow Fall, Undead, incorporeal, +2 turn resistance, unnatural aura, limited range, darkvision 60 ft; AL NE; SV Fort +4 Ref +6 Will +6; Str -, Dex 15, Con -, Int 11, Wis 15, Cha 20.

Skills and Feats: Balance +9, Concentration +7, Hide +7, Jump +9, Listen +6, Tumble +11; Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Toughness.

SA: Flurry of Blows (Ex): Make one extra attack per round with -2 penalty to all attacks per round.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save (DC 17) or suffer 1d6 points of permanent Wisdom drain. Victims of the ability drain suffer terrible nightmares until they recover the lost Wisdom points. The dreamstealer spawn heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save (DC 20) or suffer 5d4 points of damage as well as a -2 morale penalty on saving throws for 4 rounds. Affected creatures flee randomly from the dreamstealer spawn and any other dangers that confront them for the same period, with a 50% chance of dropping anything in their hands.

SQ: Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. A dreamstealer spawn cannot be raised, and resurrection works only if it is willing.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons and has a 50% chance to ignore any damage from a corporeal source (except for force effects).. It can pass through solid objects (though not force effects) at will, and its own attacks pass through armour. A dreamstealer spawn always moves silently. A dreamstealer spawn may not grapple or trip.

Possessions: none.

Encounter Five: Taint Natural

☛**Dreamstealer Spawn Awakened Dire Bear:** CR 9; Large Undead; HD 14d12; hp 125; Init +1; Spd 40 ft., fly 60 ft. (good); AC 20, touch 13, flat-footed 19; Base Atk +14; Grp -; Atk +16 incorporeal melee touch (2d4 and Wisdom Drain, 2 claws) and +10 incorporeal melee touch (2d8 and Wisdom Drain, bite); SA Improved Grab, Wisdom Drain, *wail of doom*, SQ Undead, incorporeal, +2 turn resistance, unnatural aura, limited range, low-light vision, darkvision 60 ft., scent; AL NE; SV Fort +9 Ref +10 Will +10; Str -, Dex 13, Con -, Int 11, Wis 12, Cha 16.

Skills and Feats: Listen +10, Spot +10, Swim +5; Alertness, Endurance, Run, Toughness, Weapon Focus (claw).

SA: Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save (DC 20) or suffer 1d6 points of permanent Wisdom drain. Victims of the ability drain suffer terrible nightmares until they recover the lost Wisdom points. The dreamstealer spawn heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save (DC 18) or suffer 5d4 points of damage as well as a -2 morale penalty on saving throws for 5 rounds. Affected creatures flee randomly from the dreamstealer spawn

and any other dangers that confront them for the same period, with a 50% chance of dropping anything in their hands.

SQ: Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. A dreamstealer spawn cannot be raised, and resurrection works only if it is willing.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons and has a 50% chance to ignore any damage from a corporeal source (except for force effects).. It can pass through solid objects (though not force effects) at will, and its own attacks pass through armour. A dreamstealer spawn always moves silently. A dreamstealer spawn may not grapple or trip.

➤**Dreamstealer Spawn Enhanced Bear, Brown:** CR 6; Large Incorporeal Undead: HD 8d12; hp 69; Init +1; Spd 40 ft., fly 60 ft. (good); AC 15, touch 10, flat-footed 14; Base Atk +6; Grp -; Atk +7/+7 incorporeal melee touch (1d8 and Wisdom Drain, 2 claws) and +2 incorporeal melee touch (2d6 and Wisdom Drain, bite); SA Improved Grab, Wisdom Drain, *wail of doom*, SQ Undead, incorporeal, +2 turn resistance, unnatural aura, limited range, low-light vision, darkvision 60 ft., scent; AL NE; SV Fort +6 Ref +7 Will +3; Str -, Dex 13, Con -, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +4, Spot +7, Swim +7; Endurance, Run, Track.

SA: Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save (DC 14) or suffer 1d6 points of permanent Wisdom drain. Victims of the ability drain suffer terrible nightmares until they recover the lost Wisdom points. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save (DC 15) or suffer 8d4 points of damage as well as a -2 morale penalty on saving throws for 8 rounds. Affected creatures flee randomly from the dreamstealer spawn and any other dangers that confront them for the same period, with a 50% chance of dropping anything in their hands.

SQ: Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. A dreamstealer spawn cannot be raised, and resurrection works only if it is willing.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons and has a 50% chance to ignore any damage from a corporeal source (except for force effects).. It can pass through solid objects (though not force effects) at will, and its own attacks pass through armour. A dreamstealer spawn always moves silently. A dreamstealer spawn may not grapple or trip.

➤**Dreamstealer Spawn Enhanced Bear, Black:** CR 4; Medium Incorporeal Undead: HD 5d12; hp 44; Init +1; Spd 40 ft., fly 60 ft. (good); AC 13, touch 11, flat-footed 12; Base Atk +3; Grp -; Atk +4/+4 incorporeal melee touch (1d4 and Wisdom Drain, 2 claws) and -1 incorporeal melee touch (1d6 and Wisdom Drain, bite); SA Improved Grab, Wisdom Drain, *wail of doom*, SQ Undead, incorporeal, +2 turn resistance, unnatural aura, limited range, low-light vision, darkvision 60 ft., scent; AL NE; SV Fort +3 Ref +4 Will +2; Str -, Dex 13, Con -, Int 11, Wis 12, Cha 10.

Skills and Feats: Listen +4, Spot +4, Swim +6; Endurance, Run.

SA: Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must

succeed at a Will save (DC 12) or suffer 1d6 points of permanent Wisdom drain. Victims of the ability drain suffer terrible nightmares until they recover the lost Wisdom points. The dreamstealer spawn heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save (DC 15) or suffer 5d4 points of damage as well as a -2 morale penalty on saving throws for 5 rounds. Affected creatures flee randomly from the dreamstealer spawn and any other dangers that confront them for the same period, with a 50% chance of dropping anything in their hands.

SQ: Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. A dreamstealer spawn cannot be raised, and resurrection works only if it is willing.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons and has a 50% chance to ignore any damage from a corporeal source (except for force effects).. It can pass through solid objects (though not force effects) at will, and its own attacks pass through armour. A dreamstealer spawn always moves silently. A dreamstealer spawn may not grapple or trip.

Encounter Eight: To the Victor Goes the Spoils

🗡️ **Galai Iorn Warrior:** male human Brb8; CR 8; Medium Humanoid; HD 8d12+16; hp 100; Init +5 (+4 Improved Initiative, +1 Dex); Spd 40 ft.; AC 21, touch 21, flat-footed 17; Base Atk +8/+3; Grp +8; Atk +15/+10 melee (1d12+8/20/x3, *+1 unholy greataxe*) or +13/+8 melee (1d8+7, longsword) or +8 ranged (1d8, longbow); SQ rage 3/day, trap sense +2, improved uncanny dodge, uncanny dodge, DR 1/-, 5/adamantium; AL NE; SV Fort +10, Ref +7, Will +7; Str 20, Dex 18, Con 14, Int 10, Wis 16, Cha 9.

Skills and Feats: Climb +14, Handle Animal +6, Intimidate +9, Listen +8, Spot +5, Swim +14, Survival +14; Cleave, Improved Initiative, Power Attack, Weapon Focus (greataxe).

SQ: Rage (Ex): In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but takes a -2 penalty to Armor Class for 3 rounds + constitution.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): Can no longer be flanked. This defence denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Damage Reduction (Ex): At 7th level, a barbarian gains Damage Reduction 1.

Possessions: *+1 unholy greataxe*, *+2 cloak of resistance*, longsword, longbow, 2 applications of Galai Iorn poison, *Galai Iorn tattoos*.

🗡️ **Galai Iorn Warrior (Enraged Version):** male human Brb8; CR 8; Medium Humanoid; HD 8d12+16; hp 100; Init +5 (+4 Improved Initiative, +1 Dex); Spd 40 ft.; AC 19, touch 19, flat-footed 15; Base Atk +8/+3; Grp +8; Atk +17/+12 melee (1d12+11/20/x3, *+1 unholy greataxe*) or +15/+10 melee (1d8+10, longsword) or +8 ranged (1d8, longbow); SQ rage 3/day, trap sense +2, improved uncanny dodge, uncanny dodge, DR 1/-, 5/adamantium; AL NE; SV Fort +10, Ref +7, Will +7; Str 24, Dex 18, Con 18, Int 10, Wis 16, Cha 9.

Skills and Feats: Climb +14, Handle Animal +6, Intimidate +9, Listen +8, Spot +5, Swim +14, Survival +14; Cleave, Improved Initiative, Power Attack, Weapon Focus (greataxe).

SQ: Rage (Ex): In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but takes a -2 penalty to Armor Class for 3 rounds + constitution.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is

caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): Can no longer be flanked. This defence denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Damage Reduction (Ex): At 7th level, a barbarian gains Damage Reduction 1.

Possessions: +1 unholy greataxe, +2 cloak of resistance, long spear, longbow, 2 applications of Galai Iorn poison, *Galai Iorn tattoos*.

Galai Iorn Poison: Type Contact DC 22; Initial Damage Unconsciousness 1d4 hours; Secondary Damage 2d6 Con; Price n/a.

☛ Dreamstealers: CR 5; Medium-size undead (incorporeal); HD 5d12; hp 36; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (touch 15, flat-footed 12); Base Atk +5; Grp -; Atk +5 incorporeal touch (1d4 and 1d6 permanent Wis drain); SA Wisdom drain, *wail of doom*; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, limited range; AL CE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +10, Intimidate +10, Intuit Direction +5, Listen +10, Search +9, Sense Motive +7, Spot +10; Alertness, Combat Reflexes, Improved Initiative.

Wisdom Drain (Su): Living creatures hit by a Dreamstealer's incorporeal touch attack must succeed at a Willpower save (DC 14) or suffer 1d6 points of permanent Wisdom drain. If PCs have suffered ability drain, they suffer terrible nightmares until they recover the lost Wisdom points.

Wail of Doom (Sp): Once per day, the Dreamstealer may emit a bloodcurdling scream that affects all creatures hearing it as per the *wail of doom* spell detailed in *Song and Silence* (caster level 5th). Those hearing the wail must make a Willpower save (DC 15) or suffer 5d4 points of damage, -2 morale penalty to saving throws and flee from the Dreamstealer for 5 rounds with a 50% chance of dropping anything held in their hands.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Dreamstealer at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Limited Range (Ex): Dreamstealers are powerless outside the bounds of the Ial Iornedh (Dreaming Hills) of the Headlands of Onnwal and in certain other locales. For more information regarding this creature contact the Onnwal Design Team.

Encounter Three: The Tainted Shrine

☛ **Dreamstealer Spawn Follower of the Voice:** male human dreamstealer spawn Ex-Mnk13; CR 15; Medium Incorporeal Undead; HD 13d12; hp 121; Init +7 (+4 Improved Initiative, +3 Dex); Spd 70 ft., fly 60 ft. (good); AC 23, touch 23, flat-footed 15; Base Atk +9/+4; Grp -, Atk +12/+7 incorporeal melee touch (2d6 and Wisdom Drain, incorporeal fists) or +12/+12/+12/+7 incorporeal melee touch (2d6 and Wisdom Drain, incorporeal fists); SA Greater Flurry of Blows, Wisdom Drain, Ki Strike (magic, lawful), *wail of doom*; SQ SR 23, Evasion, Improved Evasion, Purity of Body, Still Mind, Undead, Wholeness of Body, incorporeal, +2 turn resistance, unnatural aura, limited range, darkvision 60 ft., scent; AL NE; SV Fort +10 Ref +11 Will +13; Str -, Dex 16, Con -, Int 11, Wis 17, Cha 20.

Skills and Feats: Balance+21, Concentration+16, Hide+19, Listen+19, Tumble+19; Combat Reflexes, Dodge, Greater Fortitude, Mobility, Improved Grapple, Improved Initiative, Improved Trip, Iron Will, Spring Attack.

SA: Greater Flurry of Blows (Ex): Make two extra attacks per round.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save (DC 21) or suffer 1d6 points of permanent Wisdom drain. Victims of the ability drain suffer terrible nightmares until they recover the lost Wisdom points. The dreamstealer spawn heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save (DC 20) or suffer 13d4 points of damage as well as a -2 morale penalty on saving throws for 13 rounds.

SQ: Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. A dreamstealer

spawn cannot be raised, and resurrection works only if it is willing.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons and has a 50% chance to ignore any damage from a corporeal source (except for force effects).. It can pass through solid objects (though not force effects) at will, and its own attacks pass through armour. A dreamstealer spawn always moves silently. A dreamstealer spawn may not grapple or trip.

Evasion (Ex): At 2nd level or higher if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Fast Movement (Ex): At 3rd level, a monk gains an enhancement bonus to her speed, as shown on Table: The Monk. A monk in armor or carrying a medium or heavy load loses this extra speed.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. *Ki* strike improves with the character's monk level.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a wall) improves with her monk level until at 20th level she can use a nearby wall to slow her descent and fall any distance without harm.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Improved Evasion (Ex): At 9th level, a monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

Diamond Body (Su): At 11th level, a monk gains immunity to poisons of all kinds.

Abundant Step (Su): At 12th level or higher, a monk can slip magically between spaces, as if using the spell *dimension door*; once per day. Her caster level for this effect is one-half her monk level (rounded down).

Diamond Soul (Ex): At 13th level, a monk gains spell resistance equal to her current monk level + 10.

Possessions: none.

➔**Dreamstealer Spawn Follower of the Voice:** male human dreamstealer spawn Ex-Mnk9; CR 11; Medium Incorporeal Undead; HD 9d12; hp 77; Init +7 (+4 Improved Initiative, +3 Dex); Spd 60 ft., fly 60 ft. (good); AC 22, touch 22, flat-footed 15; Base Atk +6/+1; Grp -, Atk +9 incorporeal melee touch (1d10 and Wisdom Drain, incorporeal fists) or +9/+9/+4 incorporeal melee touch (1d10 and Wisdom Drain, incorporeal fists); SA Flurry of Blows, Wisdom Drain, Ki Strike (magic), *wail of doom*; SQ Evasion, Improved Evasion, Purity of Body, Still Mind, Undead, Wholeness of Body, incorporeal, +2 turn resistance, unnatural aura, limited range, darkvision 60 ft; AL NE; SV Fort +6 Ref +9 Will +10; Str -, Dex 16, Con -, Int 11, Wis 17, Cha 20.

Skills and Feats: Balance+17, Concentration+12, Hide+15, Listen+15, Tumble+15; Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Trip, Iron Will, Mobility.

SA: Flurry of Blows (Ex): Make one extra attack per round.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save (DC 19) or suffer 1d6 points of permanent Wisdom drain. Victims of the ability drain suffer terrible nightmares until they recover the lost Wisdom points. The dreamstealer spawn heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save (DC 20) or suffer 9d4 points of damage as well as a -2 morale penalty on saving throws for 9 rounds.

SQ: Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced

to do so. They remain panicked as long as they are within that range.

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. A dreamstealer spawn cannot be raised, and resurrection works only if it is willing.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons and has a 50% chance to ignore any damage from a corporeal source (except for force effects).. It can pass through solid objects (though not force effects) at will, and its own attacks pass through armour. A dreamstealer spawn always moves silently. A dreamstealer spawn may not grapple or trip.

Evasion (Ex): At 2nd level or higher if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Fast Movement (Ex): At 3rd level, a monk gains an enhancement bonus to her speed, as shown on Table: The Monk. A monk in armor or carrying a medium or heavy load loses this extra speed.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. *Ki* strike improves with the character's monk level.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a wall) improves with her monk level until at 20th level she can use a nearby wall to slow her descent and fall any distance without harm.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her

current monk level each day, and she can spread this healing out among several uses.

Improved Evasion (Ex): At 9th level, a monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

Possessions: none.

Encounter Five: Taint Natural

➤ **Dreamstealer Spawn Awakened Dire Bear:** CR 9; Large Undead: HD 14d12; hp 125; Init +1; Spd 40 ft., fly 60 ft. (good); AC 20, touch 13, flat-footed 19; Base Atk +14; Grp -; Atk +16 incorporeal melee touch (2d4 and Wisdom Drain, 2 claws) and +10 incorporeal melee touch (2d8 and Wisdom Drain, bite); SA Improved Grab, Wisdom Drain, *wail of doom*, SQ Undead, incorporeal, +2 turn resistance, unnatural aura, limited range, low-light vision, darkvision 60 ft., scent; AL NE; SV Fort +9 Ref +10 Will +10; Str -, Dex 13, Con -, Int 11, Wis 12, Cha 16.

Skills and Feats: Listen +10, Spot +10, Swim +5; Alertness, Endurance, Run, Toughness, Weapon Focus (claw).

SA: Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save (DC 20) or suffer 1d6 points of permanent Wisdom drain. Victims of the ability drain suffer terrible nightmares until they recover the lost Wisdom points. The dreamstealer spawn heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save (DC 18) or suffer 5d4 points of damage as well as a -2 morale penalty on saving throws for 5 rounds. Affected creatures flee randomly from the dreamstealer spawn and any other dangers that confront them for the same period, with a 50% chance of dropping anything in their hands.

SQ: Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. A dreamstealer spawn cannot be raised, and resurrection works only if it is willing.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons and has a 50% chance to ignore any damage from a corporeal source (except for force effects).. It can pass through solid objects (though not force effects) at will, and its own attacks pass through armour. A dreamstealer spawn always moves silently. A dreamstealer spawn may not grapple or trip.

➤ **Dreamstealer Spawn Enhanced Bear, Brown:** CR 6; Large Incorporeal Undead: HD 8d12; hp 69; Init +1; Spd 40 ft., fly 60 ft. (good); AC 15, touch 10, flat-footed 14; Base Atk +6; Grp -; Atk +7/+7 incorporeal melee touch (1d8 and Wisdom Drain, 2 claws) and +2 incorporeal melee touch (2d6 and Wisdom Drain, bite); SA Improved Grab, Wisdom Drain, *wail of doom*, SQ Undead, incorporeal, +2 turn resistance, unnatural aura, limited range, low-light vision, darkvision 60 ft., scent; AL NE; SV Fort +6 Ref +7 Will +3; Str -, Dex 13, Con -, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +4, Spot +7, Swim +7; Endurance, Run, Track.

SA: Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save (DC 14) or suffer 1d6 points of permanent Wisdom drain. Victims of the ability drain suffer terrible nightmares until they recover the lost Wisdom points. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save (DC 15) or suffer 8d4 points of damage as well as a -2 morale penalty on saving throws for 8 rounds. Affected creatures flee randomly from the dreamstealer spawn and any other dangers that confront them for the same period, with a 50% chance of dropping anything in their hands.

SQ: Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. A dreamstealer spawn cannot be raised, and resurrection works only if it is willing.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons and has a 50% chance to ignore any damage from a corporeal source (except for force effects).. It can pass through solid objects (though not force effects) at will, and its own attacks pass through armour. A dreamstealer spawn always moves silently. A dreamstealer spawn may not grapple or trip.

➤**Dreamstealer Spawn Enhanced Bear, Black:** CR 4; Medium Incorporeal Undead; HD 5d12; hp 44; Init +1; Spd 40 ft., fly 60 ft. (good); AC 13, touch 11, flat-footed 12; Base Atk +3; Grp -; Atk +4/+4 incorporeal melee touch (1d4 and Wisdom Drain, 2 claws) and -1 incorporeal melee touch (1d6 and Wisdom Drain, bite); SA Improved Grab, Wisdom Drain, *wail of doom*, SQ Undead, incorporeal, +2 turn resistance, unnatural aura, limited range, low-light vision, darkvision 60 ft., scent; AL NE; SV Fort +3 Ref +4 Will +2; Str -, Dex 13, Con -, Int 11, Wis 12, Cha 10.

Skills and Feats: Listen +4, Spot +4, Swim +6; Endurance, Run.

SA: Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save (DC 12) or suffer 1d6 points of permanent Wisdom drain. Victims of the ability drain suffer terrible nightmares until they recover the lost Wisdom points. The dreamstealer spawn heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save

(DC 15) or suffer 5d4 points of damage as well as a -2 morale penalty on saving throws for 5 rounds. Affected creatures flee randomly from the dreamstealer spawn and any other dangers that confront them for the same period, with a 50% chance of dropping anything in their hands.

SQ: Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. A dreamstealer spawn cannot be raised, and resurrection works only if it is willing.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons and has a 50% chance to ignore any damage from a corporeal source (except for force effects).. It can pass through solid objects (though not force effects) at will, and its own attacks pass through armour. A dreamstealer spawn always moves silently. A dreamstealer spawn may not grapple or trip.

Encounter Eight: To the Victor Goes the Spoils

➤**Galai Iorn Warrior:** male human Brb11; CR 11; Medium Humanoid; HD 11d12+33; hp 132; Init +1 (+1 Dex); Spd 40 ft.; AC 21, touch 21, flat-footed 17; Base Atk +11; Grp +16; Atk +18/+13/+8 melee (1d12+8/19-20/x3, +1 *unholy greataxe*) or +16/+11/+6 melee (1d8+7, longspear) or +5 ranged (1d8, longbow); SQ DR 2/- and DR 10/adamantium, greater rage 3/day, trap sense +3, improved uncanny dodge, uncanny dodge; AL NE; SV Fort +12, Ref +9, Will +9; Str 20, Dex 18, Con 16, Int 10, Wis 16, Cha 9.

Skills and Feats: Climb +17, Handle Animal +9, Intimidate +12, Listen +11, Spot +4, Swim +16, Survival +17; Die-Hard, Endurance, Improved Critical (battle axe), Power Attack, Weapon Focus (greataxe).

SQ: Greater Rage (Ex): At 11th level, a barbarian's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is

caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): Can no longer be flanked. This defence denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Damage Reduction (Ex): At 10th level, a barbarian gains Damage Reduction 2.

Possessions: +1 unholy greataxe, +2 cloak of resistance, longspear, longbow, 2 applications of Galai Iorn poison, *Galai Iorn tattoos*.

☠**Galai Iorn Warrior (enraged version):** male human Brb11; CR 11; Medium Humanoid; HD 11d12+66; hp 165; Init +1 (+1 Dex); Spd 40 ft.; AC 19, touch 19, flat-footed 15; Base Atk +11; Grp +19; Atk +21/+16/+11 melee (1d12+13/19-20/x3, +1 unholy greataxe) or +19/+14/+9 melee (1d8+12, longspear) or +5 ranged (1d8, longbow); SQ DR 2/- and DR 10/adamantium, greater rage 3/day, trap sense +3, improved uncanny dodge, uncanny dodge; AL NE; SV Fort +12, Ref +9, Will +9; Str 26, Dex 18, Con 22, Int 10, Wis 16, Cha 9.

Skills and Feats: Climb +20, Handle Animal +9, Intimidate +12, Listen +11, Spot +4, Swim +19, Survival +17; Die-Hard, Endurance, Improved Critical (battle axe), Power Attack, Weapon Focus (greataxe).

SQ: Greater Rage (Ex): At 11th level, a barbarian's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): Can no longer be flanked. This defence denies a rogue the ability to sneak attack the barbarian by flanking him, unless the

attacker has at least four more rogue levels than the target has barbarian levels.

Damage Reduction (Ex): At 10th level, a barbarian gains Damage Reduction 2.

Possessions: +1 unholy greataxe, +2 cloak of resistance, longspear, longbow, 2 applications of Galai Iorn poison, *Galai Iorn tattoos*.

Galai Iorn Poison: Type Contact DC 24; Initial Damage Unconsciousness 1d4 hours; Secondary Damage 2d6 Con; Price n/a.

☠**Dreamstealers:** CR 5; Medium-size undead (incorporeal); HD 5d12; hp 36; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (touch 15, flat-footed 12); Base Atk +5; Grp -; Atk +5 incorporeal touch (1d4 and 1d6 permanent Wis drain); SA Wisdom drain, *wail of doom*, SQ Undead, incorporeal, +2 turn resistance, unnatural aura, limited range; AL CE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +10, Intimidate +10, Intuit Direction +5, Listen +10, Search +9, Sense Motive +7, Spot +10; Alertness, Combat Reflexes, Improved Initiative.

Wisdom Drain (Su): Living creatures hit by a Dreamstealer's incorporeal touch attack must succeed at a Willpower save (DC 14) or suffer 1d6 points of permanent Wisdom drain. If PCs have suffered ability drain, they suffer terrible nightmares until they recover the lost Wisdom points.

Wail of Doom (Sp): Once per day, the Dreamstealer may emit a bloodcurdling scream that affects all creatures hearing it as per the *wail of doom* spell detailed in *Song and Silence* (caster level 5th). Those hearing the wail must make a Willpower save (DC 15) or suffer 5d4 points of damage, -2 morale penalty to saving throws and flee from the Dreamstealer for 5 rounds with a 50% chance of dropping anything held in their hands.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Dreamstealer at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons with a 50% chance to ignore any damage from a corporeal

source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Limited Range (Ex): Dreamstealers are powerless outside the bounds of the Ial Iornedh (Dreaming Hills) of the Headlands of Onnwal and in certain other locales. For more information regarding this creature contact the Onnwal Design Team.

Appendix Two: New Rules

Galai Iorn Tattoos

Any recipient of the Galai Iorn tattoos must become neutral evil in alignment, thus they cannot be taken by any Living Greyhawk PC.

The Galai Iorn tattoos provide a +7 deflection bonus, with the wearer also being able to add their Charisma bonus, if any, as an additional deflection bonus. Creatures of 1 to 5 HD are afforded no additional protection, while creatures of 6 to 10 HD receive DR 5/adamantium, creatures of 11 to 15 HD receive DR 10/adamantium, creatures of 16 to 20 HD receive DR 15/adamantium.

Faint abjuration and necromancy; Drd 12th; Craft Wondrous Item, *barkskin*; Price n/a. Creator must be Galai Iorn in origin and of Neutral Evil alignment. The recipient must be Neutral Evil in alignment.

Dreamstealer Spawn Template

Dreamstealer spawn are madness made manifest - living creatures consumed by nightmares. Creatures killed by a dreamstealer rise as dreamstealer spawn within 1d4 days. Thus they can take many forms. Dreamstealer spawn appear as inky black clouds shaped to roughly match the form of their original body from which ebon tendrils snake, continually forming and reforming.

Dreamstealer spawn can speak the languages they knew in life, but their voices are sound high pitched, distorted and tortured.

Creating a Dreamstealer spawn

"Dreamstealer spawn" is a template that can be any living corporeal creature (referred to hereafter as the "base creature"). The base creature's type becomes "undead" and its subtype "incorporeal." It uses the base creature's statistics and special abilities except as noted here.

Hit Dice: All the base creature's Hit Dice become d12s.

Speed: Dreamstealer spawn have a fly speed of 60 feet, unless the base creature has a higher fly speed, with good manoeuvrability.

AC: The dreamstealer spawn loses any natural armour bonus the base creature possesses, but it gains a deflection bonus equal to its Charisma bonus or +1, whichever is higher.

Attacks: The dreamstealer spawn retains all the attacks of the base creature, those that rely on physical contact become incorporeal touch attacks.

Damage: The dreamstealer spawn's incorporeal touch attacks deal the same damage as that the original physical attack, though if they do less than 1d4 damage they now do 1d4 damage. In addition recipients of the physical attacks also suffer the effect of Wisdom Drain (see below).

Special Attacks: The dreamstealer spawn retains all the special attacks of the base creatures. A dreamstealer spawn gains the wisdom drain and *wail of doom* abilities described below. Saves have a DC of 10 + 1/2 dreamstealer spawn HD + dreamstealer spawn Charisma modifier unless noted otherwise.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn incorporeal touch attack must succeed at a Will save or suffer 1d6 points of permanent Wisdom drain. Victims of the ability drain suffer terrible nightmares until they recover the lost Wisdom points. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save (DC = 15 + Charisma bonus of the dreamstealer spawn) or suffer 5d4 points of damage or 1d4 points of damage per dreamstealer spawn Hit Dice, whichever is greater. Affected creatures also suffer a -2 morale penalty on saving throws for 1 round per dreamstealer spawn Hit Dice as well as fleeing randomly from the dreamstealer spawn and any other dangers that confront them for the same period, with a 50% chance of dropping anything in their hands.

Special Qualities: A dreamstealer spawn has all the special qualities of the base creature and those listed below, and gains the undead type and incorporeal subtype.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save

unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. It cannot be raised, and resurrection works only if it is willing

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, or supernatural abilities. It is immune to all non-magical attack forms and has a 50% chance to ignore any damage from a corporeal source (except for force effects). It can pass through solid objects at will (but not force effects), and its own attacks pass through armour. Dexterity modifier applies to melee and range attacks. A dreamstealer spawn always moves silently.

Turn Resistance (Ex): A dreamstealer spawn has a +2 turn resistance.

Saves: Same as the base creature

Abilities: Same as the base creature, except that the dreamstealer spawn has no Strength or Constitution score, and its Charisma score increases by +4.

Skills: Same as the base creature

Feats: Same as the base creature

Climate/Terrain: Any land and underground

Organisation: Solitary, gang (2-5), or pack (6-11)

Challenge Rating: Same as base creature +2

Treasure: None

Alignment: Always neutral evil

Advancement: Same as the base creature

Sample Dreamstealer Spawn

This example uses a hobgoblin as the base creature

Hobgoblin Dreamstealer Spawn

Medium-Size Undead (Incorporeal)

Hit Dice: 1d12 (6 hp)

Initiative: +1 (Dex)

Speed: 30ft., fly 60ft. (good)

AC: 13 (+1 Dex, +2 deflection)

Attacks: Incorporeal touch +2 melee

Damage: Incorporeal touch 1d4 and 1d6 permanent Wisdom drain

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Wisdom drain, *wail of doom*

Special Qualities: Undead, incorporeal, +2 turn resistance, unnatural aura, limited range, darkvision 60 ft.

Saves: Fort +2, Ref +1, Will +0

Abilities: Str -, Dex 13, Con -, Int 10, Wis 10, Cha 14

Skills: Hide +1, Listen +3, Spot +3

Feats: Alertness

Climate/Terrain: Any land and underground

Organisation: Solitary, gang (2-5), or pack (6-11)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral evil

Advancement: By character class

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save (DC 12) or suffer 1d6 points of permanent Wisdom drain. Victims of the ability drain suffer terrible nightmares until they recover the lost Wisdom points. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save (DC 17) or suffer 5d4 points of damage as well as a -2 morale penalty on saving throws for 5 rounds. Affected creatures flee randomly from the dreamstealer spawn and any other dangers that confront them for the same period, with a 50% chance of dropping anything in their hands.

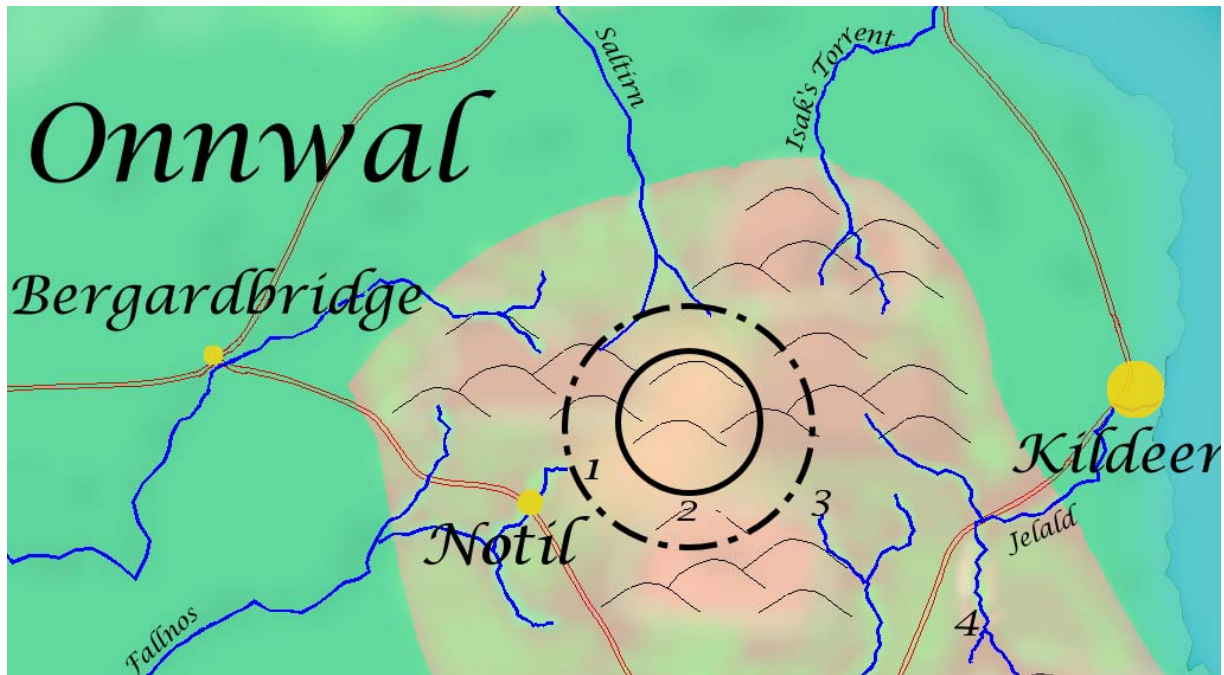
Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. A dreamstealer spawn cannot be raised, and resurrection works only if it is willing.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons and has a 50% chance to ignore any damage from a corporeal source (except for force effects).. It can pass through solid objects (though not force effects) at will, and its own attacks pass through armour. A dreamstealer spawn always moves silently.

Appendix Three:
Map

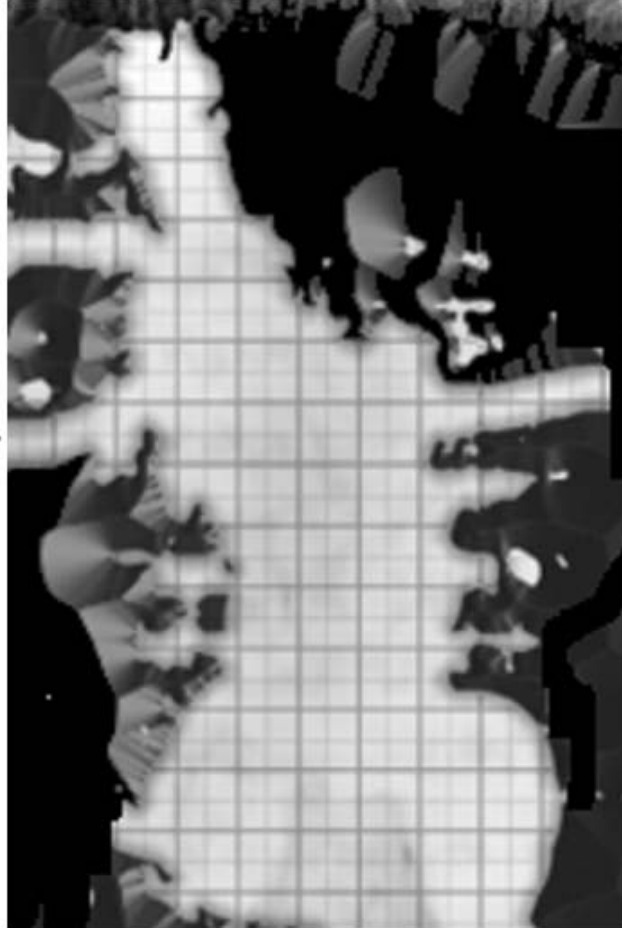
Map One: Area Map



- 1) The Defiled Shrine (Encounter Two)
- 2) The Cave of Dreams (Encounter Six)
- 3) Lands of the Dumanonii Tribe (Encounter Eight)
- 4) Lands of the Ventonii Tribe (Encounter Nine)

Map Two: The Tainted Shrine

The Left Corner
The Right Corner



The
Prisoner
in Ice

1 large square = 5 ft.

Appendix Four: The Headlands at a Glance

The Headlands of Onnwal are the home to the last vestiges of the first human inhabitants of the Dragonshead. Known as Headlanders to the people of the Lowlands, these Flan tribes have herded their animals and dwelt in their stone hillforts since before the Aerdí Conquest. Despite this, little is known of them or their customs among the lowlanders, the Flan either having been beneath the dignity of most scholars and sages as an object of study or the Headlands too tortuous and difficult to traverse. It is known that they are divided into three tribes, namely the Ventonii [*Ao'n Venteneach* in the Flan], the Dumanonii [*Ao'n Dumanadh*] and the Talamendes [*Ao'n Talaman*]. Collectively they call themselves the *Ao'n Iornadh*, the People of the Dreaming. Though these tribes generally live in peace with each other, their warriors are known for being fierce and fearless when confronted.

There is a long standing enmity between the Headlanders and the Dwur and Noniz of the Headlands, the cause of which appears to be lost into the mists of time. The Dwur will not speak of it while the Flan recount legends of the days when Wyrms ruled the land. While the truth may never be known, the dislike between the peoples is no lie.

Roles within the Ao'n Iornadh

Each member of the clan has an honour-price, called the *Dirae*. This is an expression of their standing within the clan, related to their role in clan life, their deeds and the deeds of their ancestors and kin.

The highest honour price is the *Raidh* (chieftain), which is always a male. All *Raidhs* of the *Ao'n Iornadh* are considered husbands of *Beory*, and as such are subject to judgements by the *Naobhan*.

The *Naobhan* (meaning the Sacred to the Flan) are also called Soothsayers by the lowlanders. These are the religious leaders of the *Ao'n Iornadh*. They are exclusively female and overwhelmingly worship *Beory*, the Oerth Mother, often in the form of a bear totem. Offerings are made to the other gods of the Flan, especially *Pelor* (*Na'athair* - the Father or Sky Father), *Obad-Hai* (*Na'rasdha* - the Warder) and *Rao* (*Na'lubach* - the Cunning) in the form of animal totems (eagle, mountain lion and wolf respectively). The *Naobhan* not only lead the *Ao* in religious ceremonies, but are also midwives, healers, teachers,

keepers of the law and arbiters of dispute (including rights of succession to the title of *Riadh*).

The *Naobhan* alone may call the *Riadh* to question and can call for a *Riadh* to be deposed if his rule has not been successful or blessed with good fortune. The *Naobhan* are second only to the *Riadh* in *Dirae*, theoretically, though often the people of the clan will listen to the *Naobhan* before a weak *Riadh*.

Seniority is determined by the strength of the powers granted by *Beory*.

Bards make up the ranks of the *Filid*, the Learned. These are the keepers of geneologies and histories of the clan, which they learn orally and pass on to their pupils. The *Filid*, normally male, are subservient to the *Naobhan*, but are above the *Saidh* and equal to the *Airetuisedh* in *Dirae*.

Warriors of the clan are named *Saidh* - literally spears. They are accorded great respect and have a high Honour-price. Great warriors can go on to become members of the *Riadh's* retinue (*Airetuisedh*) or even the *Riadh*, typically by ritual combat approved by the *Naobhan*.

Those born with magic in their blood are for some reason shunned and feared by the *Ao'n Iornadh*. Though females are taken by the *Naobhan* and trained to use their powers for the good of nature. On the other hand male children are either killed by the *Naobhan* at birth or as soon as they are discovered to manifest such powers. Only a handful survive as exiles.

Tribes of the Headlands

Ventonii (A'on Venteneach)

Riadh: Mortitgastis

Tribal Marking: Blue scar

Residing in the eastern spine of the Headlands the Ventonii are generally peaceful tribe of farmers and hunters. What does distinguish this tribe is their claim to an ancient relic rumoured to be taken from the invading Suel known as the Onnwi. A large standard made of lion skin, the Ventonii know it as *Rashta's* Brother. They have interred the artefact within their sacred mound of *Creg y Bedw*, calling it *Rashta's* Brother for some unknown reason. The cave is used as a testing ground for new spears of the tribe.

Dumanonii (A'on Venteneach)

Riadh: Gwallam

Tribal Marking: Green cloud

This peaceful tribe claims territories south of the Ventonii lands, and like their neighbours lives mainly by fishing, farming and hunting, trading with lowlanders at the annual Brewfest fair.

Gwallam and Mortitgastis are old rivals – saidhs have come to blows over accusations of cattle theft on both sides.

Talamendes (A'on Talaman)

Riadh: Awran Bloodreaver

Tribal Marking: Red spear

Residing in the southern section of the Headlands the Talamendes are the most war-like tribe of the tribes, save for the degenerate Galai Iorn.

Initiation into the Talamendes tribe is brutal, with new spears having to undergo Beory's Cycle, an assembly of all available Talamendes saidhs. The initiate is to walk the line of tribesmen, being beaten by the butts of each warrior's spear, or occasionally feeling the point of the spears as well. Those who fall are cast out from the tribe. It is also practice for enemies to coat their spear tips in venom, but should the initiate survive the poison long enough to reach the end of the Cycle and the ministrations of the Niadh the offending siadh's life is forfeit to the new spear.

The lands of the Talamendes are closest to the Dwur of the citadels and the frequent clashes have hardened the Talamendes. Mercy and defeat are almost foreign concepts to the red tribe and they have little to do with their northern brethren. Their Raidh, Awran Bloodreaver, a cunning warrior who took leadership of the tribe shortly after being given his spear, is distinguished as the slayer of the leader of the Dwur warcompany known as the Gilded Hammers of Sarakast.

Galai Iorn

Riadh: Unknown

Tribal Marking: Black tattoos from head to foot

The degenerate Galai Iorn are thought to be some kind of in-bred throw back to . Existing within the relatively unexplored centre of the Headlands only a few glimpses of the mysterious Headlanders have been forthcoming in the past couple of decades. Recently fatigued and wide-eyed travellers remarked that they were attacked by darkness itself at the behest of the Galai Iorn.

Descriptions of the Galai Iorn vary from hunched, black tattooed in-bred humans, with there even being

wild accounts of their skin being grey and their eyes glowing in the darkness.

The Galai Iorn are shunned by the other three tribes, dismissed as a throwback to darker times. They are cannibals – feeding off Dwur or Flan flesh whenever it becomes available.

Pronunciation

Ao'n Venteneach – AY-on Vent-an-ok

Ao'n Dumanadh - AY-on DOO-man-ad

Ao'n Talaman – AY-on Tal-a-man

Ao'n Iornadh – AY-on YORE-nad

Raidh – REE-ad

Naobhan – NAY-o-van

Na'athair – Na-A-har

Na'rasdha – Na-RASH-da

Na'lubach - Na-LOOB-ok

Dirae – Dir-a

Ao – AY-o

Filid – FILL-id

Saidh – SIGH-ad

Airetusedh – Are-a-TOO-shed

Creg y Bedw – Craig –e-Bed-oo

Galai Iorn – GAL-aye yorn

