

Screams of the Damned

A Two-Round D&D® Living Greyhawk™ Onnwal Regional Adventure

Version 1.1

by **Stuart Kerrigan**

Triad Editor and Reviewer: Hayden Smith

Circle Editor and Reviewer: Pieter Sleijpen

Special Thanks to the playtesters of ONW4-02 *The Hills are Alive* for some truly fiendish ideas utilised in this module.
Special thanks also go to Paul James for proof reading and various editorial amendments

Two wars waged in Onnwal. Not only are the shores of the Dragonshead soaked with the blood of the nations of Onnwal and Shar, but now the Flan tribes of the Headlands are at war, with a malevolent and ancient evil manipulating matters. Could this new threat be the Enemy of which Tarnedas has spoke of? Once more you shall soon hear the maddening screams within the Hills once more. An epic and dangerous module for character levels 4-15 (APL 6-12).

The sequel to ONW4-02 *The Hills are Alive* and previous related modules.

Resources for this adventure [and the authors of those works] include A Crisis Of Faith [Alasdair Coutts & Andy McPhee], Complete Arcane [Richard Baker], Complete Warrior [Andy Collins, David Noonan, Ed Stark], Fiend Folio [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt], Libris Mortis [Andy Collins, Bruce R. Cordell], ONW1-01 Escape from Scant [Creighton Broadhurst], ONW1-02 To Catch a Traitor [Creighton Broadhurst], ONW1-08 Rashta's Brother [Jim Brown], ONW2-05 To Hunt a Traitor [Stuart Kerrigan & Paul Looby], ONW3-01 The Prophet [Paul Looby], ONW3-02 Pytura [Stuart Kerrigan], ONW4-02 The Hills are Alive [Stuart Kerrigan], ONW4-06 Return to Bigby's Modest Home [Andy McPhee, Jeny McPhee & Stuart Kerrigan].

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	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	

3. Sum the results of step 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.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard 2-round Regional adventure, set in Onnwal. All characters from Onnwal pay 1 Time Units per round. All other characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The Galai Iorn have long held a prophecy that a golden haired messiah would come to lead them to victory – one of golden hair who would lay a trail of death and destruction across the Headlands as herald of his arrival.

Rohal Soldas – the treacherous former mayor of Sornhill and the Destroyer of Greenfalls was thought slain in the Headlands in ONW2-05 *To Hunt a Traitor*, his carrion left as food for the Galai Iorn, the dark cannibalistic hill men of the Headlands.

Would that this was so – but the Rohal Soldas that so offended the war-weary nation of Onnwal is no more.

The muddy-blond Onnwalon Soldas fulfilled this prophecy by his acts in Greenfalls, and was seized by the Galai Iorn. Dark restorative magics were worked upon him, and now he has forsaken the Scarlet Sign and accepted his dark destiny as warlord of the Galai Iorn – and the forbidden knowledge that comes with it.

Soldas is indeed powerful now – more so than when the PCs faced him in 591 CY and 592 CY. He is now enthralled and seduced by the dark powers the Galai Iorn worship intends to lead the dark Flan to victory.

Not all that is evil and dark in the Headlands serve Soldas however. The Ebon Coven, an order of witches dedicated to the dark goddess Beltar, who sit on a great source of power that Soldas seeks, are one such group. They too have a chosen one that will come to aid them – in the form of Natalia Keldas, betrothed of Milos Faskel. Her time will come shortly, but so too will her wedding.

DEEDS PAST

The *Wailing of the Damned* is the sequel to ONW4-02 *The Hills are Alive* and also interconnects with many of the previous Onnwal modules. Exactly what modules have been in this story arc? It might actually be quicker to say which ones haven't been in it – and even then we won't because we don't want to ruin our quiet foreshadowing. Here are some we can confirm at this stage:

In ONW1-01 *Escape from Scant* patriots of Onnwal may have obtained the spear Falinreth from a Flan barrow during their escape.

In ONW1-02 *To Catch a Traitor* patriots of Onnwal crossed swords with Rohal Soldas though he inevitably escaped.

ONW1-08 *Rashta's Brother* revealed the Ventonii tribe and their standard, Rashta's Brother.

In the Summer Weekend in Onnwal Special Two if by Sea patriots of Onnwal discovered an experimental Scarlet Brotherhood ship that could turn invisible. The stone that allowed this powerful magic was the same stone that the noniz have in this module. This was also the first module the Dreamstealers appeared in.

In ONW2-05 *To Hunt a Traitor* patriots of Onnwal finally put paid to the traitor Rohal Soldas – who had been sent into the Headlands by Kesh Kekarav Madi. Leaving Soldas in the ‘tender’ care of the Galai Iorn, the dark Flan of the Headlands, either dead or seemingly about to be dead.

In ONW3-01 *The Prophet* patriots of Onnwal met a cryptic fellow named Tarnedas who talked about an enemy and other things they did not rightly understand.

In ONW3-02 *Pyrtura* patriots of Onnwal foiled an attempt by Kekarav Madi’s servants to kill Duchess Sailema of Sornhill, but were unable to prevent her child from being kidnapped by Madi. Tarnedas appeared in Sornhill and a loose alliance with the Free State and Tarnedas’s cult began.

In COR3-13 *Traitor’s Road* patriots of Onnwal learned that Bigby, archmage of the Circle of Eight, willingly allowed the Scarlet Brotherhood to invade Onnwal. This seems to be part of some bigger plan that may involve the Dreamstealers and events that have since unfolded in the Headlands. Few patriots of Onnwal have no love left for the archmage and it has driven them into the arms of such dubious alternative allies as the Ahlissans and even the Traitor, Rary of Ket!

In ONW3-07 *To Kill a Kesh* patriots of Onnwal finally caught up with Madi. He had taken Veryanna into the Tal Marith – a terrible eldritch dungeon below Scant. They confronted him in a lava-filled cavern and rescued the child. They encountered Dreamstealers seemingly with fire-related powers and there are those that think (right or wrong) Madi was a priest of He Who Slumbers!

In ONW4-02 *The Hills are Alive* patriots of Onnwal found a war in the Headlands had begun between the Talamendes tribe and the Dumanonii and Ventonii tribes.

In ONW4-06 *Return to Bigby’s Modest Home* loyal patriots of Onnwal entered Halmarn at the behest of Andrui, an old apprentice of Bigby, to retrieve a relic from Bigby’s house on Greenleaf Street. The relic was made of the same stone as the stone in *Two if By Sea* and seemed to act as a spellpool. It was donated to the academy of Delleb.

In response to this in ONW5-01 *A Theocratic Coup: When Thegns Go Wrong* priests of Moradin overthrew the Thegns of the Dwur citadels in order to close their doors to the Dreamstealer threat.

ITEMS OF NOTE

This module brings together strands from modules as far back as ONW1-01 *Escape from Scant* and as such it is

possible for the PCs to have obtained numerous unique items and cohorts.

Falinreth the Talking Spear features heavily in this module. It was possible to obtain this spear in ONW4-02 *The Hills are Alive* and though few of the PCs possess it, it shall help explain exactly what is going on. For the most part the spear is sullen when spoken to but points where it spouts out exposition are highlighted in boxed text within this module.

ADVENTURE SUMMARY

ONW6-1 *Screams of the Damned* is a 2-round regional starting and ending in the town of Notil, but mostly taking place in the Headlands. It is recommended that entire tables with the Favour of Rary do not attempt this module, but they are not disallowed. Individual characters with this reward may attempt this module but at great risk.

Encounter 1 [The Evening’s Festivities]: The PCs attend the banquet after Natalia’s wedding and are able to rub shoulders with the good and great of Onnwal, and the not-so-good and not-so-great of Onnwal. Numerous optional roleplaying encounters are supplied here and are recommended for groups that are not subject to a convention time limit.

Encounter 2 [Night Watch]: The PCs arrive to discover that Natalia has been stolen away from her wedding bed by a flying darkweaver. This creature is a servant of the Ebon Coven, a group of witches dedicated to Beltar, the Suel god of darkness, despair and secrets. The creature, a darkweaver, looks akin to a dreamstealer, so the PCs should naturally suspect the evil that lurks in the Headlands.

Encounter 3 [The Searchers]: Search parties are organized to look for the Lady Natalia Keldas. The PCs can form one such search party if they wish. Tarnedas of the Gulls joins their party.

Encounter 4 [A Different Marking]: Early on in their journey the PCs encounter the grizzly markings of a Flan fellow staked to a disc. This is reminiscent of encounters in ONW2-05 *To Hunt a Traitor* and ONW4-02 *The Hills are Alive*.

The difference this time is that the corpse on the disc comes to life when the PCs are close enough to examine it, and that it is powerful spell-casting spellstitched zombie!

Encounter 5 [The Wanderer]: The PCs encounter Andrui, self-proclaimed apprentice of the archmage Bigby. He provides them with the location of Natalia Keldas, as well as mentioning that there is a noniz burrow and a Flan war party nearby.

Encounter 6 [The Noniz Burrow]: A group of noniz is under attack by dreamspawn. The PCs can enter the burrow and aid them, but they notice that the women and children are being safely kept in one of the rooms, guarded by an old loremaster.

Once all the dreamspawn are dispatched the loremaster seals off the burrow with his stone.

Encounter 7 [Chief Mortigasus]: The PCs encounter the Rhiad of the Ventonii and his men fighting dreamspawn. They note that the shaman of the group is able to fight off the dreamspawn by using Rashta's Brother, an old item of power taken from the Suel by the Flan of the Headlands.

Encounter 8 [The Ebon Coven]: The PCs approach the lair of the Ebon Coven, and fight with the creature that stole Natalia Keldas. They also encounter a half-orc witch who tells them that Natalia is a chosen one of their prophecies and is to fight and destroy the evil that lurks in the Headlands. She implores the PCs not to rescue Natalia, but resorts to violence if they do.

Encounter 9 [The Deeper Delve]: The PCs follow Natalia's trail deeper into the coven's lair and must choose to either interrupt the coven's ritual on her, or watch as Natalia fights the leader of the Galai Iorn. What the PCs do not know is that Natalia is destroyed in the ensuing fight, and while the leader is wounded, he is not destroyed.

Encounter 10 [The Escape]: The PCs must escape with the dreamspawn chasing them.

Encounter 11 [The Warning]: The PCs arrive with scarcely a few hours to warn Notil of a full blown attack from the dreamspawn.

Encounter 12 [The Town of Notil]: Depending on whether the PCs defended the noniz or the Flan they can attempt to save the town one of two ways. The PCs can try to ward the town using the noniz's stones. If they aided the Flan then as the PCs are evacuating the town it becomes clear they have no chance of getting the people of Notil clear; the dreamspawn menace will overtake refugee columns. Instead the PCs, Tarnedas and Duke Gellen are called upon to guard the rear. The PCs are required to fight the Dream-ick whilst Gellen and Tarnedas sacrifice themselves. At the end of the module the dream-ick is stopped as it absorbs Tarnedas and Gellen.

In the case where the PCs are using the noniz stones to ward Notil, there is a weak area in the defences that the noniz must reinforce. Again the PCs must buy them some time, fighting on the walls.

INTRODUCTION

Begin the scenario by reading aloud or paraphrasing the following:

By the banks of the Yoreill lies the vale of Notil and within its mighty walls, hewn from the limestone of the Headlands, 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 town of Notil is abuzz with the upcoming nuptials of Sir Milos Faskel, Honourable Glaive Martial of the Order of Azharadian and the lovely Lady Natalia Keldas. Bonds were forged in those dark years between the houses of Faskel and Keldas, bonds that shall be strengthened by the marriage of these two scions.

Invitations to the wedding have been issued to the good and great of Onnwal, and to those from foreign shores. The atmosphere in the village is as joyous as can be found in these trying times – though there still remains the same reserved attitude towards strangers that has been ingrained on these people by a hard won war that left scars that have yet to heal.

It was these nuptials that brought you to Notil. You have traveled as escort to the merchant Randolph of Sornhill, who bears supplies to Notil Castle.

Anyone who has Disliked/Disfavoured Status with anyone in House Keldas or Faskel are given the lowest seats in the festival, along with the lowest quality food. They were not invited but hospitality demands all be welcomed (even grudgingly). They have found the Helm and Hammer tavern to be full and are reduced to sleeping in the common room at a grossly inflated rate.

PCs to whom the House of Keldas or Faskel are Indifferent, or who are not nobles are invited to the celebrations after the wedding, but are staying at the Helm and Hammer tavern (paid for by Upkeep).

PCs who are nobles or Well Liked by the Houses and are not half-orcs are invited to the ceremony and are staying at Castle Notil. Half-orcs are staying at the tavern.

The lodgings of the PCs is relevant in Encounter 1 and Encounter 2.

ENCOUNTER 1: THE EVENING'S FESTIVITIES

Read the following, modifying it by the initial locations of the PCs:

Amidst the bustle of the good and great of Onnwal within the chapel of Castle Notil you sit patiently. At the end of the chapel stands the Baron and three knights, including the young Sir Milos Faskel, Duke Gellen Cadwale and Baron Halrend Lorendrenn, one time rivals for the leadership of the Glaives of Azharadian. At the other side stands the fair Lady Natalia Keldas and her maids of honour, who have long prepared for this day.

Performing this ceremony are the high priests of Heironeous, and Jascar, Sturrend Keldas, and Everg Kosrel.

As the last words of the ceremony are spoken, your eyes are drawn to the common folk seated toward the rear of the crowded chapel. Among them of note is an old man dressed in white, the one they call Tarnedas of the Gulls, muttering to a pale-faced fellow who nervously fiddles with a purple quill. All the while a white clad female sits behind the old man, watching him intently, clearly a bodyguard.

Finally the ceremony is complete and the doughty Baron declares, "Let us eat, for I am well starved."

The procession leads through to the great hall where food and drink for all are provided, and you are invited to sit and sup.

Now the PCs have a chance to socialize and speak with the NPCs present at the wedding. Remember to reward good roleplaying with circumstance bonuses to any diplomacy/gather information checks.

☛ **Gellen Cadwale:** Duke of the Azure Coast and Glaive Superior of the Order of the Golden Sun.

Appearance: Of medium build and 5'9" Gellen Cadwale appears to have aged beyond his years. His steely grey hair is subtly whitening, and his brow is now furrowed. Gellen's countenance is always serious now and his grey eyes seem to stare into the distance - to the outward observer he seems to bear the mark of one who carries the fate of the world on its shoulders.

Personality: Certainly he claims to carry the fate of the knighthood, if not the world on his shoulders. Gellen was unwittingly responsible for the murder of all but a few of the Glaives of Azharadian during the fall of Onnwal. Trying to redeem for his error he is weary. He has a feeling his time as Glaive Superior will be short and he is beginning to find a certain peace in the inevitability.

☛ **Halrend Lorendrenn:** Baron Dunheern, Glaive Valorous of the Order of the Golden Sun.

Appearance: A striking 6'3", of strong build and with prominent Oeridian features, Halrend has the bearing and posture of a professional soldier, for which House Lorendrenn has a strong tradition. Indeed the family crest bears a golden bolt, symbolising its dedication to the ideals of Heironeous and Azharadian.

Personality: Halrend fought with distinction in Idee during the wars. Since the events of the Glaive trilogy he has made peace with Gellen and agrees that the Order needs new blood. If asked he mentions a year ago he would have never thought he and Gellen could be breaking bread together, though privately he has concerns that Gellen is not himself.

Rumours: DC 10 Gather Information or DC 10 Diplomacy Check. He heard the Glaive Superior talking to no one, mentioning he saw Gellen talking to himself and muttering the words, "Soon", seemingly to invisible comrades.

☛ **Tarnedas of the Gulls**

Appearance: Tarnedas is clad in a simple white robe. His hair is white and falls unkempt about his shoulders. Lines of age and care mark his sun-kissed face, yet there is a look of absolute peace and serenity in his intense blue eyes that touches any that look upon him to the heart of their being.

Personality: Tarnedas believes himself to be the messenger of Phaulkon on the Oerth and divines his Master's will from the calls of the birds around him - whom he calls the Parliament of Birds. He is otherworldly, utterly serene, calm, unhurried, wise and detached. He speaks cryptically and rarely gives a direct answer, preferring often to answer it by posing another question in return.

Every PC who is able to see Tarnedas must make a DC 20 Will save or be affected by the awe and reverence of Tarnedas. The effects are similar to that of a *charm* person spell.

With Tarnedas is Dynarra, a follower of the Path of the Talon (which teaches unarmed combat in the Suel tradition).

☛ **Marquel:** Nyronnese Paladin of Delleb

Appearance: Staunchly Oeridian with jet black hair Marquel has a pale pasty complexion and seems almost sickly at times.

Personality: Marquel is a wounded fellow. Before the Greyhawk Wars he led an expedition to the Tilvanot Peninsula. His experiences are recounted in his book on the Scarlet Sign, and he had to recuperate in a Sunndian monastery on his return.

Marquel published the definitive work on the Scarlet Brotherhood after the Greyhawk Wars. He intends to probe the PCs for their part in the War of Rebellion, with emphasis on Scarlet Brotherhood tactics.

Rumours: DC 5 Gather Information or DC 5 Diplomacy Check. He talks about a ziggurat of blackness and shadows that were unleashed by the Brotherhood. He is convinced the Brotherhood worship He Who Slumbers and that their true strongholds of power have not been found by the Free State.

☛ **Everg Kosrel:** High Priest of Jascar

Appearance: A tall, broad man of 50 summers, Everg is tanned and weatherworn. He was a miner before he became a priest, and he never forgets his roots.

Personality: Everg is not one for pomp or show, and this shows with the awkwardness with which he sits amongst the commoners. He prefers to rely on wits, strength and 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 is fearful that evil is afoot in the Headlands. He can tell the PCs of this in the rumours at the wedding (see below).

☛ **Baron Faskel and Baron Keldas:** Both nobles are dressed in ceremonial garb and can be frequently seen indulging in too much wine. They are far too busy to speak to the PCs, running the household, the wedding and trying to find time to exchange pleasantries with everyone who has attended the wedding.

☛ **Milos Faskel:** The groom.

Appearance: This young man of 30 is quite a dashing figure of chivalry with his curly blond hair and 5' 11" build. The youngest of the surviving knights, what Milos lacks in battle-tactics and experience he makes up for with enthusiasm and energy.

Personality: Milos is quite jubilant today with his marriage to Natalia Keldas. He is well-spoken and well-educated if somewhat hapless when it comes to being tongue-tied and saying the wrong thing at the wrong time. What he lacks in diplomacy his wife more than compensates for.

☛ **Natalia Faskal:** The bride.

Appearance: Strawberry blonde of tress, with pale skin, Natalia wears her hair in an Oeridian fashion.

Personality: Natalia is content with her marriage to Milos and the union between Houses Faskel and Kalderon. When not engaged in social niceties it becomes apparent by distant looks that she is troubled by something.

Milos and Natalia do not tarry overly long – they wish to retire for a more private celebration of their union and must spread themselves around the attending guests.

RUMOURS AT THE WEDDING

There are many rumours the PCs can hear at the wedding. A DC 5 Gather Information uncovers one of the following rumours:

- *“Natalia Keldas went to Nyronnd as part of a diplomatic overture to King Lynwerd during the War of Rebellion. The King didn't send any men to fight the strawhairs, all he sent was that Dellebian scholar over there, Marquel.”*
- *“I'd expected to wear this dress to His Noble Prominence's wedding to the White Rose of Sornhill. They were meant to be wed in 592 CY but the sacking of Longbridge put that on hold. Then there were the campaigns in the Volanots, but it seems to have fallen by the wayside. What are they waiting for or do they want a wedding in a rebuilt Scant? If I didn't know better I'd say Sailema's affections were for another man, particularly when Jian was willing to sacrifice Sornhill to save Killdeer two years back.”*
- *“Ecalina, Natalia's lady-in-waiting says the poor girl has been plagued with nightmares from a very early age. I hope she doesn't keep awake brave Sir Milos.”“Been a lot of those hills men*

on the edge of the Headlands. Some are even appearing on our roads, leaving Onnwal for the west.”

- *“Scant destroyed! All that fighting and our capital is gone. So much Onnwalon culture has been lost!”*

OPTIONAL EVENTS

The following are optional events to be sewn throughout the freeform roleplaying. If you are likely to be pressed for time do not use them all.

The Tribesmen

Two figures enter the hall. The taller man is Casnar of the Flan, a Talamendes tribesman exiled for practicing druidic magic against the edicts of the fiercely matriarchic Naobhan. If a player has Casnar as a cohort and is playing on a full table Casnar can still be persuaded to join the PCs (use the stats the player carries). Casnar functions as an NPC purely under the control of the DM and assuming he survives the scenario does not receive any experience or gold from this scenario.

CASNAR

If a PC chooses to use bring Casnar along for the ride on a full table, make them aware of the following:

1. No Experience or gold is awarded to Casnar for participating in the adventure.
2. The DM controls Casnar throughout this module.
3. Any consumables used during the module is counted as being permanently used.
4. And most importantly – If Casnar dies in this module the death is treated as a normal cohort death.

Only one PC may bring Casnar along. If more than one PC has Casnar as a cohort then they must decide among themselves who brings him.

The shorter fellow is Gyraech of the Dumanonii, a friend who provided food for Casnar during his exile. As a member of a rival tribe he was not expected to aid Casnar.

The tribesmen seek food and water and are brought plenty by the drunken Baron Faskel. Casnar escorted Gyraech and his wife to the lowlands as they are seeking to leave the Headlands. His wife, Nyaen, was slain by a Talamendes war party that Casnar and Gyraech dispatched. They are reluctant to share their story with the people, but do so if and when bidden. Tarnedas listens well to their story but does not comment, though he eyes Casnar with great interest.

The Baron (who has had too much wine) does not believe the Talamendes pose a threat to Notil. If the PCs do not press the point Gellen mentions the threat of the strange dark Flan and dream-creatures that rumor mentions.

Snakes and Ladders

Read aloud or paraphrase the following at some point:

The doors to the great hall open and in swaggers a well-dressed gentleman of short stature and dark tress.

"I present Lord Thyrrian Lhandrast of Wyverntor," says a herald, red faced and struggling to keep up with the new entrant. "Ambassador to the United Kingdom of Ahlissa, here on behalf of Duchess Sailema Relaster."

"I bring you greetings from the Storm Coast and from the fair city of Kalstrand," he says with a bow. "Her Ladyship is detained by matters of state. All is not well within the town of Sornhill despite the toil of those who labour there. There is so much to rebuild..."

Thyrrian makes his entrance as grand as possible. With a flick of his fingers a priest of Zilchus scurries in with gifts of salt and silver to the couple from the Duchess. Not one to be outdone he presents to Natalia a comb, wrought of platinum and gold, set with moonstones from his holdings in Wyverntor. The comb is said to enhance the beauty of any woman who uses it in the morning. To Milos he presents an axe, said to have belonged to the now-destroyed House Vir and "liberated by my own hand from a very zealous follower of Hextor's furnace".

Natalia is charmed by the gesture while Milos is grave but polite. Thyrrian joins the crowd of merrymakers on the noble's table, while the Priest of Zilchus joins the commoner's table, partaking in strong mead at the first opportunity.

☛ **Thyrrian Lhandrast:** Ahlissan Ambassador and Hero of Sornhill

Appearance: Only 5 ft. 4 Thyrrian has learned to make up for his relatively diminutive height with showmanship and flare. He comes from a wealthy nation and is not afraid to remind the Onnwalons of this.

Personality: During the celebrations he wears a permanent smile that acts as a mask for his true emotions. He flaunts his favour with the Duchess (some say over the Szek now) and subtly reminds all that Ahlissa is nominally an ally of the Free State and makes a point of 'pressing the flesh' with all and sundry, even making a show of joining the commoners briefly (though he cannot abide them in reality).

If any PCs bear the Bounty of Ahlissa on ARs from TSS3-07 *Osson's Lance* or the Consecrations Interactive (Towercon '03) he beams with recognition at them, asking them if they put their gifts to good use.

Thyrrian is proud to be representing the United Kingdom of Ahlissa, but he is here on the invitation of "that dear child", Duchess Sailema Relaster. He is quite willing to order vassals of the Duchess around as if they were his own vassals. Sailema does not look well on any poor treatment of Thyrrian, and if he gives a poor report of their behaviour they receive Disfavoured status with her for the next 5 Onnwal regional scenarios.

☛ **Lonash Mullorin:** Ahlissan Priest of Zilchus and Representative of the Royal Merchants Guild of Ahlissa

Appearance: Lonash is a portly, greying fellow in his late 40s with a well-rounded nose and dark eyes that drift from corner to corner.

Personality: Lonash is a priest of Zilchus far from his homeland and forced to sit on the commoner's table. He tries to soften the blow with mead and within an hour of his arrival is quite drunk.

If talked to by the PCs Lonash complains bitterly about Thyrrian's exuberant lifestyle. If they act in a friendly manner he is even willing to confide that he is fairly certain Duchess Sailema and Thyrrian are having a relationship behind the Szek's back, and poorly concealed at that. He is adamant of this.

The Bird-Man Ridiculed

Tarnedas has remained at his seat on the commoner's table and has not spoken once during the festivities, save to Marquel and the PCs. There is a brief lull in the conversation there, when a commoner decides to ridicule Tarnedas.

Read aloud the following to those on the commoner table:

"Entertain us birdman," says a burly miner, clad in his finest clothes, with a half-eaten plate of venison before him. He has obviously taken to the practice of quaffing – as from the smell and look of him he has half a flagon of ale upon the front of his clothes.

"Quiet, Uirach," says a thin, greying woman beside him.

Tarnedas says nothing and looks at the man with a mixture of pity and amusement.

"What – no chirp from the bird man of the Gulls?" says Uirach. "Do you need fed birdman?"

He picks up a bread roll from the table and begins to pick at it, throwing crumbs at the old man.

Uirach is a bigot. He has little love of Suel – the Scarlet Brotherhood killed his brother and the hatred that has kindled has been extended to the Suloise. He is not a murderous zealot, simply all words and no action.

If the PCs do nothing to intervene, then the disciple beside Tarnedas turns red with rage and rises from his seat. Silence falls over the room, and Tarnedas places his hand on the shoulder of the raging woman to calm her.

If the PCs look likely to intervene, Tarnedas prevents any violence from breaking out. Either way Uirach storms out into the courtyard only to return later, his clothes seemingly soiled by bird droppings. If any PC helped Tarnedas they see him looking amused later on, and his gaze leads them to the humorous sight. This PC gains the benefit of a *bles* spell for the duration of this scenario.

Wrath of the Disciples of Tarnedas

About two hours after Uirach leaves Castle Notil he can be encountered cornered in the main street by Dynarra, the Follower of the Talon. Dynarra rebukes him for his earlier treatment of Tarnedas and moves to strike him (for non-lethal damage, at least to begin with, she has no intention of killing him).

◆ **Dynarra:** female human Mnk4: AL LN; AC 21; hp 32.

◆ **Uirich:** male human War 2: AL CN; 13, hp 15.

Development: If the PCs intervene on Uirach's behalf he ridicules their efforts to help, claiming that he is more than a match for strawheads, be they bedecked in white or red. However a successful DC 20 Diplomacy check (modified by good roleplaying on the PCs behalf) can persuade both Uirach and Dynarra to back down.

If the PCs decide to attack either one of them the PCs are more than a match for either. However the town guard takes a dim view of this. If deaths occur the PCs are held responsible and prosecuted to the fullest extent of the law.

DEVELOPMENT

This is free-form roleplaying for the most part, a chance to allow the PCs to interact with the high and low of Onnwal's society. Allow player driven interaction and be prepared to improvise. When you are ready (and either the PCs or NPCs have retired) go to Encounter 2.

ENCOUNTER 2: NIGHT WATCH

This encounter is primarily of interest to any PCs to whom the Baron's hospitality has been extended. A scream echoes through the halls of Castle Faskel.

PCs who were not sleeping (such as those who are drinking until the sun rises) can identify the scream as coming from the bedchamber now shared by the newlyweds Lady Natalia and Milos Faskel. They must either force open the door, requiring a successful DC 20 Strength check, succeed at a DC 25 Open Locks check or use some kind of magic to enter the room. Each round a guardsman arrives to provide a +2 bonus to the Strength check, allowing the PCs to be there in time to witness the following:

The bed is empty, and the sheets are thrown across the room, with the obvious sign of a struggle.

The body of Sir Milos lies slumped on the floor, insensible to the situation around him. Lady Natalia was less fortunate, and is clutched in the grasp of a spider-like thicket of writhing shadow. Tendrils that clutch the young maiden – who is limp and silent in its embrace.

It lurks now by the open window. Outside it is dark.

With a loud shriek the creature floats from the window ledge clutching the young pallid bride Natalia.

A successful DC 25 Spot check reveals that there are a score of these shadow creatures in the darkness outside the window.

It is entirely possible for the PCs to mistake these creatures for dreamstealers, servants of the Enemy that they have encountered in previous scenarios. It is unlikely the PCs have fought darkweavers before so they should not recognize them.

If the creature is slain it drops Natalia Keldas to one of the other waiting darkweavers. There are twenty of them, more than enough to survive any fire they draw from the PCs. The darkweavers escape with their quarry regardless of casualty and only a PC who happens to be carrying a weapon at the right place and right time should be able to make any inconsequential interventions.

PCs who were not awake at the time should be able to dash into the courtyard to see the darkweavers fly past, and (unlikely though it seems) any PC walking Notil's street at night may remark to see Natalia seemingly flying of her own accord through the dark night sky. Allow these PCs brief and misleading descriptions of the flying darkweavers.

All APLs

◆ **Darkweaver (20):** hp 49 each ; see Appendix 1.

Development: Natalia has been taken. Guests of the Baron are gathered in the feast hall where a ruddy-faced Baron Keldas sends word to the town and in the morning vows to arrange search parties. The PC's are asked to assist with the search and to meet back in the hall in the morning. If asked why they are not starting the search now they are informed that some groups have been dispatched and all available diviners are trying to locate here using magic.

If there are any PC diviners in the party they are more than welcome to use their spells to try to assist in this process. In this case you need to refer to later sections of the module to provide answers, however please ensure you do not give away too much just yet but simply subtle clues as to the creatures they may face such as:

- Undead constructions guard the way.
- A Traitors apprentice watches as the quarry is carried to its destination.
- The slaves of old will be attacked in their homes.
- Those enarmored by the white one will risk all for the future of the lands.

ENCOUNTER 3: THE SEARCHERS

PCs who are guests of the Baron automatically know that a meeting is to be called at first light. Word shall filter to the Helm and Hammer if PCs are staying there. In the crowd of would-be-searchers those who have the Favour of Rary may gain some anonymity, but this cannot last for long. Assuming any PCs attend Castle Notil read aloud the following:

The mood in the great hall of Notil Castle seems like a twisted reflection of the previous night's joy. A ruddy-faced baron and the other gathered nobles, in addition to bleary-eyed servants and other commoners shout in pandemonium. Sir Milos is nowhere to be seen.

Eventually Duke Gellen restores order in the hall and suggests that the people of Notil should try to seek out Lady Natalia.

The nobles present listen patiently to any information regarding the Flan war or dreamstealers that the PCs may have to offer. If the PCs are new to this storyline then Casnar relates what he knows about terrible creatures abroad in the night.

After some loud discussion amongst commoner and nobleman alike, Kalderon Faskel maintains order by banging a tankard loudly upon the Baronial table (suffering from a hangover himself and wincing with numerous of his guests), requesting the lords (or if appropriate ordering his vassals and the common folk present) to consider dividing into search teams to try to track down the missing Lady Natalia Keldas.

He provides a brief summary of the following facts:

- During the night runners have been dispatched to the village of Grovehill. Faskel is confident the Provost of Grovehill arranges a thorough search of the area, but they shall turn up nothing he expects.
- Duke Gellen and his men shall ride forth to the area surrounding the Pillar of Azharadian.
- Brave Sir Dorlan Maldrenn and a score of the Glaive Cohort intend to investigate the northern section.
- The PCs are given the choice of scouting out the southern territories of the Galai Iorn lands, or sending word to Silvervale, in the hopes Baron Halshas's men may have seen or heard of the creatures. Either way takes them on the same route initially.
- Milos Faskel is currently indisposed after the attack, but he joins a search party as soon as he is able.

Development: The PCs should go on the search mission, either to Silvervale or to the Galai Iorn lands. Either way, go to Encounter 4. Any PCs who do not wish to go should complete the RPGA Tracking Sheet and leave the table.

Those PCs who continue find themselves in Encounter 4.

ENCOUNTER 4: DIFFERENT MARKING

Once the PCs have begun to search for Natalia read aloud or paraphrase the following:

After two hours on the road the hills begin to wind gently in the distance. Atop the next hill a cool mist hides the peak, but even through the thick mist a circular silhouette can be seen. Is that a man within the silhouette?

Those who climb the hill get halfway before seeing a Flan human staked to a disc with ritualistic writing in blood staining the disc. See below for the writing.

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 disemboweled and cut from throat to chest. Chillingly, little sign of any intestines can be found...

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?

This encounter is similar to those in ONW2-05 To Hunt a Traitor and ONW4-02 The Hills Are Alive. If the PCs have played these adventures, and have been paying attention this should be familiar, though familiarity could breed a dangerous lack of caution. A successful DC 30 Spot check would notice something unsettling about the corpse.

Falinreth, The Talking Spear

If brought within 30 ft. of the spellstitched ghoul (even when it has not animated) Falinreth yells, "Foe! Foe! Foe!"

This may alert the PCs to the danger. If asked the spear will explain the corpse on the disc is a foe and will attack the PCs. It does so in a very verbose and flowery speech, during which time the zombie animates and attacks.

Creatures: This time the corpse on the disc is a spellstitched ghoul that is told by the Enemy to remain still until nosy parties of Onnwalons read the script on its disc, before letting loose with a spell (varies according to APL).

Once that happens it lowers its legs onto the floor and may move around, dragging the disc behind it (which can function as a tower shield for providing an armor class and cover bonus, despite the zombie not being proficient in it).

APL 6 (EL 8)

☛ **Spellstitched Flan Hero** (1): hp 47; see Appendix 2.

APL 8 (EL 10)

☛ **Spellstitched Blasphe** (1): hp 147; see Appendix 3.

APL 10 (EL 12)

☛ **Spellstitched Advanced Blasphe** (1): hp 201; see Appendix 4.

APL 12 (EL 14)

☛ **Spellstitched Advanced Blasphe** (1): hp 260; see Appendix 5.

Tactics: They attack any living thing till either its destroyed or all the living creatures are.

Treasure:

Looting the corpse:

All APLs: Loot – 0 gp; Coin – 0 gp; Magic – 0 gp.

Development: Once the fight is over, or before the fight from a distance, the PCs might have several questions about this particular body and the others further away.

Who is this man?

Players of the ONW1-08 *Rashta's Brother* or ONW4-02 *The Hills are Alive* recognize the remains of this man as a warrior of the Ventonii tribe. A successful DC 15 (or 5 for Headlander PCs) Knowledge (the Splintered Suns) check allows players who have not played these modules to recognize him.

How long has he been dead?

A DC 15 Heal check taking 10 minutes (and the body must be examined from nearby) shows the body is fresh and that he has been dead less than a day. A *detect magic* reveals a faint magical aura (the spell is *gentle repose*) which is recognized as Necromantic with a DC 17 Spellcraft check.

What does the blood on the disc say?

The message is in Flan, and reads:

*"You have come into my reach,
A lesson in death I seek to teach."*

At this point the spellstitched creature in the disc attacks if it has not already, attempting to cast a destructive spell.

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 as fresh and preserved as the one detailed here. They similarly attack if examined but can be easily avoided if not provoked.

This scene of carnage may be quite familiar to the PCs who have played ONW2-05 *To Hunt a Traitor* or ONW4-02 *The Hills are Alive*. However, those corpses remained still and didn't cast spells at the PCs. The most recent reports of these discs were two days inwards travel – whoever did this is clearly expanding their influence. The PCs are not yet a day out of Notil!

Once the PCs are finished with the gruesome markings, all they can do is proceed.

ENCOUNTER 5: THE WANDERER

Some three or four hours after the encounter with the zombie, the PCs have traveled deep into the inhospitable terrain of the Headlands. The journey has been uneventful, although more discs have been occasionally visible in the distance, through a creeping mist that permeates the area. This does not affect visibility, but makes the air clammy and cold, with a growing sense of unease.

As the PCs travel on, they become aware of a flash of lightning, the sound of spellcraft and a figure on the trail a short way ahead. Four dreamstealers surround him but with his staff and a barrage of suitably impressive volleys of spells like *magic missile*, *lightning bolt* and so forth he shall put paid to them before the PCs are within range to intervene, for this is Andru, puissant mage, student of Bigby and one-time resident of Scant. He appeared in ONW4-04 *Return to Bigby's Modest Home*.

If the PCs met Andrui in ONW4-04 *Return to Bigby's Home* he greets them with a calm nod, seemingly oblivious to the thaumaturgical violence he just committed, "My father used to map these very hills for the Szek. In many ways I'm continuing his work."

Otherwise he greets the PCs as "a mere wanderer in these hills." He does not mention Bigby at all in his dealings with the PCs. He is a subtle man, much like his master.

☛ **Andrui:** Male human WIZ10+ (AL N).

Appearance: A Man in his early thirties who is both tall and thin, as war, study and hardship have meant that the rotund frame that he once possessed has faded. Andrui is striking with long black hair that shows only the subtlest hues of gray, and is impeccably clean-shaven.

Development: It is likely the PCs have many questions, below follow a few of the more likely ones and their answers.

Q. Who is your father?

A. "A mapmaker, we had a shop by the temples. Fire claimed it years ago, and my father... But this is no business of yours. His new shop was doubtless reduced to ash in Scant's ruin."

Q. What are the dreamstealers/those monsters you fought?

A. "Dreamstealers. The Enemy's soldiers – legion, and growing in number."

Falinreth: "They are foes to be slain. Souls corrupted and taken to the Gyre. They remain the stuff of dreams until we can destroy the infernal Gyre and release all the souls."

Andrui: "What an interesting spear. I would love at length to interrogate it in a more congenial surrounding."

If a PC (or PC's) with Falinreth do allow Andrui to interrogate it they receive the special favor of Andrui at the module end. They must play 1 module without the spear.

Q. Who is the enemy?

A. "A force that lies in the lands of the dark Flan. The Great War stirred it from its sleep and the violence of your war with the Scarlet Brotherhood has now empowered it to move. It has taken power from the passing of souls on the Dragonshead. More than this I cannot say."

Q. What do you want with us?

A. "To the east a clan of noniz will fall to the Enemy. Left unchecked they shall join the numbers of the dead."

"To the south a Flan chieftain, the leader of the Ventonii, makes his last stand beneath the mountain lions standard. Both shall fall left unaided."

Falinreth, The Talking Spear

At mention of this the spear insists the PCs attempt to save the Ventonii. A successful DC 20 + APL Will save is required to avoid the PC falling under a suggestion and resolutely setting upon this course of action.

Q. Why don't you help them?

A. "I shall do what I can, but I am but one and I am afforded precious little resources by my master. I can be in but one place. I will aid the ones you don't."

Q. Your master Bigby sold us out... why didn't he help us against the Brotherhood?

A. "If it were not for your war with the Scarlet Sign then the evil in the hills would have awoken at a more... inconvenient time, and with even greater strength that even my masters might be not be able to stop with all their dweomers."

Q. We are looking for a woman taken by a dreamstealer/monster.

A. If the PCs describe Natalia or the thing that took her Andrui says that one such thing flew over his camp the other night. Strangely he had wardings to warn him of the approach of a dreamstealer but this got through. He states the direction it flew in and this can lead the PCs to the Ebon Coven if they continue in that direction.

Andrui's information gives the PCs a choice of how to proceed. If they go to the noniz burrows proceed to Encounter 6. If they go to the Flan run Encounter 7. Alternatively they do not trust Andrui may decide to pursue Natalia, in which case skip to Encounter 8.

Andrui helps whomever the PCs choose not to help.

ENCOUNTER 6: THE NONIZ BURROW

Numerous other burrows dot the region, but this one serves as a communal gathering place for the noniz. They were holding a weekly council in this burrow when the dreamstealers attacked, forcing the noniz to retreat. See Appendix 7 for a map of the area.

One of the noniz elders, a fellow named Breddis, was old enough to remember the legends of these creatures and thus was able to activate some old magics in the burrow that protect one room from the incorporeal creatures, effectively sealing it off.

1. ENTRYWAY

This entryway leads into the burrow. It is hewn into the side of the hill and held up by wooden supports. A dozen dead noniz warriors litter the hall and noniz shrieks can be heard from area 2 and 3.

2. COUNCIL HALL

In this room are 15 noniz as well as a number of dreamspawn creatures. The noniz are overwhelmed by the sheer power of the creatures and require assistance, or at least escort into the safe area in Room 3.

Numerous overturned chairs once seated and comforted the noniz during council sessions.

All APLs

☛ **Gnomes, a.k.a. Noniz (15):** hp 5 each; see *Monster Manual* page 149.

APL 6 (EL 8)

☛ **Dreamstealer spawn Follower of the Voice (2):** male dreamstealer spawn human Mnk4; hp 43, 43; see Appendix 2.

APL 8 (EL 10)

☛ **Dreamstealer spawn Follower of the Voice (2):** male dreamstealer spawn human Mnk7; hp 65, 6; see Appendix 3.

APL 10 (EL 12)

☛ **Dream mind killer:** dreamstealer mindflyer; hp 61; see Appendix 4.

☛ **Dreamstealer spawn Follower of the Voice (2):** male dreamstealer spawn human Mnk7; hp 65, 65; see Appendix 4.

APL 12 (EL 14)

☛ **Dream mind killer (3):** dreamstealer mindflyer; hp 61 each; see Appendix 5.

☛ **Dreamstealer spawn Follower of the Voice (2):** male dreamstealer spawn human Mnk7; hp 65, 65; see Appendix 5.

Tactics: The creatures divide their attentions between the PCs and the noniz. They prefer not to use their wail of doom as this should most likely kill all the noniz in the room. However after at least half the noniz are evacuated or the dreamspawn is dispatched they swiftly forget their mission and use all of their abilities.

At APL 10 and 12 the mind killer attempts to stun the PCs on sight with its ability.

The noniz, lacking magical weapons, attempt to make for room 3. They shout for the PCs to do so if possible.

3. THE SAFE ROOM

This chamber once served as a second room for families and children attending council. Additionally a noniz museum of sorts in the past fifteen minutes it has served as a sanctuary for thirty noniz women and children.

At points shown on the map are placed stones are made of the same material as the black orb that the black mist stone in SWiO1-3 *Two If By Sea*, or the black orb the PCs may have returned in ONW4-04 *Bigby's Modest Home*.

A DC 15 Craft (Alchemy) or a DC 15 Knowledge (Arcana) allows PC's who have played either of these two modules to know this.

Placed against the wall each of these stones prevents a dreamstealer from approaching within 30 ft unless moved in any fashion.

☛ **Breddis:** male gnome Brd10.

Appearance: With ruddy complexion and a hooked nose Breddis has a serious, introverted look about him for a gnome.

Personality: Breddis is a serious, no-nonsense noniz. As a loremaster he is prone to great melancholies and brooding.

Development: Breddis does not allow the PCs to remove any of the black stones, but thanks them for their efforts in saving his people and instead gifts them with a set (6) of their own. If the PC's insist and try to take more by force then give them one warning that this is an evil act. Breddis points out that is their only defense against the dreamstealers and there are bound to be more. Taking them would spell the end of the noniz and. If they persist their characters alignment changes to evil and they are removed from play permanently. If stones are removed either by force or stealth, the PC find these stones have no effect and are simply now just black stones.

He is swift to dispose of the corpses of the slain noniz, placing them within a circle of the stones and making plans to move to another more hospitable burrow for when they revive.

If the PC's have not suitably antagonized Breddis after the battle he imparts some information that he feels is related to the creatures that attacked his people:

- The nature of the evil within the Headlands is to do with the great wyrms of old. The spirits of these wyrms have not been found. Maybe when they are a way of fighting this evil will present itself.

Falinreth, The Talking Spear

Falinreth interjects at this point, "*The noniz knows much, but says little. In ages past the men of this land worshipped the great wyrms and sacrificed to them. They were ordered by the wyrms to wage war on the dwur, for the wyrms desired their gold. This is why the Headlanders brand themselves in the colour of the wyrms – blue, red, green and black. Little do they know they freely brand themselves as slaves.*"

Any PC with such a brand finds it itches immensely upon hearing this revelation.

- The noniz remember, while the Dwur of the Headlands, under the various theocrats of Moradin consider knowledge of the Ianoradh heresy.

- Most noniz burrows have these stones. A “planting” of the stones in the walls was once considered an induction into the ranks of the loremasters. This is a newer burrow but Breddis intends to “plant” in all other burrows.
- The dwur citadels contain these rocks as well and thus the dreamspawn cannot penetrate the Citadels. This is why the dwarves try to hide themselves in the Citadels.

Casnar, the Flan

Casnar points out that the Flan villages are similarly protected, though most of the Flan do not know this. The stones were buried within their settlements. Similar stones were buried years ago and protect the villages. That is why the Talamendes are required to raid the villages.

- They only work when remaining stationary in contact with Headlands stone and take 1 minute to activate. They prevent the Dreamstealers from going within a 100 ft. radius of the stone.

The noniz thank the PCs for their aid, wrapping up the gift of 6 of the stones for them in a small backpack. Once the PCs proceed with their quest to find the kidnapped Natalia proceed with Encounter 8.

Stones of the Noniz: 10 rounds are required to activate a stone. It prevents Dreamstealers, dreamspawn and any spell-stitched undead created by the enemy (any that appear in this module) from passing by any squares within a 100 ft. radius.

ENCOUNTER 7: CHIEF MORTIGASUS

If the PCs follow directions given to them by Andruj they encounter Chief Mortigasus. He and his men are making a stand against the dreamspawn on a hilltop.

If the PCs do not decide to assist them, the men are slain and the creatures move on to attack the PCs. In this case the men seen are a subset of Mortigasus’s men rather than his men. This is to ensure that they are able to meet up with Mortigasus and his men later. However if they let the men die then the PC’s receive less XP for this encounter than they would otherwise (1/2 the usual amount).

Terrain: The Headlands themselves are primarily, rolling hills, some scrub, small trees and a few rock outcroppings here and then.

All APLs

- **Flan Rhiad:** hp 38; see Appendix 1.
- **Flan Warriors (2):** hp 44 each; see Appendix 1.
- **Flan Shaman:** hp 33; see Appendix 1.

APL 6 (EL 8)

• **Dreamstealer spawn, Follower of the Voice (2):** Male dreamstealer spawn human Mnk4; hp 43 each; see Appendix 2.

APL 8 (EL 10)

• **Dreamstealer spawn, Follower of the Voice (2):** Male dreamstealer spawn human Mnk7; hp 65 each; see Appendix 3.

APL 10 (EL 12)

• **Dream mind killer:** dreamstealer mindflyer; hp 61; see Appendix 4.

• **Dreamstealer spawn, Follower of the Voice (2):** Male dreamstealer spawn human Mnk7; hp 65 each; see Appendix 4.

APL 12 (EL 14)

• **Dream mind killer (2):** dreamstealer mindflyer; hp 61 each; see Appendix 5.

• **Dreamstealer spawn, Follower of the Voice (2):** male dreamstealer spawn human Mnk7; hp 65 each; see Appendix 5.

Tactics: The creatures will attempt to kill anything that lives.

Development: Once the PCs help defeat the dreamstealers Mortigasus reveals he and his men were preparing to go to battle against the Galai Iorn under the standard of Rashta’s Brother, a banner made from an ancient lion skin the Flan took from the Suel years ago. He invites the PCs to join his band, and even aids in the tracking of the Darkweavers if requested. He saw them a few nights ago, and indeed a few hours in he picks up the trail where there was a landing – the woman disembarked of her own free will.

However it soon becomes apparent that Mortigasus and his men’s path lies in a separate direction to that of the PCs as he and his men wish to continue their fight against the Galai Iorn. If any PC’s insist on going along with him they are out of the module at this point until (if) the PC’s meet up with him and his men again later in the scenario. If all the PC’s wish to go along then the module ends.

If any of the PCs speak of Tarnedas, have a white-bow of Tarnedas or either the feathers of the gulls that he gave out during the wedding then Mortigasus is in awe of the PCs.

The PCs should eventually leave the grateful Mortigasus and proceed to Encounter 8.

ENCOUNTER 8: THE EBON COVEN

After a couple of days of following the trail Mortigasus pointed out to you, you finally arrive at what looks like a huge cavern complex. A Huge bronze symbol is barely visible inside due to the poor light

The Ebon Coven meets in a huge cave complex. The PCs should pick up the trail of numerous booted feet who have entered and exited the cave (DC 5 Survival check) – those who left continuing north and east (DC 15 Survival check). There is one occupant and her protector – a dark weaver that guards the entrance. See Appendix 7 for a map of the cave.

EC 1 – THE DARK CAVE

The darkweaver lurks over the entrance, using its shadow ability to make itself difficult to see (Hide opposed by the PC's spot checks). It is still likely at this point the PCs think it is a dreamstealer – try to play out this to create a tense fight.

EC 2 – THE SIGN OF BELTAR

This entrance hall has a huge bronze symbol of a cave – the symbol of the Suloise goddess Beltar (DC 15 Knowledge (religion) check).

EC 3 – NATALIA'S CHAMBERS

These chambers have been prepared for Natalia when she becomes the Chosen of the Coven. All sorts of finery – ceremonial robes, gold braziers, incense, perfumes and so forth are laid out here for the Lady.

The door to this chamber is locked but is more ceremonial than secure – only DC 20 to pick or break. The door is however trapped, and the room beyond is also trapped. It is not possible to find the second trap until the door has been opened.

APL 6 (EL 7, 7)

↗ **Door Trap:** CR 7; touch trigger; automatic reset; Atk + 8/+8 ranged touch (Split Ray searing light, 10th-level cleric, 5d8 magical damage); Search DC 28; Disable Device DC 28.

↗ **Room Trap:** CR 7; proximity trigger (enter room); automatic reset (10 rounds); spell effect (Transdimensional fireball, 10th-level wizard, 10d6 fire, DC 16 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 8 (EL 9, 9)

↗ **Door Trap:** CR 9; magical device; touch trigger; automatic reset; Atk +10/+10 ranged touch (Empowered Split Ray searing light, 14th-level cleric, 5d8x1.5 magical damage); Search DC 28; Disable Device DC 28.

↗ **Room Trap:** CR 9; proximity trigger (enter room); automatic reset (10 rounds); spell effect (Transdimensional Empowered fireball, 11th-level wizard, 10d6x1.5 fire, Reflex DC 19 half damage); Search DC 28; Disable Device 28.

APL 10 (EL 11, 11)

↗ **Door Trap:** CR 11; magical device; touch trigger; automatic reset; Atk +12/+12 ranged touch (Transdimensional Maximized Split Ray searing light, 17th-level cleric, 40 magical damage); Search DC 28; Disable Device DC 28.

↗ **Room Trap:** CR 11; proximity trigger (enter room); automatic reset (10 rounds); spell effect (Transdimensional Maximized Energy Substituted [electricity] fireball, 13th-level wizard, 60 electricity, Reflex DC 19 half damage); Search DC 28; Disable Device 28.

APL 12 (EL 13, 13)

↗ **Door Trap:** CR 13; magical device; touch trigger; automatic reset; Atk +17/+17 ranged touch (Transdimensional Maximized Split Ray searing light, 17th-level cleric, 40 magical damage); Search DC 34; Disable Device DC 34.

↗ **Room Trap 1:** CR 11; proximity trigger (enter room); automatic reset (10 rounds); spell effect (Transdimensional Maximized Energy Substituted [electricity] fireball, 13th-level wizard, 60 electricity, Reflex DC 19 half damage); Search DC 28; Disable Device 28.

↗ **Room Trap 2:** CR 11; proximity trigger (enter room); automatic reset (10 rounds); spell effect (summon monster IX, 15th-level cleric, summons 1d3 Vrocks); Search DC 34; Disable Device 34.

All summoned monsters appear in Room 2.

Treasure:

If the room is searched some valuable items can be found.

APL 6: Loot: 0 gp; Coin: 0 gp; Magic: Ghost net (666 gp), wand of cure light wounds (62 gp).

APL 8: Loot: 0 gp; Coin: 0 gp; Magic: Circlet of blasting (minor) (540 gp), metemagic rod of empower (lesser) (750 gp).

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: Gloves of dexterity +4 (1333 gp), amulet of health + 4 (1333 gp).

APL 12: Loot: 0 gp; Coin: 0 gp; Magic: Circlet of blasting (major) (1980 gp), cloak of charisma + 6 (3000 gp).

Detect magic results: amulet of health (Moderate Transmutation), circlet of blasting (minor) (Faint Evocation), circlet of blasting (major) (Strong Evocation), cloak of charisma (Moderate Transmutation), ghost net (Moderate Transmutation), gloves of dexterity (Moderate Transmutation), metemagic rod - empower (lesser) (Strong no school), wand of cure light wounds (Faint Conjuration).

EC 4 – COVEN MEMBER'S CHAMBERS

The regular coven member's chambers by comparison are Spartan – consisting of a bed, a stone bowl of water and a chest that contains women's garbs of varying quality.

EC 5 – LORRYN’S CHAMBERS

Lorryn’s chambers are as the regular coven members but it is in here she meditates if the PCs somehow manage to slip by the darkweaver unnoticed.

EC 6 – RITUAL ROOM

Paraphenalia, refuse and common spell components litter this room. There is also a cauldron and numerous symbols of Beltar.

EC 7 – THE REFUSE PILE

A crack in the cave wall allows medium-sized and smaller creatures to slowly enter the cavern. A successful DC 15 + APL Climb check allows the PCs to access this secondary entrance which chutes down on to the refuse of the cave occupants, who did not care for cleanliness.

ENEMIES

APL 6 (EL 10)

- ☛ **Darkweaver:** hp 49; see Appendix 2.
- ☛ **Lorryn:** Female half-orc Sor1; hp 6; see Appendix 2.

APL 8 (EL 12)

- ☛ **Darkweaver advanced 11 HD:** hp 60; see Appendix 3.
- ☛ **Lorryn:** Female half-orc Sor10; hp 52; see Appendix 3.

APL 10 (EL 14)

- ☛ **Darkweaver advanced 17 HD:** hp 110; see Appendix 4.
- ☛ **Lorryn:** Female half-orc Sor12; hp 61; see Appendix 4.

APL 12 (EL 16)

- ☛ **Darkweaver advanced 25 HD:** hp 172; see Appendix 5.
- ☛ **Lorryn:** Female half-orc Sor14; hp 68; see Appendix 5.

Tactics: If Lorryn is reduced to 50% or less hit points and the darkweaver is dead she attempts to parlay.

Treasure:

Looting Lorryn:

APL 6: Loot – 0 gp, Coin – 0 gp, Magic – Amulet of natural armor +1 (167 gp), bracers of armor +2 (333 gp), ring of protection +1 (167 gp)

APL 8: Loot – 0 gp, Coin – 0 gp, Magic – Amulet of natural armor +1 (167 gp), bracers of armor +3 (750 gp), ring of protection +2 (333 gp), cloak of charisma +2 (333 gp), vest of resistance +3 (750 gp).

APL 10: Loot – 0 gp, Coin – 0 gp, Magic – Amulet of natural armor +1 (167 gp), bracers of armor +3 (750 gp), ring

of protection +2 (333 gp), cloak of charisma +4 (1333 gp), vest of resistance +3 (750 gp).

APL 12: Loot – 0 gp, Coin – 0 gp, Magic – Amulet of natural armor +1 (167 gp), bracers of armor +3 (750 gp), ring of protection +2 (333 gp), cloak of charisma +4 (1333 gp), vest of resistance +3 (750 gp).

Detect Magic Results: Amulet of natural armor (Faint Transmutation), bracers of armor (Moderate Conjunction), ring of protection (Faint abjuration), vest of resistance (Faint abjuration), cloak of charisma (Faint abjuration).

Development: It is essential to the scenario that Lorryn survive and it is best that she remains out of combat, or tries to parlay with the party if they kill the darkweaver or wound her badly. If she is reduced below 0 hp assume that her Die Hard feat kicks in, even if the party reduce her to -255 hp! Otherwise the PCs are not able to learn her information – so on your own head be it!

☛ **Lorryn:** Female half-orc Sor[APL depended].

Appearance: Lorryn has the appearance of a wart-riddled human female with a mouth of yellow and black tusks and teeth with a sickly green tinge.

Personality: She is a constant fidget, finding it difficult to keep still and has a compulsion to lay a hand on other conversationalists at inappropriate points in the conversation, particularly males.

One defeated she is more than happy to divulge what she knows as she is essentially a coward and hopes that by answering the PC’s questions they will spare her life.

She knows the following:

Q. Where is Natalia?

A. “The Chosen One has gone north into the lands of the Dreaming Ones. She is to be ridden by our greatest.”

Q. What do you mean by ridden?

A. “The spirits of our mightiest witches will lend their might and will to hers.”

Q. Why? What do you mean chosen one?

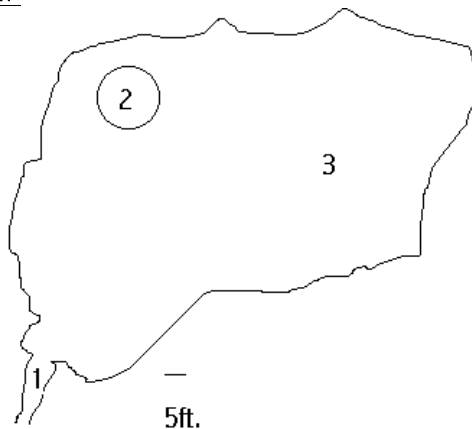
A. “She alone will defeat this prophet of the Galai Iorn and allow the item to be kept safe within this cave.”

Development: Following the tracks of the witches that left the Ebon Coven Enclave leads the PCs into the network of caves around the area. They should find their way to Encounter 9.

ENCOUNTER 9: DEEPER DELVING

A DC 5 Survival or Search check reveals that there are numerous footprints leading from the Ebon Coven's lair to another cave. This cave should be somewhat apparent to the PCs - a thin layer of green mist rises to about 2 ft. of the floor from the cave mouth. The mist has an unpleasant chlorine smell and is slightly acidic - it would start to cause irritation on skin exposed to it for several hours.

MAP



1: BATTLEGROUND CORRIDOR

A *wall of thorns* spell was hastily cast in this area and has claimed the lives of numerous Galai Iorn warriors. Beyond the wall of thorns lie the bodies of several coven members, all killed in various gory fashions. The women are of a mixture of Flan, Onnwalon and even the occasional half-orc (or just very warty human) females. As the PC's approach the *wall of thorns* expires leaving the way clear for the PC's.

2: THE RITUAL

On top of a rocky cleft is a green pentagram made solely out of fungus and molds. This is where the ritual takes place to fuse Natalia with the essence of the coven. There are 20 coven members, females who are a mixture of Flan, Onnwalon and even the occasional half-orc.

Removing Natalia from the circle causes a thaumaturgical backlash that explodes the head of every participant. Natalia herself is unharmed by this, seemingly snapping out of the trance.

3: BATTLEGROUND

Within this cavern numerous dreamspawn, dreamstealers and Rohal Soldas himself fight a force of darkweavers and Ebon Coven members. The PCs should do well to avoid this fight or they may face indiscriminate

damage from fireballs and other destructive spells at your own discretion.

DEVELOPMENT

The PCs have the choice of either interrupting the coven's ritual or allowing it to pass.

Interrupt Ritual

Round 3: Soldas's spell ends as he sinks into a pit. A wall of force is erected.

Round 4: Soldas emerges from the pit, floating gently through the cave, holding a glowing object from which a strange green mist slowly begins to fill the cave. Natalia at this point calls for the PCs to retreat, overcome with an overwhelming sense of fear.

Allow Ritual to Pass

If any PC tries to pass beyond the marked area on the map a *wall of force* appears to separate Natalia and Soldas from the rest of the combat.

Round 3: Soldas casts a *disintegrate* spell on Natalia. She fails the save and thus is reduced to ashes. Natalia on the other hand has cast a unique *earthquake* spell and thus the cave begins to collapse.

Round 4: The marked area collapses, missing the PCs conveniently. Soldas is seemingly buried under the rubble - a parting gift from Natalia.

ENCOUNTER 10: RETURN TO NOTIL

The events during the trip back to Notil depend on how they dealt with the ritual in Encounter 9.

INTERRUPTED RITUAL

If the PCs interrupted the ritual and let Soldas obtain what the witches were chasing then green acidic mist slowly rises and they can feel Soldas chasing them.

If there are any PCs that played ONW1-02 *To Catch a Traitor* or ONW2-05 *To Hunt a Traitor* Soldas recognizes them.

Falinreth lets out a deafening cry of, "Foe! Foe! Foe!"

Falinreth can explain that the dark Flan have long held a prophecy that a golden haired messiah would come to lead them to victory over the other tribes - one of golden hair who would lay a trail of death and destruction across the Headlands as herald of his arrival.

It would seem this Soldas, if they describe him to the spear, meets that criteria.

You should improvise a chase through the rising green mist that is slowly dissolving away at the foliage of the Headlands. Both Soldas and his Galai Iorn and dreamstealer patrols should seem to be on the verge of catching them. If the PC's decide to stand and fight make clear the odds are stacked against them with descriptions of the thousands that can be seen in the skies above. If the PC's still choose to stand and fight keep throwing dreamweavers, 6 at a time, at them until they either die or escape (if they indeed can).

The PCs should encounter Chief Mortigasus and his men in the mists. They have tracked Soldas to the valley. Refer to Encounter 7 if the PCs have not encountered his group already. If the PC's saw his men die earlier then describe the similarity between the groups. If the PC's made it clear they stood and watched the group die, doing nothing when they could have, Mortigasus curses them and refuse to deal further with cowards.

Either way he and his men refuse to accompany the PCs – preferring to make a stand in the mist. If the PC's wish to make the same stand with Mortigasus he tells them not to and that their fate lies elsewhere. He makes it clear this is a fight he and his men expect to die in and that any who stay is accepting the same fate.

If the PCs do not have the noniz stones then Mortigasus gives the PCs Rashta's Brother. Regardless of whether he gives them Rashta's Brother he and his men delay the dreamspawn, fighting as best they can.

Once the PCs flee to the edges of the mist then Soldas wills the mist to disappear. Chief Mortigasus and his men are suddenly exposed and Soldas swoops down single-handedly. Mortigasus and his men make their stand but the nightmare steed and its dark rider dwarf them. They proudly unfurl their standard and chant as one.

The dragon steed and other dreamstealers in the valley are turned by the artifact and flee back to Galai Iorn territory but not before they all let off a deathly wail that destroys the Flan.

Any PC's who stood with Mortigasus witnesses this up close and personal but will survive intact. Any who do this receive the AR favor *Hero of the White Feather*.

UNINTERRUPTED RITUAL

If the PCs did not meddle in the Ebon Coven's ritual then Natalia's sacrifice has placed Soldas's plans into disarray. He has been unable to gain the powers of the Ebon Coven's artifact and is currently trapped in the quake. However numerous dreamstealers and spawn are on their way to release their leader and you should improvise them veering off to hound the PCs.

The PCs should encounter Chief Mortigasus and his men in the mists. They have tracked Soldas to the valley. Refer to Encounter 7 if the PCs have not encountered his group already. If the PC's saw his men die earlier then describe the similarity between the groups. If the PC's made it clear they stood and watched the group die, doing nothing when they could have, Mortigasus curses them and refuse to deal further with cowards.

Either way he and his men refuse to accompany the PCs – preferring to make a stand in the mist. If the PC's wish to make the same stand with Mortigasus he tells them not to and that their fate lies elsewhere. He will make it clear this is a fight he and his men expect to die in and that any who stay is accepting the same fate.

If the PCs do not have the noniz stones then Mortigasus gives the PCs Rashta's Brother. Regardless of whether he gives them Rashta's Brother he and his men will delay the dreamspawn, fighting as best they can.

Once they are about to leave the valley they should see masses of dreamstealers blotting out the sky and preparing to head towards Notil slowly, awaiting the return of their commander – it should be clear to the PCs they should go to Notil at once. If they wish to stand and fight make it clear that this means almost certain death. If they then choose to stand and fight overwhelm them with Darkweavers from Encounter 8 until they either flee (if they can) or die. Before that they get a chance to speak with the enemy leader...

FACE OF THE DARKNESS

At a dramatic point in the chase (after meeting Mortigasus) the PCs see a representation of Soldas's face for the first time. The exact way this happens depends on what they did earlier:

Interrupted Ritual: The face is made up of the green gas that has been building up around the area.

Uninterrupted Ritual: The face is made up by interlocking dreamstealers and dreamspawn – a horrifying dark face that blots out the sky above. A DC 20 Will save is required to avoid being shaken for 2 rounds.

Regardless the face speaks:

“Know the face of Ammorhaigh – who dares disturb my quest?”

Allow the PCs to introduce themselves. If Soldas knows any of them from previous modules he names them as his enemies.

He answers questions as follows:

“I am Ammor-Haigh. In my previous life I was known as Rohal Soldas. It is time the Szek of Killdeer bowed before me – as Madi told me was my destiny! And it begins at Notil soon! They shall soon fall to the unending dreams of the serpent!”

The face then disperses and the PCs are free to flee to Notil. Encourage them to do so. If Soldas was trapped allow the PCs to see him rise above the hills on his mount – obviously free.

As they flee the PC's run into a group of Talamendes or Galai Iorn (depending on APL). They need to fight through this group within a set number of rounds or another wave attacks, probably with fatal consequences.

This keeps happening until they are either dead or finish a wave within the allotted time.

APL 6 (EL 8) – 16 rounds

- ☛ **Talamendes Saidh (3):** Male human Brb4; hp 43 each; see Appendix 2.
- ☛ **Talamendes Naohban:** Female human Drd5; hp 34; see Appendix 2.
- ☛ **Talamendes Naohban:** Female human Drd4; hp 44; see Appendix 2.
- ☛ **Talamendes weire, black bear (2):** hp 19 each; see *Monster Manual* page 269.

Rounds: ○○○○○○○○○○○○○○○○○○○

APL 8 (EL 10) – 14 rounds

- ☛ **Talamendes Saidh (6):** Male human Brb4; hp 50 each; see Appendix 3.
- ☛ **Talamendes Naohban:** Female human Drd7; hp 64; see Appendix 3.
- ☛ **Talamendes weire, brown bear (1):** hp 51; see *Monster Manual* page 269.
- ☛ **Talamendes Naohban (2):** Female human Drd4; hp 40; see Appendix 3.

Rounds: ○○○○○○○○○○○○○○○○○

APL 10 (EL 12) – 12 rounds

- ☛ **Galai Iorn Warrior (4):** Male human Brb8; hp 100 each; see Appendix 4.

Rounds: ○○○○○○○○○○○○○○○

APL 12 (EL 14) – 10 rounds

- ☛ **Galai Iorn Warrior (4):** Male human Brb11; hp 165 each; see Appendix 5.

Rounds: ○○○○○○○○○○○○○

Tactics: The warriors simple aim is to slaughter all the PC's and they will fight in their frenzy to the death

Treasure:

Looting the Galai Iorn raiders:

APL 6: Loot: 92 gp; Coin: 0 gp; Magic: *elemental gem (earth)* (187 gp), *bracers of armor +2* (333 gp).

APL 8: Loot: 92 gp; Coin: 0 gp; Magic: *elemental gem (earth)* (187 gp), *bracers of armor +2* (333 gp).

APL 10: Loot: 13 gp; Coin: 0 gp; Magic: 3x +1 *unholy greataxe* (1527 gp each), 2x *cloak of resistance +2* (666 gp each).

APL 12: Loot: 20 gp; Coin: 0 gp; Magic: 3x +1 *unholy greataxe* (1527 gp each), 2x *cloak of resistance +2* (333 gp each).

Detect Magic Results: *Elemental gem (earth)* (Moderate Conjunction), *bracers of armor* (Moderate Conjunction), *cloak of resistance* (Faint Abjuration), *unholy greataxe* (Moderate Evocation [Evil]).

Development: After this the PC's should have a clear return back to Notil. However should they stop anywhere for longer than eight hours feel free to have another wave catch up with them and attack. It should take 2 days travel to get back to Notil

ENCOUNTER II: THE DEFENSE OF NOTIL

Most of the NPCs that were at the wedding are still on their own respective searches for Natalia Keldas. They can make contact with Elias Moroneth, Altern of the Baronial Guard at Notil. He takes any stories on the dream threat very seriously. The Baron and Tarnedas and his followers are still present within the city as well. However everyone else was sent out to find Natalia. If the PCs return with Natalia then there will be much jubilation despite her condition.

EVACUATE THE CITY

If the PCs did not encounter the Noniz or do not have the stones then the obvious answer is to evacuate the city immediately. Within three hours the town is ready to evacuate – the PCs can escort the trains of refugees leaving the Headlands. Improvise attacks on the trains as follows:

APL 6 (EL 8)

- ☛ **Talamendes Saidh (3):** Male human Brb4; hp 43 each; see Appendix 2.
- ☛ **Talamendes Naohban:** Female human Drd5; hp 34; see Appendix 2.
- ☛ **Talamendes Naohban:** Female human Drd4; hp 44; see Appendix 2.
- ☛ **Talamendes weire, black bear (2):** hp 19 each; see *Monster Manual* page 269.

APL 8 (EL 10)

- ☛ **Talamendes Saidh (6):** Male human Brb4; hp 50 each; see Appendix 3.
- ☛ **Talamendes Naohban:** Female human Drd7; hp 64; see Appendix 3.
- ☛ **Talamendes weire, brown bear (1):** hp 51; see *Monster Manual* page 269.
- ☛ **Talamendes Naohban (2):** Female human Drd4; hp 40; see Appendix 3.

APL 10 (EL 12)

- ☛ **Galai Iorn Warrior (4):** Male human Brb8; hp 100 each; see Appendix 4.

APL 12 (EL 14)

- ☛ **Galai Iorn Warrior (4):** Male human Brb11; hp 165 each; see Appendix 5.

Treasure:

Looting the Galai Iorn raiders:

APL 6: Loot: 92 gp; Coin: 0 gp; Magic: *elemental gem (earth)* (187 gp), *bracers of armor +2* (333 gp).

APL 8: Loot: 92 gp; Coin: 0 gp; Magic: *elemental gem (earth)* (187 gp), *bracers of armor +2* (333 gp).

APL 10: Loot: 13 gp; Coin: 0 gp; Magic: 3x +1 *unholy geataxe* (1527 gp each), 2x *cloak of resistance +2* (666 gp each).

APL 12: Loot: 20 gp; Coin: 0 gp; Magic: 3x +1 *unholy greataxe* (1527 gp each), 2x *cloak of resistance +2* (333 gp each).

Detect Magic Results: *Elemental gem (earth)* (Moderate Conjunction), *bracers of armor* (Moderate Conjunction), *cloak of resistance* (Faint Abjuration), *unholy greataxe* (Moderate Evocation [Evil]).

Development: After these fights are done then Soldas and his main forces approach the refugee columns. Tarnedas attempts to draw out the leader by leaving the city walls.

It is likely the PCs expect this to be a deus-ex ending where Tarnedas destroys Soldas. In fact the opposite is true – Soldas's dreamspawn dragon mount wins the fight and snatches of the dead prophet's corpse, throwing his head to the refugees.

If the PCs have Rashta's Brother then they can use it to turn the dragon dreamspawn (automatic success). However the power to turn such an abomination destroys the Flan artifact.

PROTECT THE CITY

The PCs should be able to place the stones against the limestone walls of the town.

Tarnedas can offer to augment the power of the stones from the noniz by performing a ritual. Placing these against the wall once this is done should protect the entire city from Dreamstealer spawn, and provide safe passage out of the Headlands. However no sooner does the Prophet completed his three hour long ritual than the dreamspawn is spotted approaching Notil!

Soon the town guard is engaged by the vanguard of the dreamspawn forces. Tarnedas asks the PCs to place the stones – he can cast *heal* or any other lesser spell on them if necessary.

All goes well as they place the stones at nexus points along Notil's walls. Tarnedas tries to aid the town guard in eliminating the dreamspawn that have already gotten in the wall and cannot aid the PCs in combat. Use the following forces to improvise combat as Tarnedas places the stones:

APL 6 (EL 8)

☛ **Talamendes Saidh (3):** Male human Brb4; hp 43 each; see Appendix 2.

☛ **Talamendes Naohban:** Female human Drd5; hp 34; see Appendix 2.

☛ **Talamendes Naohban:** Female human Drd4; hp 44; see Appendix 2.

☛ **Talamendes weire, black bear (2):** hp 19 each; see *Monster Manual* page 269.

APL 8 (EL 10)

☛ **Talamendes Saidh (6):** Male human Brb4; hp 50 each; see Appendix 3.

☛ **Talamendes Naohban:** Female human Drd7; hp 64; see Appendix 3.

☛ **Talamendes weire, brown bear (1):** hp 51; see *Monster Manual* page 269.

☛ **Talamendes Naohban (2):** Female human Drd4; hp 40; see Appendix 3.

APL 10 (EL 12)

☛ **Galai Iorn Warrior (4):** Male human Brb8; hp 100 each; see Appendix 4.

APL 12 (EL 14)

☛ **Galai Iorn Warrior (4):** Male human Brb11; hp 165 each; see Appendix 5.

Tactics: The warriors have been tasked with overrunning the city killing as many of the inhabitants as possible. They are acting with cold fury and rage and are will fight until dropped.

Treasure:

Looting the Galai Iorn raiders:

APL 6: Loot: 92 gp; Coin: 0 gp; Magic: *elemental gem (earth)* (187 gp), *bracers of armor +2* (333 gp).

APL 8: Loot: 92 gp; Coin: 0 gp; Magic: *elemental gem (earth)* (187 gp), *bracers of armor +2* (333 gp).

APL 10: Loot: 13 gp; Coin: 0 gp; Magic: 3x +1 *unholy geataxe* (1527 gp each), 2x *cloak of resistance +2* (666 gp each).

APL 12: Loot: 20 gp; Coin: 0 gp; Magic: 3x +1 *unholy greataxe* (1527 gp each), 2x *cloak of resistance +2* (333 gp each).

Detect Magic Results: *Elemental gem (earth)* (Moderate Conjunction), *bracers of armor* (Moderate Conjunction), *cloak of resistance* (Faint Abjuration), *unholy greataxe* (Moderate Evocation [Evil]).

Development: Remember it takes 10 rounds to place each stone. Just as the last stone is placed Rohal Soldas and his dreamspawn mount attack the city – Tarnedas attempts to draw out the leader by leaving the city walls.

It is likely the PCs expect this to be a deus-ex ending where Tarnedas will destroy Soldas. In fact the opposite is true – Soldas's dreamspawn dragon mount wins the fight and snatches of the dead prophet's corpse, throwing his head to the city. However the defence of Notil – if the PCs placed all the stones – is successful, if won at great price.

SKIP TOWN

Not the most heroic option but we live in a world where PCs do the most unexpected things, like handing over a baby to a reputable character whose epithet is “The Traitor”.

So it is no less unexpected that they might simply leave town without telling the people of Notil that there’s an army of dreamspawn and worse on the way. If they do – that’s fine. However they have left the entire population of an Onnwalon town to die.

CONCLUSION

This module leaves several loose ends you may wish to address to the players:

Soldas: He’s back and he clearly wants revenge on the Free State.

Tarnedas: He’s most likely dead by the end of this module. Was he leader of this famed reincarnated White Tribe of the Headlands? Who will lead the Followers of the Paths of Tarnedas now their leader is dead?

The Searchers: The Glaives, as well as the cream of the nobility are searching the Headlands for sign of Natalia Keldas still – where are they? If they have been slain then this creates a political vacuum. Ahlissa will not be pleased to have lost its ambassador.

The Lower Headlands: Other Free State settlements are at risk much like Notil was – Tiren Farness’s old holdings in Grovehill for example. If Notil survives then refugees from Grovehill and other such places swell its numbers.

The following favours/disfavours may have been incurred by the PC’s during the module:

Death of the Prophet: Any PC’s who are a follower of the Paths of Tarnedas (member of the meta-org at the time this module is played) have witnessed firsthand the fall of their prophet. As such their superiors order them to make themselves present to get a full account of the portentous events. They must spend 1 TU immediately after the adventure. As such they then have access to either the following prestige class (but must still fulfill all pre-requisites)

Stormcaster (*Stormwrack*).

OR

Upgrade any 1 bow by +1 up to +5 (player must pay all usual costs). Cross this through when used.

If they refuse the orders of their superiors (i.e. fail to spend the TU whether they take the benefits or not) they are cast from the organization for their disobedience and no longer gain any of the benefits of being a member of the meta-org. To re-join the meta-org this PC must seek Triad approval.

PC’s only gain the Death of the Prophet if they are a member of the Paths of Tarnedas meta-org and Tarnedas dies.

PC’s only gain the Blessing of Phaulkon if they attempt to either evacuate or protect the city in Encounter 11.

Blessing of Phaulkon: For the next 10 modules played with this character you gain a +1 divine bonus to attacks with any bow and once per module you may use *true strike* as a free action when firing a bow. Neither of these blessings work against followers of Phaulkon however and any attack on a Phaulkon render this blessing null and void.

If the PC’s choose to follow Andru’s advice and attempt to save either the Noniz or Chief Mortigasus then they gain the following favor:

Favour of Andru: Andru is willing to upgrade any 1 melee weapon of their choice by +1 up to +5 (player must pay all usual costs) or upgrade any melee weapon with the *skillful* (CA) weapon item enhancement at normal cost. Cross this through when used.

If PC’s with Falinreth allow Andru to take away and study the spear Andru is very grateful and they receive the following:

Andru’s Special Friend: The PC must spend 1 module without Falinreth but once done so he is willing to sell them a *ring of spell battle* (CA) (Frequency Regional) at normal cost.

For assisting the Noniz in their battle with the Dreamstealer Spawn this PC is considered a hero and receives the following:

A Noniz Hero: The PC gains a +2 to Diplomacy when dealing with Noniz. Additionally the Noniz are willing to provide access to the spell *close wounds* (SC). The PC must spend 1 TU studying with the Noniz to gain this spell.

For taking more stones than the Noniz allowed and thus leaving the Noniz even more defenseless this character has earned the enmity of these people with the following results:

Wanted! Enemy of the Noniz: Any time a PC meets a Noniz and the Noniz succeeds on a DC [20 – Level of character] Intelligence check to recognize the PC, they refuse to have anything further to do with that PC or any party that chooses to associate with them.

To be continued in Year 6 of the Living Greyhawk Campaign.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 4: Different Marking

Defeat the Spellstitched:

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

Encounter 6: The Noniz Burrow

Defeat the Dreamstealer Spawn:

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

Encounter 7: Chief Mortigasus

Defeat the Dreamstealer Spawn:

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

* Give ½ the above XP if the PC's watched and allowed the men to die

Encounter 8: The Ebon Coven

The first door trap:

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

The second door trap without setting it off:

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Defeat the Darkweaver and Lorryn:

APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP

Encounter Ten: Return to Notil

Defeat the Talamendes / Galai Iorn:

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

Encounter Eleven: The Defence of Notil

Defeat the Talamendes / Galai Iorn:

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	1,800 XP
APL 8	2,250 XP
APL 10	2,700 XP
APL 12	3,150 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 possessions. 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 characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter 8: The Ebon Coven

APL 6: Loot: 0 gp; Coin: 0 gp; Magic: *Ghost Net* (666 gp); *wand of cure light wounds (50 charges)* (62 gp).

APL 8: Loot: 0 gp; Coin: 0 gp; Magic: *Circlet of Blasting (Minor)* (540 gp); *Metamagic Rod, Empower (Lesser)* (750 gp).

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: Cloves of Dexterity +4 (1333 gp); *Amulet of Health +4* (1333 gp)

APL 12: Loot: 0 gp; Coin: 0 gp; Magic: *Circlet of blasting (Major)* (1980 gp); *Cloak of Charisma +6* (3000 gp)

Encounter 10: Return to Notil

APL 6: Loot: 92 gp; Coin: 0 gp; Magic: *elemental gem (earth)* (187 gp), *bracers of armor +2* (333 gp).

APL 8: Loot: 92 gp; Coin: 0 gp; Magic: *elemental gem (earth)* (187 gp), *bracers of armor +2* (333 gp).

APL 10: Loot: 13 gp; Coin: 0 gp; Magic: +1 *unholy greataxe* (3) (4580 gp); *cloak of resistance +2* (2) (666 gp).

APL 12: Loot: 20 gp; Coin: 0 gp; Magic: +1 *unholy greataxe* (3) (4580 gp), *cloak of resistance +2* (2) (666 gp).

Encounter 11: The Defence of Notil

APL 6: Loot: 92 gp; Coin: 0 gp; Magic: *elemental gem (earth)* (187 gp); *bracers of armor +2* (333 gp).

APL 8: Loot: 92 gp; Coin: 0 gp; Magic: *elemental gem (earth)* (187 gp); *bracers of armor +2* (333 gp).

APL 10: Loot: 13 gp; Coin: 0 gp; Magic: +1 *unholy greataxe* (3) (4580 gp); *cloak of resistance +2* (2) (666 gp)

APL 12: Loot: 20 gp; Coin: 0 gp; Magic: +1 *unholy greataxe* (3) (4580 gp); *cloak of resistance +2* (2) (666 gp)

Total Possible Treasure

APL 6: Loot: 184 gp; Coin: 0 gp; Magic: 1768 gp - Total: 1952 gp

APL 8: Loot: 184 gp; Coin: 0 gp; Magic: 2330 gp - Total: 2514 gp

APL 10: Loot: 26 gp; Coin: 0 gp; Magic: 13158 gp - Total: 13184 gp

APL 12: Loot: 40 gp; Coin: 0 gp; Magic: 15472 gp - Total: 15512 gp

ITEMS FOR THE ADVENTURE RECORD

Death of the Prophet: Any PC's who are a follower of the Paths of Tarnedas (member of the meta-org at the time this module is played) have witnessed firsthand the fall of their prophet. As such their superiors order them to make themselves present to get a full account of the portentous events. They must spend 1 TU immediately after the adventure. As such they then have access to either the following prestige class (but must still fulfill all pre-requisites)

Stormcaster (Stormwrack).

OR

Upgrade any 1 bow by +1 up to +5 (player must pay all usual costs). Cross this through when used.

Blessing of Phaulkon: For the next 10 modules played with this character you gain a +1 divine bonus to attacks with any bow and once per module you may use *true strike* as a free action when firing a bow. Neither of these blessings work against followers of Phaulkon however and any attack on a Phaulkon render this blessing null and void.

Favour of Andrui: Andrui is willing to upgrade any 1 melee weapon of their choice by +1 up to +5 (player must pay all usual costs) or will upgrade any melee weapon with the *skillful* (CA) weapon item enhancement at normal cost. Cross this through when used.

Andrui's Special Friend: The PC's must spend 1 module without Falinreth but once done he is willing to sell a *ring of spell battle* (CA) (Frequency Regional) at normal cost.

A Noniz Hero: The PC gains a +2 to Diplomacy when dealing with Noniz. Additionally the Noniz are willing to provide access to the spell *close wounds* (SC). The PC must spend 1 TU studying with the Noniz to gain this spell.

Wanted! Enemy of the Noniz: Wanted! Enemy of the Noniz: Any time a PC meets a Noniz and the Noniz succeeds on a DC [20 – Level of character] Intelligence check to recognize the PC, they refuse to have anything further to do with that PC or any party that chooses to associate with them.

Item Access

APL 6:

- *Bracers of armor +2* (Adventure; DMG)
- *Elemental gem (earth)* (Adventure; DMG)
- *Ghost net* (Adventure; Libris Mortis)
- *Wand of Cure Light Wounds 750 gp*

APL 8 (all of APL 6 plus the following):

- *Bracers of armor +3* (Adventure; DMG)
- *Circlet of blasting (minor)* (Adventure; DMG)
- *Metamagic rod, empower, lesser* (Adventure; DMG)
- *Vest of resistance +3* (Adventure; CA)

APL 10 (all of APLs 6-8 plus the following):

- *Cloak of charisma +4* (Adventure; DMG)
- *Cloak of resistance +2* (Adventure; DMG)
- *Gloves of dexterity +4* (Adventure; DMG)
- *Amulet of health +4* (Adventure; DMG)
- +1 *unholy greataxe* (Adventure; DMG)

APL 12 (all of APLs 6-10 plus the following):

- *Circlet of blasting (major)* (Adventure; DMG)
- *Cloak of charisma +6* (Adventure; DMG)

APPENDIX 1: ALL APLS

ENCOUNTER 2: NIGHTWATCH

Darkweaver: CR 10; Medium Aberration (Extraplanar); HD 9d8+9; hp 49; Init +4; Spd 20 ft., climb 20 ft, fly 60ft (perfect); AC 26 (touch 18, flat-footed 22) [+4 Dex, +4 deflection, +8 natural]; Base Atk +6; Grp +9; Atk +10 melee (1d4+3, tentacle rake); Full Atk +10/+10/+10/+10 melee (1d4+3, tentacle rake) and +5 melee (1d6+3 plus 2d4 Strength damage, bite); Space/Reach 5ft./5ft. (10ft. with tentacles); SA Improved grab, shadow strands, spell-like abilities, strength damage; SQ All-around vision, cold resistance 10, darkvision 60 ft., DR 5/Magic, fast healing 3, shadow jump, shadowstuff armor, SR16, sunlight vulnerabilities, tentacle regeneration; AL NE; SV Fort +4, Ref +7, Will +9; Str 17, Dex 18, Con 12, Int 15, Wis 16, Cha 17.

Skills and Feats: Climb +18, Concentration +7, Hide +21, Listen +10, Move Silently +11, Search +9, Spot +10; Alertness, Combat Reflexes, Power Attack, Weapon Finesse.

Improved Grab (Ex): If a darkweaver hits an opponent at least one size category smaller than itself with a tentacle rake attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its bite, dealing 1d6+3 points of damage and 2d4 points of strength damage. Thereafter, the darkweaver has the option to conduct the grapple normally, or simply use its tentacle to grapple the opponent (-20 penalty on grapple check, but the darkweaver is not considered grappled). In either case, each successful grapple check it makes during a successive rounds automatically does bite damage.

Shadow Strands (Su): At will, a darkweaver can create an aura of weblike, supernatural, semi-solid shadow that emanates outward from it in a 60ft spread. A darkweaver can see normally through the shadow strands, but other creatures have great difficulty doing so. Each full 5 feet of shadow strands grants one-quarter concealment. Thus, a creature in the shadow strands 10 feet away from another creature would have one half concealment, and a creature in the shadow strands 20 feet away would have full concealment. A creature in the shadow strands has no concealment from creatures within 5 feet. Creatures with darkvision suffer these effects, and the shadow strands even baffle blindsight, but true seeing allows a creature to see normally through them.

Any creature that enters this area can freely move toward the darkweaver, but any attempt to move in any other direction is resisted by the semi-solid shadow strands. A creature attempting to move in such a fashion must make a Strength check or an Escape Artist check; the creature can move away from the darkweaver 5 feet for each 5 full points by which its check exceeds 10. If a creature is adjacent to the darkweaver (within 5ft), it can move freely so long as it

remains adjacent to the darkweaver. A creature protected by a freedom of movement spell is immune to the constraining effects of the shadow strands.

The darkweaver can move about as it wishes and bring the area of shadow strands with it. Creatures are not affected by the darkweavers moving the strands, but the direction toward the darkweaver will likely change.

Creatures within the strands do not need to guess in which direction the darkweaver lies; it becomes immediately obvious when they try to move away and the shadow strands snarl and twist to block all other routes. When a creature without freedom of movement attempts to move against the strands, the darkweaver is immediately aware of its location even if it cannot see the creature due to invisibility.

Darkweavers are immune to other darkweavers' shadow strands and can see through them.

Spell-Like Abilities: 3/day—*confusion, darkness, suggestion, tongues, web*; 1/day—*shadow walk*. Caster level 13th; Save is DC 13 + spell level.

Strength Damage (Su): Any creature bitten by a darkweaver takes 2d4 strength damage (or 4d4 points on a critical hit). Darkweavers “eat” by sapping a victims strength.

All-around Vision (Ex): A darkweaver can see in all directions at once. Because of this, it has a +4 racial bonus on Search and Spot checks, and it cannot be flanked.

Shadow Jump (Su): A darkweaver can travel between shadows as if by means of a *dimension door*. The limitation is that the magical transport must begin and end in an area with at least some shadow. The darkweaver can shadow jump up to a total of 320 feet per day; this amount can be split up among many jumps in 10-foot increments. Thus, a darkweaver that jumps 35 feet would use up 40 feet of its shadow jump limit for the day.

A darkweaver in its shadow strands always has enough shadow to jump from unless a light source as bright as a daylight spell is brought within 5 feet of it.

Shadowstuff Armor (Su): A darkweaver is shrouded in a semisolid armor of shadowstuff that grants it a +4 deflection bonus to Armor class and a +10 circumstance bonus on Hide checks (included in the statistics above). The shadowstuff armor does not provide concealment, nor does it provide the requisite shadows to make a shadow jump.

Sunlight Vulnerability (Ex): When exposed to sunlight or to a light equivalent to a daylight spell, a darkweaver takes a -2 morale penalty on all attacks, saves, checks and damage rolls. In addition it does not regain hit points from its fast healing ability.

A darkweaver's shadow strands provide the creature with total concealment from light that is outside the shadow strands area. Any magical light source within the shadow strands must be within 5 feet of the darkweaver to affect it, because of the concealment that the shadow strands provide.

Tentacle Regeneration (Ex): Foes can attack a darkweaver's tentacles, but only when those appendages are actually holding an opponent. A tentacle has AC27 (touch 19) and can withstand 20 points of damage. The loss of a tentacle does not harm the creature (that is, the damage does not apply against its hit point total), and it regrows the limb within a day.

Possessions: None.

ENCOUNTER 7: CHIEF MORTIGASUS

Flan Rhiad: Male human (Flan) Rgr5; CR 5; Medium Humanoid (human); HD 5d8+10; hp 38 hp; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 10) [+4 armor, +2 Dex]; Base Atk +5; Grp +7; Atk +10 melee (1d6+3/19-20, masterwork short sword) or +7 ranged (1d6/3, shortbow); Full Atk +8 melee (1d6+3/19-20, masterwork short sword) and +8 melee (1d6+1/19-20, masterwork short sword) or +7 ranged (1d6/x3, shortbow); SA Favoured enemy (humanoid-human: +4, magical beast: +2); AL NG; SV Fort +6, Ref +6, Will +5; Str 16, Dex 14, Con 14, Int 11, Wis 18, Cha 8.

Skills and Feats: Climb +7, Handle Animal +4, Heal +8, Hide +7, Jump +7, Move Silently +7, Ride +7, Search +2; Dodge, Endurance, Improved Initiative, Track, Two Weapon Fighting, Weapon Focus (short sword).

Spells prepared (1; Base DC = 14 + spell level): 1st-longstrider.

Possessions: Shortbow, 20 arrows, 2 masterwork short swords, dagger, chain shirt.

Flan Warrior: Male Human (Flan) Ftr5; CR 5; Medium Humanoid (human); HD 5d10+10; hp 44; Init +4; Spd 30 ft.; AC 20 (touch 14, flat-footed 16) [+5 armor, +4 Dex, +1 shield]; Base Atk +5; Grp +7; Atk +7 melee (1d8+2/19-20, longsword) or +11 ranged (1d6+5/x3, +1 mighty composite shortbow); Full Atk +7 melee (1d8+2/19-20, longsword) or +11 ranged (1d6+5/x3, +1 mighty composite shortbow) or +9/+9 ranged (1d6+5/x3, +1 mighty composite shortbow); AL N; SV Fort +6, Ref +5, Will +1; Str 14, Dex 18, Con 14, Int 11, Wis 11, Cha 12.

Skills and Feats: Climb +9, Jump +9, Ride +10; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow), Weapon Specialization (shortbow).

Possessions: Longsword, +1 composite mighty shortbow {+2}, 50 arrows, +1 chain shirt, light steel shield.

Flan Shaman: Female Human (Flan) Drd5; CR 5; Medium Humanoid (Human); HD 5d8+5; hp 33 hp; Init +6; Spd 30ft.; AC 15 (touch 12, flat-footed 13) [+3 armor, +2 Dex]; Base Atk +3; Grp +3; Atk +3 melee (1d8/x3, spear); Full Atk +3 melee (1d8/x3, spear); SQ

Resist nature's lure, spontaneous casting (*summon natures ally*), trackless step, wild empathy, wild shape 1/day, woodland stride; AL N; SV Fort +6, Ref +4, Will +9; Str 10, Dex 14, Con 12, Int 12, Wis 18, Cha 10;

Skills and Feats: Concentration +9, Handle Animal +8, Heal +14, Knowledge (nature) +13, Spot +12, Survival +16; Improved Initiative, Self-Sufficient, Track.

Spells Prepared (5/4/3/2; Base DC = 14 + spell level): 0—create water, cure minor wounds, detect magic, detect poison, purify food and drink; 1st—cure light wounds, entangle, faerie fire, speak with animals; 2nd—barkskin, heat metal, warp wood; 3rd—call lightning, cure moderate wounds.

Possessions: Spear, +1 leather armor, healers kit.

APPENDIX 2: APL 6

ENCOUNTER 4: DIFFERENT MARKING

Undead Flan Hero: Spellstitched gravetouched ghoulish Fr6; CR 8; Medium Undead (augmented humanoid) HD 6d12; hp 47; Init +6; Spd 30 ft.; AC 18 (touch 16, flatfooted 12) [+6 Dex, +2 natural armor]; Base Atk +6; Grp +9; Atk +9 melee (1d4+3, claw); Full Atk +9/+9 melee (1d4+3, claw) and +7 melee (1d6+1, bite) or +12 ranged (spells); SA Ghoul fever, paralysis, spell-like abilities; SQ Darkvision 60 ft., DR 5/magic or silver, SR 12, turn resistance +4, undead traits; AL CE; SV Fort +7, Ref +10, Will +6; Str 16, Dex 22, Con -, Int 13, Wis 15, Cha 14.

Skills and Feats: Climb +11, Jump +11, Ride +13; Improved Initiative, Multiattack, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longsword), Weapon Focus (shortbow), Weapon Specialization (longsword), Weapon Specialization (shortbow).

Spell-like Abilities: 1/day—*enervation*, *orb of fire* (DC 16), *ray of exhaustion* (DC 15), *vampiric touch*; 2/day—*chill touch* (DC 13), *Melf's acid arrow*, *ray of enfeeblement*, *scorching ray*; CL 6

Ghoul Fever (Ex): Disease—bite, DC 15 Fort save, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

Paralysis (Ex): Victims hit by a gravetouched ghoulish bite or claw must make a successful DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Possessions: None.

ENCOUNTER 6: THE NONIZ BURROW

Dreamstealer Spawn Follower of the Voice: Male human dreamstealer spawn Ex-Mnk4; CR 6; Medium Undead (augmented humanoid, incorporeal); HD 4d12+3; hp 43; Init +6; Spd 40 ft., fly 60 ft. (good); AC 19 (touch 19, flat-footed 15) [+5 deflection, +2 Dex, +2 Wis]; Base Atk +3; Grp -; Atk +5 melee touch (1d8 and Wisdom drain, fist); Full Atk +3/+3 incorporeal melee touch (1d8 and Wisdom drain, fists); SA Flurry of blows, ki strike (magic), wail of doom wisdom drain; SQ Darkvision 60 ft., evasion, still mind, +2 turn resistance, undead type, unnatural aura; 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.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 17 Will save or suffer 1d6 points of 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): 1/day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 ft.

spread must make a DC 20 Will save 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.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 ft. 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 Type: 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.

Possessions: none

ENCOUNTER 7: CHIEF MORTIGASUS

Dreamstealer Spawn Follower of the Voice: Male human dreamstealer spawn Ex-Mnk4; CR 6; Medium Undead (augmented humanoid, incorporeal); HD 4d12+3; hp 43; Init +6; Spd 40 ft., fly 60 ft. (good); AC 19 (touch 19, flat-footed 15) [+5 deflection, +2 Dex, +2 Wis]; Base Atk +3; Grp -; Atk +5 melee touch (1d8 and Wisdom drain, fist); Full Atk +3/+3 incorporeal melee touch (1d8 and Wisdom drain, fists); SA Flurry of blows, ki strike (magic), wail of doom wisdom drain; SQ Darkvision 60 ft., evasion, still mind, +2 turn resistance, undead type, unnatural aura; 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.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 17 Will save or suffer 1d6 points of 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): 1/day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 ft. spread must make a DC 20 Will save 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.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 ft. 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 Type: 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.

Possessions: none

ENCOUNTER 8: THE EBON COVEN

Darkweaver: CR 10; Medium Aberration (Extraplanar); HD 9d8+9; hp 49; Init +4; Spd 20 ft., climb 20 ft, fly 60ft (perfect); AC 26 (touch 18, flat-footed 22) [+4 Dex, +4 deflection, +8 natural]; Base Atk +6; Grp +9; Atk +10 melee (1d4+3, tentacle rake); Full Atk +10/+10/+10/+10 melee (1d4+3, tentacle rake) and +5 melee (1d6+3 plus 2d4 Strength damage, bite); Space/Reach 5ft./5ft. (10ft. with tentacles); SA Improved grab, shadow strands, spell-like abilities, strength damage; SQ All-around vision, cold resistance 10, darkvision 60 ft., DR 5/Magic, fast healing 3, shadow jump, shadowstuff armor, SR16, sunlight vulnerabilities, tentacle regeneration; AL NE; SV Fort +4, Ref +7, Will +9; Str 17, Dex 18, Con 12, Int 15, Wis 16, Cha 17.

Skills and Feats: Climb +18, Concentration +7, Hide +21, Listen +10, Move Silently +11, Search +9, Spot +10; Alertness, Combat Reflexes, Power Attack, Weapon Finesse.

Improved Grab (Ex): If a darkweaver hits an opponent at least one size category smaller than itself with a tentacle rake attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its bite, dealing 1d6+3 points of damage and 2d4 points of strength damage. Thereafter, the darkweaver has the option to conduct the grapple normally, or simply use its tentacle to grapple the opponent (-20 penalty on grapple check, but the darkweaver is not considered grappled). In either case, each successful grapple check it makes during a successive rounds automatically does bite damage.

Shadow Strands (Su): At will, a darkweaver can create an aura of weblike, supernatural, semi-solid shadow that emanates outward from it in a 60ft spread. A darkweaver can see normally through the shadow strands, but other creatures have great difficulty doing so. Each full 5 feet of shadow strands grants one-quarter concealment. Thus, a creature in the shadow strands 10 feet away from another creature would have one half concealment, and a creature in the shadow strands 20 feet away would have full concealment. A creature in the shadow strands has no concealment from creatures within 5 feet. Creatures with darkvision suffer these effects, and the shadow strands even baffle blindsight, but true seeing allows a creature to see normally through them.

Any creature that enters this area can freely move toward the darkweaver, but any attempt to move in any other direction is resisted by the semi-solid shadow strands. A creature attempting to move in such a fashion must make a Strength check or an Escape Artist check; the creature can move away from the darkweaver 5 feet for each 5 full points by which its check exceeds 10. If a creature is adjacent to the darkweaver (within 5ft), it can move freely so long as it remains adjacent to the darkweaver. A creature protected by a freedom of movement spell is immune to the constraining effects of the shadow strands.

The darkweaver can move about as it wishes and bring the area of shadow strands with it. Creatures are not affected by the darkweavers moving the strands, but the direction toward the darkweaver will likely change.

Creatures within the strands do not need to guess in which direction the darkweaver lies; it becomes immediately obvious when they try to move away and the shadow strands snarl and twist to block all other routes. When a creature without freedom of movement attempts to move against the strands, the darkweaver is immediately aware of its location even if it cannot see the creature due to invisibility.

Darkweavers are immune to other darkweavers' shadow strands and can see through them.

Spell-Like Abilities: 3/day—*confusion, darkness, suggestion, tongues, web*; 1/day—*shadow walk*. Caster level 13th; Save is DC 13 + spell level.

Strength Damage (Su): Any creature bitten by a darkweaver takes 2d4 strength damage (or 4d4 points on a critical hit). Darkweavers "eat" by sapping a victims strength.

All-around Vision (Ex): A darkweaver can see in all directions at once. Because of this, it has a +4 racial bonus on Search and Spot checks, and it cannot be flanked.

Shadow Jump (Su): A darkweaver can travel between shadows as if by means of a *dimension door*. The limitation is that the magical transport must begin and end in an area with at least some shadow. The darkweaver can shadow jump up to a total of 320 feet per day; this amount can be split up among many

jumps in 10-foot increments. Thus, a darkweaver that jumps 35 feet would use up 40 feet of its shadow jump limit for the day.

A darkweaver in its shadow strands always has enough shadow to jump from unless a light source as bright as a daylight spell is brought within 5 feet of it.

Shadowstuff Armor (Su): A darkweaver is shrouded in a semisolid armor of shadowstuff that grants it a +4 deflection bonus to Armor class and a +10 circumstance bonus on Hide checks (included in the statistics above). The shadowstuff armor does not provide concealment, nor does it provide the requisite shadows to make a shadow jump.

Sunlight Vulnerability (Ex): When exposed to sunlight or to a light equivalent to a daylight spell, a darkweaver takes a -2 morale penalty on all attacks, saves, checks and damage rolls. In addition it does not regain hit points from its fast healing ability.

A darkweaver's shadow strands provide the creature with total concealment from light that is outside the shadow strands area. Any magical light source within the shadow strands must be within 5 feet of the darkweaver to affect it, because of the concealment that the shadow strands provide.

Tentacle Regeneration (Ex): Foes can attack a darkweaver's tentacles, but only when those appendages are actually holding an opponent. A tentacle has AC27 (touch 19) and can withstand 20 points of damage. The loss of a tentacle does not harm the creature (that is, the damage does not apply against its hit point total), and it regrows the limb within a day.

Possessions: None.

Lorryn: Female Half-Orc Sor1: CR 1; Medium Humanoid (orc); HD 1d4+2; hp 6; Init +6; Spd 30 ft.; AC 16 (touch 13, flatfooted 14) [+2 armor, +1 deflection, +2 Dex, +1 natural armor]; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20, dagger) or +2 ranged (1d4, sling); Full Atk +0 melee (1d4/19-20, dagger) or +2 ranged (1d4, sling) or +0 melee (1d6, quarterstaff); SA Spells; SQ Darkvision 60ft., spells; AL NE; SV Fort +2, Ref +2, Will +1; Str 10, Dex 14, Con 14, Int 10, Wis 8, Cha 15.

Skills and Feats: Concentration +6, Spellcraft +4, Improved Initiative.

Spells Known (5/3; Base DC = 12 + spell level): 0- acid splash, dancing lights, detect magic; 1st-chill touch, magic missile.

Possessions: Amulet of natural armor +1, bracers of armor +2, ring of protection +1.

ENCOUNTER 10: RETURN TO NOTIL

Talamendes Berserker: Male human Brb4; CR 4; Medium Humanoid (human); HD 4d12+8; hp 43; Init +1; Spd 40 ft.; AC 14 (touch 11, flat-footed 13) [+3 armor, +1 Dex]; Base Atk +4; Grp +8; Atk +10 melee (1d12+6/x3, masterwork greataxe) or +8 melee (1d8+6/x3, longspear) or +5 ranged (1d8/x3, 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, Weapon Focus (greataxe).

Possessions: Masterwork greataxe, longspear, longbow, 20 arrows, studded leather armor.

Talamendes Naobhan: Female human Drd4; CR 4; Medium Humanoid (human); HD 4d8+11; hp 34; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 armor, +1 Dex]; Base Atk +3; Grp +5; Atk +6 melee (1d8+3, masterwork shortspear); Full Atk +6 melee (1d8+3, masterwork shortspear); SQ Resist nature's lure, trackless step, wild empathy, woodland stride; 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.

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

Possessions: Masterwork shortspear, leather armor.

Talamendes Naobhan: Female human Drd5; CR 5; Medium Humanoid (human); HD 5d8+13; hp 44; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 armor, +1 Dex]; Base Atk +3; Grp +5; Atk +6 melee (1d8+3, masterwork shortspear); Full Atk +6 melee (1d8+3, masterwork shortspear); SQ Resist nature's lure, trackless step, wild empathy, wildshape 1/day woodland stride; 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.

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

Possessions: Masterwork shortspear, leather armor, elemental gem (earth), +2 bracers of armor.

ENCOUNTER 11: DEFENCE OF NOTIL

Talamendes Berserker: Male human Brb4; CR 4; Medium Humanoid (human); HD 4d12+8; hp 43; Init +1; Spd 40 ft.; AC 14 (touch 11, flat-footed 13) [+3 armor, +1 Dex]; Base Atk +4; Grp +8; Atk +10 melee (1d12+6/x3, masterwork greataxe) or +8 melee (1d8+6/x3, longspear) or +5 ranged (1d8/x3, 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, Weapon Focus (greataxe).

Possessions: Masterwork greataxe, longspear, longbow, 20 arrows, studded leather armor.

Talamendes Naobhan: Female human Drd4; CR 4; Medium Humanoid (human); HD 4d8+11; hp 34; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 armor, +1 Dex]; Base Atk +3; Grp +5; Atk +6 melee (1d8+3, masterwork shortspear); Full Atk +6 melee (1d8+3, masterwork shortspear); SQ Resist nature's lure, trackless step, wild empathy, woodland stride; 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.

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

Possessions: Masterwork shortspear, leather armor.

Talamendes Naobhan: Female human Drd5; CR 5; Medium Humanoid (human); HD 5d8+13; hp 44; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 armor, +1 Dex]; Base Atk +3; Grp +5; Atk +6 melee (1d8+3, masterwork shortspear); Full Atk +6 melee (1d8+3, masterwork shortspear); SQ Resist nature's lure, trackless step, wild empathy, wildshape 1/day woodland stride; 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.

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

Possessions: Masterwork shortspear, leather armor, elemental gem (earth), +2 bracers of armor.

APPENDIX 3: APL 8

ENCOUNTER 4: DIFFERENT MARKING

Spellsticked Blaspheme: CR 10; Medium Undead; HD 18D12+30; hp 147; Init +1; Spd 40 ft.; AC 20 (touch 11, flat-footed 15) [+1 Dex, +9 natural armor]; Base Atk +9; Grp +18; Atk +18 melee (1d8+13 plus blasphemous contact, bite); Full Atk +18 melee (1d8+13 plus blasphemous contact, bite); SA Blasphemous contact, erratic charge, spell-Like abilities; SQ Darkvision 60 ft, DR 5/slashing and magic and silver, inescapable craving, undead traits, SR 10, turn resistance +2; AL NE; SV Fort +8, Ref +9, Will +15; Str 28, Dex 12, Con -, Int 5, Wis 15, Cha 10.

Skills and Feats: Listen +10, Spot +10, Survival +7; Improved Natural Attack (Bite), Improved Toughness, Toughness (4), Track.

Spell-like Abilities: 1/day-*enervation, orb of fire* (DC 14), *ray of exhaustion* (DC 13), *vampiric touch*; 2/day-*chill touch* (DC 11), *Melf's acid arrow, ray of enfeeblement, scorching ray*. CL 18.

Blasphemous Contact (Su): Each time a blaspheme bites a non-evil creature, the creature is dazed for 1 round and takes 1d6 points of strength damage. There is no saving throw against this effect.

Erratic Charge (Ex): When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement, or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.

Possessions: None.

ENCOUNTER 6: THE NONIZ BURROW

Spawn Follower of the Voice: Male human dreamstealer spawn Ex-Mnk7; CR 9; Medium Humanoid (augmented human, incorporeal); HD 7d12+3; hp 65; Init +7; Spd 50 ft., fly 60 ft. (good); AC 23 (touch 23, flat-footed 15) [+5 deflection, +3 Dex, +1 monk, +4 Wis]; Base Atk +5; Grp -; Atk +8 melee touch (1d8 and Wisdom drain, fists); Full Atk +8 melee touch (1d8 and Wisdom drain, fists) or +7/+7 melee touch (1d8 and Wisdom drain, fists); SA Flurry of blows, ki strike (magic), *wail of doom*, wisdom drain; SQ Darkvision 60 ft., evasion, still mind, wholeness of body, undead traits, +2 turn resistance, unnatural aura; 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.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 18 Will save or suffer 1d6 points of 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 ft. spread must make a DC 20 Will save 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.

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 Traits: 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.

Possessions: none.

ENCOUNTER 7: CHIEF MORTIGASUS

Spawn Follower of the Voice: Male human dreamstealer spawn Ex-Mnk7; CR 9; Medium Humanoid (augmented human, incorporeal); HD 7d12+3; hp 65; Init +7; Spd 50 ft., fly 60 ft. (good); AC 23 (touch 23, flat-footed 15) [+5 deflection, +3 Dex, +1 monk, +4 Wis]; Base Atk +5; Grp -; Atk +8 melee touch (1d8 and Wisdom drain, fists); Full Atk +8 melee touch (1d8 and Wisdom drain, fists) or +7/+7 melee touch (1d8 and Wisdom drain, fists); SA Flurry of blows, ki strike (magic), *wail of doom*, wisdom drain; SQ Darkvision 60 ft., evasion, still mind, wholeness of body, undead traits, +2 turn resistance, unnatural aura; 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.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 18 Will save or suffer 1d6 points of 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 ft. spread must make a DC 20 Will save 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.

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 Traits: 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.

Possessions: none.

ENCOUNTER 8: THE EBON COVEN

Darkweaver, advanced 11 HD: CR9; Medium Aberration (Extraplanar); HD 11d8+11; hp 60; Init +4; Spd 20ft., Climb 20ft, fly 60ft (perfect); AC 26 (touch 18, flat-footed 22) [+4 deflection, +4 Dex, +8 natural]; Base Atk +8; Grp +11; Atk +12 melee (1d4+3, tentacle rake); Full Atk +12/+12/+12/+12 melee (1d4+3, tentacle rake) and +7 melee (1d6+3 plus Strength damage, bite). Space/Reach 5ft./5ft. (10ft. with tentacles); SA Improved Grab, shadow strands, spell-like abilities, strength damage; SQ All-around vision, cold resistance 10, darkvision 60ft, DR 5/Magic, fast healing 3, shadow jump, shadowstuff armor, SR16, sunlight vulnerabilities, tentacle regeneration; AL NE; SV Fort +4, Ref +7, Will +10; Str 17, Dex 18, Con 12, Int 15, Wis 16, Cha 17.

Skills and Feats: Climb +20, Concentration +7, Hide +23, Listen +10, Move Silently +13, Search +11, Spot +10; Alertness, Combat Reflexes, Power Attack, Weapon Finesse.

Improved Grab (Ex): If a darkweaver hits an opponent at least one size category smaller than itself with a tentacle rake attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its bite, dealing 1d6+3 points of damage and 2d4 points of strength damage. Thereafter, the darkweaver has the option to conduct the grapple normally, or simply use its tentacle to grapple the opponent (-20 penalty on grapple check, but the darkweaver is not considered grappled). In either case, each successful grapple check it makes during a successive rounds automatically does bite damage.

Shadow Strands (Su): At will, a darkweaver can create an aura of weblike, supernatural, semi-solid shadow that emanates outward from it in a 60ft spread. A darkweaver can see normally through the shadow strands, but other creatures have great difficulty doing so. Each full 5 feet of shadow strands grants one-quarter concealment. Thus, a creature in the shadow strands 10 feet away from another creature would have one half concealment, and a creature in the shadow strands 20 feet away would have full concealment. A creature in the shadow strands has no concealment from creatures within 5 feet. Creatures with darkvision suffer these effects, and the shadow strands even baffle blindsight, but true seeing allows a creature to see normally through them.

Any creature that enters this area can freely move toward the darkweaver, but any attempt to move in any other direction is resisted by the semi-solid shadow strands. A creature attempting to move in such a fashion must make a DC 20 Strength check or a DC 25 Escape Artist check; the creature can move away from the darkweaver 5 feet for each 5 full points by which its check exceeds 10. If a creature is adjacent to the darkweaver (within 5ft.), it can move freely so long as it remains adjacent to the darkweaver. A creature protected by a freedom of movement spell is immune to the constraining effects of the shadow strands.

The darkweaver can move about as it wishes and bring the area of shadow strands with it. Creatures are not affected by the darkweavers moving the strands, but the direction toward the darkweaver will likely change.

Creatures within the strands do not need to guess in which direction the darkweaver lies; it becomes immediately obvious when they try to move away and the shadow strands snarl and twist to block all other routes. When a creature without freedom of movement attempts to move against the strands, the darkweaver is immediately aware of its location even if it cannot see the creature due to invisibility.

Darkweavers are immune to other darkweavers' shadow strands and can see through them.

Spell-Like Abilities: 3/day-confusion, darkness, suggestion, tongues, web; 1/day-shadow walk. Caster level 13th; Save is DC13+spell level.

Strength Damage (Su): Any creature bitten by a darkweaver takes 2d4 strength damage (or 4d4 points on a critical hit). Darkweavers "eat" by sapping a victims strength.

All-around Vision (Ex): A darkweaver can see in all directions at once. Because of this, it has a +4 racial bonus on Search and Spot checks, and it cannot be flanked.

Shadow Jump (Su): A darkweaver can travel between shadows as if by means of a *dimension door*. The limitation is that the magical transport must begin and end in an area with at least some shadow. The darkweaver can shadow jump up to a total of 320 feet per day; this amount can be split up among many

jumps in 10-foot increments. Thus, a darkweaver that jumps 35 feet would use up 40 feet of its shadow jump limit for the day.

A darkweaver in its shadow strands always has enough shadow to jump from unless a light source as bright as a daylight spell is brought within 5 feet of it.

Shadowstuff Armor (Su): A darkweaver is shrouded in a semisolid armor of shadowstuff that grants it a +4 deflection bonus to Armor class and a +10 circumstance bonus on Hide checks (included in the statistics above). The shadowstuff armor does not provide concealment, nor does it provide the requisite shadows to make a shadow jump. The armor disappears in an antimagic field, but it returns as soon as the darkweaver is out of the field.

Sunlight Vulnerability (Ex): When exposed to sunlight or to a light equivalent to a daylight spell, a darkweaver takes a -2 morale penalty on all attacks, saves, checks and damage rolls. In addition it does not regain hit points from its fast healing ability.

A darkweaver's shadow strands provide the creature with total concealment from light that is outside the shadow strands area. Any magical light source within the shadow strands must be within 5 feet of the darkweaver to affect it, because of the concealment that the shadow strands provide.

Tentacle Regeneration (Ex): Foes can attack a darkweaver's tentacles, but only when those appendages are actually holding an opponent. A tentacle has AC27 (touch 19) and can withstand 20 points of damage. The loss of a tentacle does not harm the creature (that is, the damage does not apply against its hit point total), and it regrows the limb within a day.

Possessions: none.

Lorryn: Female Half-Orc Sor10; CR 10; Medium Humanoid (orc); HD 10d4+20; hp 51; Init +6; Spd 30 ft.; AC 18 (touch 14, flatfooted 16) [+3 armor, +2 deflection, +2 Dex, +1 natural]; Base Atk +5; Grp +5; Atk +5 melee (1d4/19-20, dagger); Full Atk +5 melee (1d4/19-20, dagger) or +7 ranged (1d4, sling) or +5 melee (1d6, quarterstaff); SA Spells; SQ Darkvision 60ft., Spells; AL NE; SV Fort +8, Ref +8, Will +9; Str 10, Dex 14, Con 14, Int 10, Wis 8, Cha 18.

Skills and Feats: Concentration +15, Spellcraft +13, Empower Spell, Improved Initiative, Improved Unarmed Strike, Deflect Arrows

Sorcerer Spells Known (6/7/7/7/6/3; base DC = 14 + spell level): 0-acid splash, dancing lights, daze, detect magic, flare, mage hand, message, ray of frost, touch of fatigue; 1st-chill touch, colour spray, magic missile, ray of enfeeblement, grease; 2nd-blindness/deafness, invisibility, scorching ray; 3rd-dispel magic, fireball, hold person; 4th-dimension door, phantasmal killer; 5th-dominate person.

Possessions: Amulet of natural armor +1, bracers of armor +3, cloak of charisma +2, ring of protection +2, vest of resistance +3.

ENCOUNTER 10: RETURN TO NOTIL

Talamendes Berserker: Male human Brb4; CR 4; Medium Humanoid (human); HD 4d12+8; hp 43; Init +1; Spd 40 ft.; AC 14 (touch 11, flat-footed 13) [+3 armor, +1 Dex]; Base Atk +4; Grp +8; Atk +10 melee (1d12+6/x3, masterwork greataxe) or +8 melee (1d8+6/x3, longspear) or +5 ranged (1d8/x3, 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, Weapon Focus (greataxe).

Possessions: Masterwork greataxe, longspear, longbow, 20 arrows, studded leather armor.

Talamendes Naobhan: Female human Drd7; CR 7; Medium Humanoid (human); HD 7d8+17; hp 64; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 armor, +1 Dex]; Base Atk +5; Grp +7; Atk +8 melee (1d6+3, masterwork shortspear); Full Atk +8 melee (1d6+3, masterwork shortspear); SA Spells; 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.

Spells Prepared (6/5/4/3/2; base DC = 14 + spell level): 0-create water, cure minor wounds (2), 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, leather armor, bracers of armor +2.

Talamendes Naobhan: Female human Drd4; CR 4; Medium Humanoid (human); HD 4d8+11; hp 34; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 armor, +1 Dex]; Base Atk +3; Grp +5; Atk +6 melee (1d8+3, masterwork shortspear); Full Atk +6 melee (1d8+3, masterwork shortspear); SQ Resist nature's lure, trackless step, wild empathy, woodland stride; 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.

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

Possessions: Masterwork shortspear, leather armor.

ENCOUNTER 11: DEFENCE OF NOTIL

Talamendes Berserker: Male human Brb4; CR 4; Medium Humanoid (human); HD 4d12+8; hp 43; Init +1; Spd 40 ft.; AC 14 (touch 11, flat-footed 13) [+3 armor, +1 Dex]; Base Atk +4; Grp +8; Atk +10 melee (1d12+6/x3, masterwork greataxe) or +8 melee (1d8+6/x3, longspear) or +5 ranged (1d8/x3, 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, Weapon Focus (greataxe).

Possessions: Masterwork greataxe, longspear, longbow, 20 arrows, studded leather armor.

Talamendes Naobhan: Female human Drd7; CR 7; Medium Humanoid (human); HD 7d8+17; hp 64; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 armor, +1 Dex]; Base Atk +5; Grp +7; Atk +8 melee (1d6+3, masterwork shortspear); Full Atk +8 melee (1d6+3, masterwork shortspear); SA Spells; 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.

Spells Prepared (6/5/4/3/2; base DC = 14 + spell level): *o-create water, cure minor wounds (2), 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, leather armor, bracers of armor +2.

Talamendes Naobhan: Female human Drd4; CR 4; Medium Humanoid (human); HD 4d8+11; hp 34; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 armor, +1 Dex]; Base Atk +3; Grp +5; Atk +6 melee (1d8+3, masterwork shortspear); Full Atk +6 melee (1d8+3, masterwork shortspear); SQ Resist nature's lure, trackless step, wild empathy, woodland stride; 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.

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

Possessions: Masterwork shortspear, leather armor.

APPENDIX 4: APL 10

ENCOUNTER 4: DIFFERENT MARKING

Spellstiched Blaspheme, advanced 26 HD: Medium Undead; CR 12; HD 26d12+44; hp 201; Init +1; Spd 40 ft.; AC 21 (touch 12, flat-footed 15) [+2 Dex, +9 natural]; Base Atk +13; Grp +22; Atk +22 melee (1d8+13 plus blasphemous contact, bite); Full Atk +22 melee (1d8+13 plus blasphemous contact, bite); SA Blasphemous contact, erratic charge, spell-Like abilities; SQ Darkvision 60 ft., DR 5/slashing and magic and silver, inescapable craving, undead traits, SR 10, turn resistance +2; AL NE; SV Fort +10, Ref +12, Will +19; Str 28, Dex 14, Con -, Int 5, Wis 15, Cha 10.

Skills and Feats: Listen +14, Spot +14, Survival +7, Improved Natural Attack (Bite), Improved Toughness, Toughness (6), Track.

Spell-like Abilities: 1/day-*enervation*, *orb of fire* (DC 14), *ray of exhaustion* (DC 13), *vampiric touch*; 2/day-*chill touch* (DC 11), *Melf's acid arrow*, *ray of enfeeblement*, *scorching ray*. CL20.

Blasphemous Contact (Su): Each time a blaspheme bites a nonevil creature, the creature is dazed for 1 round and takes 1d6 points of strength damage. There is no saving throw against this effect.

Erratic Charge (Ex): When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement, or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.

Possessions: none.

ENCOUNTER 6: THE NONIZ BURROW

Spawn Follower of the Voice: Male human dreamstealer spawn Ex-Mnk7; CR 9; Medium Humanoid (augmented human, incorporeal); HD 7d12+3; hp 65; Init +7; Spd 50 ft., fly 60 ft. (good); AC 23 (touch 23, flat-footed 15) [+5 deflection, +3 Dex, +1 monk, +4 Wis]; Base Atk +5; Grp -; Atk +8 melee touch (1d8 and Wisdom drain, fists); Full Atk +8 melee touch (1d8 and Wisdom drain, fists) or +7/+7 melee touch (1d8 and Wisdom drain, fists); SA Flurry of blows, ki strike (magic), *wail of doom*, wisdom drain; SQ Darkvision 60 ft., evasion, still mind, wholeness of body, undead traits, +2 turn resistance, unnatural aura; 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.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 18 Will save or suffer 1d6 points of 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 ft. spread must make a DC 20 Will save 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.

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 Traits: 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.

Possessions: none.

Mind Killer: CR10; Medium Undead (incorporeal); HD 8d12; hp 61; Init +6; Spd 60ft. Fly (Good); AC 17 (touch 17, flat-footed 15) [+5 deflection, +2 Dex]; Base Atk +6; Grp -; Atk +8 melee touch (1d4 plus Wisdom drain, tentacle); Full Atk +8/+8/+8/+8 melee touch (1d4 plus Wisdom drain, tentacle); SA mind blast, psionics, wail of doom, Wisdom drain; SQ Incorporeal traits, SR25, telepathy 100ft., +2 turn resistance, undead traits, unnatural aura; SV Fort +2, Ref 4, Will, +9; Str -, Dex 14, Con -, Int 19, Wis 17, Cha 21.

Skills and Feats: Concentration +10, Hide +10, Intimidate +11, Knowledge (Arcana) +12, Listen +11, Move Silently +10, Sense Motive +7, Spot +11; Combat Casting, Improved Initiative, Weapon Finesse.

Mind Blast (Sp): This psionic attack is a cone 60ft long. Anyone caught in this cone must succeed on a DC 19 Will save or be stunned for 3d4 rounds. Mind Killers often hunt using this power and then drag off one or two of their stunned victims to feed upon. The save DC is charisma based. This ability is equivalent of a 4th lvl spell.

Psionics (Sp): At will-*charm monster* (DC19), *detect thoughts* (DC17), *levitate*, *plane shift* (DC 20), *suggestion* (DC18). Effective caster level is 8th.

Wail of Doom (Sp): 1/day, the Mind Killer may emit a bloodcurdling scream. All those within a 100 ft. spread must make a DC 19 Will save or suffer 8d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 8 rounds as well as fleeing randomly from the Mind Killer and any other dangers that confront them for the same period, with a 50% chance of dropping anything in their hands.

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

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Mind Killer 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 Traits: A mind killer 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.

Possessions: None.

ENCOUNTER 7: CHIEF MORTIGASUS

Spawn Follower of the Voice: Male human dreamstealer spawn Ex-Mnk7; CR 9; Medium Humanoid (augmented human, incorporeal); HD 7d12+3; hp 65; Init +7; Spd 50 ft., fly 60 ft. (good); AC 23 (touch 23, flat-footed 15) [+5 deflection, +3 Dex, +1 monk, +4 Wis]; Base Atk +5; Grp -; Atk +8 melee touch (1d8 and Wisdom drain, fists); Full Atk +8 melee touch (1d8 and Wisdom drain, fists) or +7/+7 melee touch (1d8 and Wisdom drain, fists); SA Flurry of blows, ki strike (magic), *wail of doom*, wisdom drain; SQ Darkvision 60 ft., evasion, still mind, wholeness of body, undead traits, +2 turn resistance, unnatural aura; 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.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 18 Will save or suffer 1d6 points of 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 ft. spread must make a DC 20 Will save 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.

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 Traits: 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.

Possessions: none.

Mind Killer: CR10; Medium Undead (incorporeal); HD 8d12; hp 61; Init +6; Spd 60ft. Fly (Good); AC 17 (touch 17, flat-footed 15) [+5 deflection, +2 Dex]; Base Atk +6; Grp -; Atk +8 melee touch (1d4 plus Wisdom drain, tentacle); Full Atk +8/+8/+8/+8 melee touch (1d4 plus Wisdom drain, tentacle); SA mind blast, psionics, wail of doom, Wisdom drain; SQ Incorporeal traits, SR25, telepathy 100ft., +2 turn resistance, undead traits, unnatural aura; SV Fort +2, Ref 4, Will, +9; Str -, Dex 14, Con -, Int 19, Wis 17, Cha 21.

Skills and Feats: Concentration +10, Hide +10, Intimidate +11, Knowledge (Arcana) +12, Listen +11, Move Silently +10, Sense Motive +7, Spot +11; Combat Casting, Improved Initiative, Weapon Finesse.

Mind Blast (Sp): This psionic attack is a cone 60ft long. Anyone caught in this cone must succeed on a DC 19 Will save or be stunned for 3d4 rounds. Mind Killers often hunt using this power and then drag off one or two of their stunned victims to feed upon. The save DC is charisma based. This ability is equivalent of a 4th lvl spell.

Psionics (Sp): At will—*charm monster* (DC19), *detect thoughts* (DC17), *levitate*, *plane shift* (DC 20), *suggestion* (DC18). Effective caster level is 8th.

Wail of Doom (Sp): 1/day, the Mind Killer may emit a bloodcurdling scream. All those within a 100 ft. spread must make a DC 19 Will save or suffer 8d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 8 rounds as well as fleeing randomly from the Mind Killer and any other dangers that confront them for the same period, with a 50% chance of dropping anything in their hands.

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

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Mind Killer 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 Traits: A mind killer 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.

Possessions: None.

ENCOUNTER 8: THE EBON COVEN

Darkweaver, advanced 17 HD: CR11; Medium Aberration (Extraplanar); HD 17d8+34; hp 110; Init +4; Spd 20ft., Climb 20ft, fly 60ft (perfect); AC 27 (touch 19, flat-footed 22) [+4 deflection, +4 Dex, +8 natural]; Base Atk +12; Grp +15; Atk +18 melee (1d4+3, tentacle rake); Full Atk +18/+18/+18/+18 melee (1d4+3, tentacle rake) and +12 melee (1d6+3 plus Strength damage, bite); Space/Reach 5ft./5ft. (10ft. with tentacles); SA Improved Grab, shadow strands, spell-like abilities, strength damage; SQ All-around vision, cold resistance 10, darkvision 60ft, DR 5/Magic, fast healing 3, shadow jump, shadowstuff armor, SR16, sunlight vulnerabilities, tentacle regeneration; AL NE ; SV Fort +6, Ref +10, Will +13; Str 17, Dex 20, Con 12, Int 15, Wis 16, Cha 17.

Skills and Feats: Climb +26, Concentration +7, Hide +29, Listen +10, Move Silently +19, Search +17, Spot +10; Alertness, Combat Reflexes, Improved Toughness, Power Attack, Weapon Finesse, Weapon Focus (tentacle).

Improved Grab (Ex): If a darkweaver hits an opponent at least one size category smaller than itself with a tentacle rake attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its bite, dealing 1d6+3 points of damage and 2d4 points of strength damage. Thereafter, the darkweaver has the option to conduct the grapple normally, or simply use its tentacle to grapple the opponent (-20 penalty on grapple check, but the darkweaver is not considered grappled). In either case, each successful grapple check it makes during a successive rounds automatically does bite damage.

Shadow Strands (Su): At will, a darkweaver can create an aura of weblike, supernatural, semi-solid shadow that emanates outward from it in a 60ft spread. A darkweaver can see normally through the shadow strands, but other creatures have great difficulty doing so. Each full 5 feet of shadow strands grants one-quarter concealment. Thus, a creature in the shadow strands 10 feet away from another creature would have one half concealment, and a creature in the shadow strands 20 feet away would have full concealment. A creature in the shadow strands has no concealment from creatures within 5 feet. Creatures with darkvision suffer these effects, and the shadow strands even baffle blindsight, but true seeing allows a creature to see normally through them.

Any creature that enters this area can freely move toward the darkweaver, but any attempt to move in any other direction is resisted by the semi-solid shadow strands. A creature attempting to move in such a fashion must make a Strength check or an Escape Artist check; the creature can move away from the darkweaver 5 feet for each 5 full points by which its check exceeds 10. If a creature is adjacent to the darkweaver (within 5ft), it can move freely so long as it remains adjacent to the darkweaver. A creature protected by a freedom of movement spell is immune to the constraining effects of the shadow strands.

The darkweaver can move about as it wishes and bring the area of shadow strands with it. Creatures are not affected by the darkweavers moving the strands, but the direction toward the darkweaver will likely change.

Creatures within the strands do not need to guess in which direction the darkweaver lies; it becomes immediately obvious when they try to move away and the shadow strands snarl and twist to block all other routes. When a creature without freedom of movement attempts to move against the strands, the darkweaver is immediately aware of its location even if it cannot see the creature due to invisibility.

Darkweavers are immune to other darkweavers' shadow strands and can see through them.

Spell-Like Abilities: 3/day-confusion, darkness, suggestion, tongues, web; 1/day-shadow walk. Caster level 13th; Save is DC 13 + spell level.

Strength Damage (Su): Any creature bitten by a darkweaver takes 2d4 strength damage (or 4d4 points on a critical hit). Darkweavers "eat" by sapping a victims strength.

All-around Vision (Ex): A darkweaver can see in all directions at once. Because of this, it has a +4 racial bonus on Search and Spot checks, and it cannot be flanked.

Shadow Jump (Su): A darkweaver can travel between shadows as if by means of a dimension door. The limitation is that the magical transport must begin and end in an area with at least some shadow. The darkweaver can shadow jump up to a total of 320 feet per day; this amount can be split up among many

jumps in 10-foot increments. Thus, a darkweaver that jumps 35 feet would use up 40 feet of its shadow jump limit for the day.

A darkweaver in its shadow strands always has enough shadow to jump from unless a light source as bright as a daylight spell is brought within 5 feet of it.

Shadowstuff Armor (Su): A darkweaver is shrouded in a semisolid armor of shadowstuff that grants it a +4 deflection bonus to Armor class and a +10 circumstance bonus on Hide checks (included in the statistics above). The shadowstuff armor does not provide concealment, nor does it provide the requisite shadows to make a shadow jump. The armor disappears in an antimagic field, but it returns as soon as the darkweaver is out of the field.

Sunlight Vulnerability (Ex): When exposed to sunlight or to a light equivalent to a daylight spell, a darkweaver takes a -2 morale penalty on all attacks, saves, checks and damage rolls. In addition it does not regain hit points from its fast healing ability.

A darkweaver's shadow strands provide the creature with total concealment from light that is outside the shadow strands area. Any magical light source within the shadow strands must be within 5 feet of the darkweaver to affect it, because of the concealment that the shadow strands provide.

Tentacle Regeneration (Ex): Foes can attack a darkweaver's tentacles, but only when those appendages are actually holding an opponent. A tentacle has AC 27 (touch 19) and can withstand 20 points of damage. The loss of a tentacle does not harm the creature (that is, the damage does not apply against its hit point total), and it regrows the limb within a day.

Possessions: None.

Lorryn: Female Half-Orc Sor12; CR 12; Medium Humanoid (orc); HD 12d4+24; hp 61; Init +6; Spd 30 ft.; AC 18 (touch 14, flat-footed 16) [+3 armor, +2 deflection, +2 Dex, +1 natural]; Base Atk +6; Grp +6; Atk +6 melee (1d4/19-20, dagger); Full Atk +6/+1 melee (1d4/19-20, dagger) or +8 ranged (1d4, sling) or +6/+1 melee (1d6, quarterstaff); SA Spells; SQ Darkvision 60 ft., spells; AL NE; SV Fort +9, Ref +9, Will +10; Str 10, Dex 14, Con 14, Int 10, Wis 8, Cha 21.

Skills and Feats: Concentration +17, Spellcraft +15; Empower Spell, Improved Counterspell, Improved Initiative, Improved Unarmed Strike, Deflect Arrows.

Spells Known (6/8/7/7/7/6/3; base DC = 15 + spell level): 0-acid splash, dancing lights, daze, detect magic, flare, mage hand, message, ray of frost, touch of fatigue; 1st-chill touch, colour spray, magic missile, ray of enfeeblement, grease; 2nd-blindness/deafness, glitterdust, invisibility, scorching ray; 3rd-dispel magic, fireball, hold person, vampiric touch; 4th-dimension door, phantasmal killer, polymorph; 5th-baleful polymorph, dominate person; 6th-chain lightning.

Possessions: Amulet of natural armor +1, bracers of armor +3, cloak of charisma +4, ring of protection +2, vest of resistance +3.

ENCOUNTER 10: RETURN TO NOTIL

Galai Iorn Warrior: Male human Brb8; CR 8; Medium Humanoid (human); HD 8d12+16; hp 100; Init +5; Spd 40 ft.; AC 14 (touch 17, flat-footed 17) [+4 Dex]; Base Atk +8; Grp +12; Atk +15/+10 melee (1d12+8 plus 2d6 vs. good/x3 + Poison, +1 unholy greataxe) or +13/+8 melee (1d8+7/x3, longspear) or +8 ranged (1d8/x3, longbow); SQ Rage 3/day, trap sense +2, improved uncanny dodge, uncanny dodge, DR 1/-, 10/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).

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

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

ENCOUNTER 11: DEFENCE OF NOTIL

Galai Iorn Warrior: Male human Brb8; CR 8; Medium Humanoid (human); HD 8d12+16; hp 100; Init +5; Spd 40 ft.; AC 14 (touch 14, flat-footed 17) [+4 Dex, +3 Armor]; Base Atk +8; Grp +12; Atk +15/+10 melee (1d12+8 plus 2d6 vs. good/x3 + Poison, +1 unholy greataxe) or +13/+8 melee (1d8+7/x3, longspear) or +8 ranged (1d8/x3, longbow); SQ Rage 3/day, trap sense +2, improved uncanny dodge, uncanny dodge, DR 1/-, 10/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).

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

Possessions: +1 unholy greataxe, +2 cloak of resistance, longspear, longbow, 2 applications of Galai Iorn poison, Galai Iorn tattoo, studded leather armor

APPENDIX 5: APL 12

ENCOUNTER 4: DIFFERENT MARKING

Spellstiched Blaspheme, advanced 34 HD: CR 14; Medium Undead; HD 34d12+63; hp 260; Init +1; Spd 40 ft.; AC 21 (touch 12, flat-footed 15) [+2 Dex, +9 natural]; Base Atk +17; Grp +27; Atk +26 melee (1d8+15 plus blasphemous contact, bite); Full Atk +27 melee (1d8+15 plus blasphemous contact, bite); SA Blasphemous contact, erratic charge, spell-like abilities; SQ Darkvision 60 ft, DR 5/slashing and magic and silver, inescapable craving, undead traits, SR 10, turn resistance +2; AL NE; SV Fort +13, Ref +15, Will +23; Str 30, Dex 14, Con -, Int 5, Wis 15, Cha 10.

Skills and Feats: Listen +14, Spot +14, Survival +7; Improved Natural Attack (Bite), Improved Toughness, Toughness (9), Track.

Spell-like Abilities: 1/day-*enervation*, *orb of fire* (DC 14), *ray of exhaustion* (DC 13), *vampiric touch*; 2/day-*chill touch* (DC 11), *Melf's acid arrow*, *ray of enfeeblement*, *scorching ray*. CL 20.

Blasphemous Contact (Su): Each time a blaspheme bites a nonevil creature, the creature is dazed for 1 round and takes 1d6 points of strength damage. There is no saving throw against this effect.

Erratic Charge (Ex): When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement, or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.

Possessions: none.

ENCOUNTER 6: THE NONIZ BURROW

Spawn Follower of the Voice: Male human dreamstealer spawn Ex-Mnk7; CR 9; Medium Humanoid (augmented human, incorporeal); HD 7d12+3; hp 65; Init +7; Spd 50 ft., fly 60 ft. (good); AC 23 (touch 23, flat-footed 15) [+5 deflection, +3 Dex, +1 monk, +4 Wis]; Base Atk +5; Grp -; Atk +8 melee touch (1d8 and Wisdom drain, fists); Full Atk +8 melee touch (1d8 and Wisdom drain, fists) or +7/+7 melee touch (1d8 and Wisdom drain, fists); SA Flurry of blows, ki strike (magic), *wail of doom*, wisdom drain; SQ Darkvision 60 ft., evasion, still mind, wholeness of body, undead traits, +2 turn resistance, unnatural aura; 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.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 18 Will save or suffer 1d6 points of 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 ft. spread must make a DC 20 Will save 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.

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 Traits: 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.

Possessions: none.

Mind Killer: CR10; Medium Undead (incorporeal); HD 8d12; hp 61; Init +6; Spd 60ft. Fly (Good); AC 17 (touch 17, flat-footed 15) [+5 deflection, +2 Dex]; Base Atk +6; Grp -; Atk +8 melee touch (1d4 plus Wisdom drain, tentacle); Full Atk +8/+8/+8/+8 melee touch (1d4 plus Wisdom drain, tentacle); SA mind blast, psionics, wail of doom, Wisdom drain; SQ Incorporeal traits, SR25, telepathy 100ft., +2 turn resistance, undead traits, unnatural aura; SV Fort +2, Ref 4, Will, +9; Str -, Dex 14, Con -, Int 19, Wis 17, Cha 21.

Skills and Feats: Concentration +10, Hide +10, Intimidate +11, Knowledge (Arcana) +12, Listen +11, Move Silently +10, Sense Motive +7, Spot +11; Combat Casting, Improved Initiative, Weapon Finesse.

Mind Blast (Sp): This psionic attack is a cone 60ft long. Anyone caught in this cone must succeed on a DC 19 Will save or be stunned for 3d4 rounds. Mind Killers often hunt using this power and then drag off one or two of their stunned victims to feed upon. The save DC is charisma based. This ability is equivalent of a 4th lvl spell.

Psionics (Sp): At will-*charm monster* (DC19), *detect thoughts* (DC17), *levitate*, *plane shift* (DC 20), *suggestion* (DC18). Effective caster level is 8th.

Wail of Doom (Sp): 1/day, the Mind Killer may emit a bloodcurdling scream. All those within a 100 ft. spread must make a DC 19 Will save or suffer 8d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 8 rounds as well as fleeing randomly from the Mind Killer and any other dangers that confront them for the same period, with a 50% chance of dropping anything in their hands.

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

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Mind Killer 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 Traits: A mind killer 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.

Possessions: None.

ENCOUNTER 7: CHIEF MORTIGASUS

Spawn Follower of the Voice: Male human dreamstealer spawn Ex-Mnk7; CR 9; Medium Humanoid (augmented human, incorporeal); HD 7d12+3; hp 65; Init +7; Spd 50 ft., fly 60 ft. (good); AC 23 (touch 23, flat-footed 15) [+5 deflection, +3 Dex, +1 monk, +4 Wis]; Base Atk +5; Grp -; Atk +8 melee touch (1d8 and Wisdom drain, fists); Full Atk +8 melee touch (1d8 and Wisdom drain, fists) or +7/+7 melee touch (1d8 and Wisdom drain, fists); SA Flurry of blows, ki strike (magic), *wail of doom*, wisdom drain; SQ Darkvision 60 ft., evasion, still mind, wholeness of body, undead traits, +2 turn resistance, unnatural aura; 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.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 18 Will save or suffer 1d6 points of 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 ft. spread must make a DC 20 Will save 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.

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 Traits: 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.

Possessions: none.

Mind Killer: CR10; Medium Undead (incorporeal); HD 8d12; hp 61; Init +6; Spd 60ft. Fly (Good); AC 17 (touch 17, flat-footed 15) [+5 deflection, +2 Dex]; Base Atk +6; Grp -; Atk +8 melee touch (1d4 plus Wisdom drain, tentacle); Full Atk +8/+8/+8/+8 melee touch (1d4 plus Wisdom drain, tentacle); SA mind blast, psionics, wail of doom, Wisdom drain; SQ Incorporeal traits, SR25, telepathy 100ft., +2 turn resistance, undead traits, unnatural aura; SV Fort +2, Ref 4, Will, +9; Str -, Dex 14, Con -, Int 19, Wis 17, Cha 21.

Skills and Feats: Concentration +10, Hide +10, Intimidate +11, Knowledge (Arcana) +12, Listen +11, Move Silently +10, Sense Motive +7, Spot +11; Combat Casting, Improved Initiative, Weapon Finesse.

Mind Blast (Sp): This psionic attack is a cone 60ft long. Anyone caught in this cone must succeed on a DC 19 Will save or be stunned for 3d4 rounds. Mind Killers often hunt using this power and then drag off one or two of their stunned victims to feed upon. The save DC is charisma based. This ability is equivalent of a 4th lvl spell.

Psionics (Sp): At will—*charm monster* (DC19), *detect thoughts* (DC17), *levitate*, *plane shift* (DC 20), *suggestion* (DC18). Effective caster level is 8th.

Wail of Doom (Sp): 1/day, the Mind Killer may emit a bloodcurdling scream. All those within a 100 ft. spread must make a DC 19 Will save or suffer 8d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 8 rounds as well as fleeing randomly from the Mind Killer and any other dangers that confront them for the same period, with a 50% chance of dropping anything in their hands.

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

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Mind Killer 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 Traits: A mind killer 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.

Possessions: None.

ENCOUNTER 8: THE EBON COVEN

Darkweaver, advanced 25 HD: CR13; Medium Aberration (Extraplanar); HD 25d8+50; hp 172; Init +4; Spd 20ft., Climb 20ft, fly 60ft (perfect); AC 27 (touch 19, flat-footed 22) [+4 deflection, +4 Dex, +8 natural]; Base Atk +18; Grp +21; Atk +25 melee (1d6+3, tentacle rake); Full Atk +25/+25/+25/+25 melee (1d6+3, tentacle rake) and +20 melee (1d6+3 plus Strength damage, bite); Space/Reach 5ft/5ft (10ft with tentacles); SA Improved grab, shadow strands, spell-like abilities, strength damage; SQ All-around vision, cold resistance 10, darkvision 60 ft., DR 5/Magic, fast healing 3, shadow jump, shadowstuff armor, SR16, sunlight vulnerabilities, tentacle regeneration; AL NE; SV Fort +9, Ref +14, Will +17; Str 17, Dex 22, Con 12, Int 15, Wis 16, Cha 17.

Skills and Feats: Climb +34, Concentration +7, Hide +37, Listen +10, Move Silently +27, Search +26, Spot +10; Alertness, Combat Reflexes, Power Attack, Weapon Finesse, Weapon Focus (tentacle), Weapon Focus (bite), Improved Natural Attack (tentacle), Improved Toughness.

Improved Grab (Ex): If a darkweaver hits an opponent at least one size category smaller than itself with a tentacle rake attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its bite, dealing 1d6+3 points of damage and 2d4 points of strength damage. Thereafter, the darkweaver has the option to conduct the grapple normally, or simply use its tentacle to grapple the opponent (-20 penalty on grapple check, but the darkweaver is not considered grappled). In either case, each successful grapple check it makes during a successive rounds automatically does bite damage.

Shadow Strands (Su): At will, a darkweaver can create an aura of weblike, supernatural, semi-solid shadow that emanates outward from it in a 60ft. spread. A darkweaver can see normally through the shadow strands, but other creatures have great difficulty doing so. Each full 5 ft. of shadow strands grants one-quarter concealment. Thus, a creature in the shadow strands 10 ft. away from another creature would have one half concealment, and a creature in the shadow strands 20 ft. away would have full concealment. A creature in the shadow strands has no concealment from creatures within 5 ft.. Creatures with darkvision suffer these effects, and the shadow strands even baffle blindsight, but true seeing allows a creature to see normally through them.

Any creature that enters this area can freely move toward the darkweaver, but any attempt to move in any other direction is resisted by the semi-solid shadow strands. A creature attempting to move in such a fashion must make a Strength check or an Escape Artist check; the creature can move away from the darkweaver 5 feet for each 5 full points by which its check exceeds 10. If a creature is adjacent to the darkweaver (within 5ft.), it can move freely so long as it remains adjacent to the darkweaver. A creature protected by a freedom of movement spell is immune to the constraining effects of the shadow strands.

The darkweaver can move about as it wishes and bring the area of shadow strands with it. Creatures are not affected by the darkweavers moving the strands, but the direction toward the darkweaver will likely change.

Creatures within the strands do not need to guess in which direction the darkweaver lies; it becomes immediately obvious when they try to move away and the shadow strands snarl and twist to block all other routes. When a creature without freedom of movement attempts to move against the strands, the darkweaver is immediately aware of its location even if it cannot see the creature due to invisibility.

Darkweavers are immune to other darkweavers' shadow strands and can see through them.

Spell-Like Abilities: 3/day-confusion, darkness, suggestion, tongues, web; 1/day-shadow walk. Caster level 13th; Save = DC 13 + spell level.

Strength Damage (Su): Any creature bitten by a darkweaver takes 2d4 strength damage (or 4d4 points on a critical hit). Darkweavers "eat" by sapping a victims strength.

All-around Vision (Ex): A darkweaver can see in all directions at once. Because of this, it has a +4 racial bonus on Search and Spot checks, and it cannot be flanked.

Shadow Jump (Su): A darkweaver can travel between shadows as if by means of a *dimension door*. The limitation is that the magical transport must begin and end in an area with at least some shadow. The darkweaver can shadow jump up to a total of 320 feet per day; this amount can be split up among many

jumps in 10-foot increments. Thus, a darkweaver that jumps 35 feet would use up 40 feet of its shadow jump limit for the day.

A darkweaver in its shadow strands always has enough shadow to jump from unless a light source as bright as a daylight spell is brought within 5 feet of it.

Shadowstuff Armor (Su): A darkweaver is shrouded in a semisolid armor of shadowstuff that grants it a +4 deflection bonus to Armor class and a +10 circumstance bonus on Hide checks (included in the statistics above). The shadowstuff armor does not provide concealment, nor does it provide the requisite shadows to make a shadow jump. The armor disappears in an antimagic field, but it returns as soon as the darkweaver is out of the field.

Sunlight Vulnerability (Ex): When exposed to sunlight or to a light equivalent to a daylight spell, a darkweaver takes a -2 morale penalty on all attacks, saves, checks and damage rolls. In addition it does not regain hit points from its fast healing ability.

A darkweaver's shadow strands provide the creature with total concealment from light that is outside the shadow strands area. Any magical light source within the shadow strands must be within 5 feet of the darkweaver to affect it, because of the concealment that the shadow strands provide.

Tentacle Regeneration (Ex): Foes can attack a darkweaver's tentacles, but only when those appendages are actually holding an opponent. A tentacle has AC27 (touch 19) and can withstand 20 points of damage. The loss of a tentacle does not harm the creature (that is, the damage does not apply against its hit point total), and it regrows the limb within a day.

Possessions: None.

Lorryn: Female Half-Orc Sor14; CR 14; Medium Humanoid (orc); HD 14d4+28; hp 68; Init +6; Spd 30 ft.; AC 16 (touch 12, flatfooted 14) [+3 armor, +2 Dex, +1 natural]; Base Atk +7; Grp +7; Atk +7 melee (1d4/19-20, dagger) or +7 ranged (1d4, sling); Full Atk +7 melee (1d4/19-20, dagger) or +7 ranged (1d4, sling) or +7/+2 melee (1d6, quarterstaff); SA Spells; SQ Darkvision 60ft, Spells; AL NE; SV Fort +9, Ref +9, Will +19; Str 10, Dex 14, Con 14, Int 10, Wis 8, Cha 21.

Skills and Feats: Concentration +19, Spellcraft +17, Empower Spell, Improved Counterspell, Improved Initiative, Improved Unarmed Strike, Deflect Arrows.

Spells Known (6/8/7/7/7/5/3; base DC = 15 + spell level): *0-acid splash, dancing lights, daze, detect magic, flare, mage hand, message, ray of frost, touch of fatigue, 1st-chill touch, colour spray, magic missile, ray of enfeeblement, grease; 2nd-blindness/deafness, glitterdust, invisibility, scorching ray; 3rd-dispel magic, fireball, hold person, vampiric touch; 4th-dimension door, phantasmal killer, polymorph; 5th-baleful polymorph, dominate person, cone of cold; 6th-chain lightning, Otiluke's freezing sphere; 7th-prismatic spray.*

Possessions: Amulet of natural armor +1, bracers of armor +3, cloak of charisma +4, vest of resistance +3.

ENCOUNTER 10: RETURN TO NOTIL

Galai Iorn Warrior: Male human Brb11; CR 11; Medium Humanoid (human); HD 11d12+33; hp 132; Init +1; Spd 40 ft.; AC 14 (touch 14, flat-footed 17) [+4 Dex]; Base Atk +11; Grp +16; Atk +18 (1d12+8/19-20/x3, +1 *unholy greataxe*) or +16 melee (1d8+7/x3, longspear) or +5 ranged (1d8/x3, longbow); Full Atk +18/+13/+8 melee (1d12+8/19-20/x3, +1 *unholy greataxe*) or +16/+11/+6 melee (1d8+7/x3, longspear) or +15/+10/+5 ranged (1d8/x3, 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 (greataxe), Power Attack, Weapon Focus (greataxe).

Possessions: +1 *unholy greataxe*, longspear, longbow, 20 arrows, *cloak of resistance* +2, 2 applications of Galai Iorn poison, *Galai Iorn tattoos*.

ENCOUNTER 11: DEFENCE OF NOTIL

Galai Iorn Warrior: Male human Brb11; CR 11; Medium Humanoid (human); HD 11d12+33; hp 132; Init +1; Spd 40 ft.; AC 14 (touch 14, flat-footed 17) [+4 Dex]; Base Atk +11; Grp +16; Atk +18 (1d12+8/19-20/x3, +1 *unholy greataxe*) or +16 melee (1d8+7/x3, longspear) or +5 ranged (1d8/x3, longbow); Full Atk +18/+13/+8 melee (1d12+8/19-20/x3, +1 *unholy greataxe*) or +16/+11/+6 melee (1d8+7/x3, longspear) or +15/+10/+5 ranged (1d8/x3, 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 (greataxe), Power Attack, Weapon Focus (greataxe).

Possessions: +1 *unholy greataxe*, longspear, longbow, 20 arrows, *cloak of resistance* +2, 2 applications of Galai Iorn poison, *Galai Iorn tattoos*.

ITEMS

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 the bearer the ability to call on the power of their dark druidic powers once per day. Granting them the mixed benefit of Barkskin and Stoneskin as cast by a Druid of 7th level.

Faint Abjuration and Necromancy; CL 7th; Barkskin, Stoneskin, Tattoo Magic Feat; Price 44,200 gp; Creator must be Galai Iorn in origin and of Neutral Evil alignment.

MONSTERS

Blaspheme

(Source: *Libris Mortis*, page 85)

Medium Undead

Hit Dice: 18d12+30 (147 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 20 (+1 Dex, +9 natural), touch 11, flat-footed 15

Base Attack/Grapple: +9/+18

Attack: Bite +18 melee (1d8+13 plus blasphemous contact)

Full Attack: Bite +18 melee (1d8+13 plus blasphemous contact)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blasphemous contact, erratic charge

Special Qualities: Darkvision 60 ft., damage reduction 5/slash, immunity to cold, inescapable craving, undead traits

Saves: Fort +6, Ref +7, Will +13

Abilities: Str 28, Dex 12, Con ---, Int 5, Wis 15, Cha 10

Skills: Listen +10, Spot +10, Survival +7

Feats: Improved Natural Attack (bite), Improved Toughness†, Toughness (4), Track

Environment: Cold plains or cold hills

Organisation: Solitary or pair

Challenge Rating: 9

Treasure: None

Alignment: Always neutral evil

Advancement: 19-36 HD (Medium)

Level Adjustment: ---

†Described under "New Feats".

Crafted in bygone days by power-mad wizards searching to create the perfect undead guardians, blasphemes still roam forgotten areas, seeking to destroy nonevil creatures with their blasphemous bite.

They are most likely to be encountered near ruins of ancient cities where magic was valued more highly than personal liberty or morals. If the secret of creating or calling a blaspheme into the world exists, it is buried in just such location.

APPENDIX 6: NEW RULE ITEMS

Each blaspheme is created with parts from multiple ancient corpses, with teeth specially harvested from sacrifices to evil powers. However, blasphemes are not hulking, slow-moving constructs; rather, they are lithe and deadly, aware of their surroundings and capable of directing their own actions.

Blasphemes stand just under 7 feet tall and weigh about 190 pounds.

Blasphemes speak common.

Combat

A blaspheme resonates with evil power, the focus of which is concentrated in its teeth. Thus, blasphemes charge into combat in almost every situation, attempting to bite their victims as quickly as possible.

Blasphemous Contact (Su): Each time a blaspheme bites a nonevil creature, the creature is dazed for 1 round and takes 1d6 points of Strength damage. There is no saving throw against this effect.

Erratic Charge (Ex): When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement, or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.

Darkweaver

(Source: *Fiend Folio*, page 39)

Medium-Size Aberration (Extraplanar)

Hit Dice: 9d8+9 (49 hp)

Initiative: +4

Speed: 20 ft., climb 20 ft.

AC: 26 (+4 Dex, +8 natural, +4 deflection), touch 18, flat-footed 22

Base Attack/Grapple: +6/+9

Attack: Tentacle rake +10 melee

Full Attack: 4 tentacle rakes +10 melee and bite +5 melee

Damage: Tentacle 1d4+3, bite 1d6+3 plus Strength damage

Face/Reach: 5 ft./5 ft. (10 ft. with tentacles)

Special Attacks: Improved grab, shadow strands, spell-like abilities, Strength damage

Special Qualities: All-around vision, cold resistance 10, darkvision 60 ft., DR 5/+1, fast healing 3, shadow jump, shadowstuff armor, SR 16, sunlight vulnerability, tentacle regeneration

Saves: Fort +4, Ref +7, Will +9

Abilities: Str 17, Dex 18, Con 12, Int 15, Wis 16, Cha 17

Skills: Climb +18, Concentration +7, Hide +21, Listen +10, Moves Silently +11, Search +9, Spot +10

Feats: Alertness, Combat Reflexes, Power Attack, Weapon Finesse

Climate/Terrain: Any land (plane of Shadow)

Organisation: Solitary or coven (2-4)

Challenge Rating: 10

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 10-15 HD (medium-size); 16-27 HD (Large)

Darkweavers are sinister and alien beings from the Plane of Shadow that have found that the Material Plane offers far more plentiful hunting grounds than their home. Relatively new arrivals to the Material Plane, the darkweavers seek to learn more about the Material Plane and the power of the creatures that reside there so that they can make a bid for control.

Few creatures that have seen a darkweaver truly understand what it looks like. Every darkweaver resides in a thicket of writhing, supernatural shadows, and a creature must delve into the benighted depths of this darkness to find it. At the center of this area, a curious explorer might catch a glimpse of a spiderlike form that is wreathed in protective shifting darkness.

The true form of a darkweaver resembles a spider in only the vaguest fashion. Its fleshy, gray-skinned body is divided into two segments, each with four tentacles. Clusters of spiderlike eyes cover all sides of its front section, and the underside contains a mouth with deadly fangs. A darkweaver usually walks on all eight tentacles, but it can rear its front section up and move about, which frees its front tentacles to attack foes or manipulate objects.

Darkweaver speak Abyssal, Common, and Infernal.

Combat

A darkweaver relies heavily on its ability to shroud the battle field in a web of shadow. Capable of seeing through the shadows it creates, a darkweaver prefers to hide in the effect and lure prey in with *suggestion*. If prey refuses to enter the shadow strands, a darkweaver relies on *darkness* and *confusion* to make the creature hesitate while it moves the area of shadow strands over it. When a creature is close to the center of the effect, the darkweaver rears up and lashes out with its front four tentacles, hoping to ensnare the foe and sap its strength.

Improved Grab (Ex): If a darkweaver hits an opponent that is at least one size category smaller than itself with a tentacle rake attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +9). If it gets a hold, it automatically hits with its bite, dealing 1d6+3 points of damage and 2d4 points of Strength damage. Thereafter, the darkweaver has the option to conduct the grapple normally, or simply use its tentacle to grapple the opponent (-20 penalty on grapple check, but the darkweaver is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage.

Shadow Strands (Su): At will, a darkweaver can create an aura of weblike, supernatural, semisolid shadow that emanates outward from it in a 60-foot spread. A darkweaver can see normally through the shadow strands, but other creatures have great difficulty doing so. Each full 5 feet of shadow strands 10 feet away from another creature would have one-half concealment, and a creature in the shadow strands 20 feet away would have total concealment. A creature in the shadow strands has no concealment from creatures within 5 feet. Creatures with shadow strands even baffle blindsight, but *true seeing* allows a creature to see normally through them.

Any creature that enters this area can freely move towards the darkweaver, but any attempt to move in any other direction is resisted by the semisolid shadow strands. A creature attempting to move in such a fashion must make a Strength check or an Escape Artist check; the creature can move away from the darkweaver 5 feet for each full 5 points by which the check result exceeds 10. If a creature is adjacent to the darkweaver (within 5 feet), it can move freely so long as it remains adjacent to the darkweaver. A creature protected by a *freedom of movement* spell is immune to the constraining effects of the shadow strands.

The darkweaver can move about as it wishes and bring the area of shadow strands with it. Creatures are not affected by the darkweaver's moving the strands, but the direction toward the darkweaver will likely change.

Creatures within the strands do not need to guess in which direction the darkweaver lies; it becomes immediately obvious when they try to move away and the shadow strands snarl and twist to block all other routes. When a creature without *freedom of movement* attempts to move against the strands, the darkweaver is immediately aware of its location even if it cannot see the creature due to *invisibility*.

Darkweavers are immune to other darkweavers' shadow strands and can see through them.

Spell-Like Abilities: 3/day --- *confusion*, *darkness*, *suggestion*, *tongues*, *web*; 1/day --- *shadow walk*. Caster level 13th; save DC 13+ spell level.

Strength Damage (Su): Any creature bitten by a darkweaver takes 2d4 points of Strength damage (or 4d4 points on a critical hit). Darkweavers "eat" by sapping a victim's strength.

All-Around Vision (Ex): A darkweaver can see in all directions at once. Because of this, it has a +4 racial bonus on Search and Spot checks, and it cannot be flanked.

Fast Healing (Ex): As long as it has at least 1 hit point, a darkweaver regains lost hit points at the rate of 3 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a darkweaver to regrow or reattach lost body parts.

Shadow Jump (Su): A darkweaver can travel between shadows as if by means of a *dimension door*.

The limitation is that the magical transport must begin and end in an area with at least some shadow. The darkweaver can shadow jump up to a total of 320 feet per day; this amount can be split up among many jumps in 10-foot increments. Thus, a darkweaver that shadow jumps 35 feet would use up 40 feet of its shadow jump limit for the day.

A darkweaver in its shadow strands always has enough shadow to jump from unless a light source as bright as a *daylight* spell is brought within 5 feet of it.

Shadowstuff Armor (Su): A darkweaver is shrouded in a semisolid armor of shadowstuff that grants it a +4 deflection bonus to Armor Class and a +10 circumstance bonus on Hide checks (included in the statistics above). The shadowstuff armor does not provide concealment, nor does it provide the requisite shadows to make a shadow jump. This armor disappears in an *antimagic field*, but it returns as soon as the darkweaver is out of the field.

Sunlight Vulnerability (Ex): When exposed to sunlight or to light equivalent to a *daylight* spell, a darkweaver takes a -2 morale penalty on all attacks, saves, checks, and damage rolls. In addition, it does not regain hit points from its fast healing ability.

A darkweaver's shadow strands provide the creature with total concealment from light that is outside the shadow strands' area. Any magical light source within the shadow strands must be 5 feet of the darkweaver to affect it because of the concealment the shadow strands provide.

Tentacle Regeneration (Ex): Foes can attack a darkweaver's tentacles, but only when those appendages are actually holding an opponent. A tentacle has an AC of 27 (touch 19) and can withstand 20 points of damage. The loss of a tentacle does not harm the creature (that is, the damage does not apply against its hit point total), and it regrows the limb within the day.

Skills: A darkweaver has a +8 bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Darkweaver Society

Darkweavers are loners by nature, but they often keep dangerous predators as "pets." When a darkweaver saps all of a creature's strength (reducing its Strength score to 0 and rendering it helpless), it often carries the creature away and locates a large carnivore of a tribe of evil creatures willing to eat its catch. The darkweaver then ensnares the predator in its shadow strands, forcing the predator to move toward it. When it comes close, the darkweaver drops its still-living prey as a reward and steps back, allowing the creature to feed on the weakened foe. The darkweaver repeats this activity several times until the predator comes to rely on it for food and views it as an ally. The darkweaver's *tongues* and *suggestion* abilities often help to cement this relationship. Darkweavers' lairs are often guarded by such predators, and it isn't known for a tribe of

predatory creatures, such as trolls, to come to worship a darkweaver and aid it as it pursues its dream of dominance over others.

TEMPLATES

Dreamstealer Spawn Template

(Source: Creighton Broadhurst & Paul Looby)

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 maneuverability.

AC: The dreamstealer spawn loses any natural armor 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 of 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.

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

Organization: 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

Gravetouched Ghoul

(Source: *Libris Mortis*, page 103)

Like traditional ghouls, gravetouched ghouls haunt graveyards, battlefields, and other places rich with the carrion for which they hunger. These terrible creatures lurk wherever the stench of death hangs heavy, ready to devour the unwary.

Ghouls are said to be created upon the death of a living sentient being who savored the taste to the flesh of other sentient creatures. This assertion may or may not be true, but it does explain the disgusting behavior of these anthropophagous undead. Some believe that anyone of exceptional debauchery and wickedness runs the risk of becoming a gravetouched ghoul. The transformation from living beings into fell creatures of the night has warped their minds, making them cunning and feral.

While most humanoids who engage in such activities and return from the grave are mere ghouls, in rare occasions the creation of a ghoul briefly draws the attention of Doresain, King of the Ghouls. When

this happens, the newly formed ghoul does not possess the standard *Monster Manual* statistics for a ghoul, but instead the base creature gains this gravetouched ghoul template. These template creature are said to be “touched by the King.” The DM decides when this occurs.

Creating A Gravetouched Ghoul

“Gravetouched ghoul” is an acquired template that can be added to any corporeal aberration, fey, giant, humanoid, or monstrous humanoid with Intelligence and Charisma scores of 3 or higher (referred to hereafter as the base creature).

A gravetouched ghoul speaks all the languages it spoke in life (usually Common). It has all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead, and it gains the augmented subtype. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase to d12

Armor Class: The base creature’s natural armor bonus improves by 2.

Attack: A gravetouched ghoul retains all the attacks of the base creature and also gains a bite and two claw attacks if it didn’t already have them. If the base creature uses weapons, the gravetouched ghoul retains this ability. A creature with natural weapons retains those natural weapons. A gravetouched ghoul fighting without weapons uses its bite attack. A gravetouched ghoul armed with a weapon uses its bite or weapon as it desires.

Full Attack: A gravetouched ghoul fighting without weapons uses its bite and two claws to attack. If armed with a weapon, it chooses whether to use the weapon or use its natural attacks.

Damage: Gravetouched ghouls have bite and claw attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the gravetouched ghoul’s size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Bite Damage	Claw Damage
Fine	1	---
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Attacks: A gravetouched ghoul retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + ½ the

gravetouched ghouls HD + gravetouched ghouls Cha modifier unless otherwise noted.

Ghoul Fever (Su) : Disease—bite, Fortitude save, incubation period 1/day, damage 1d3 Con and 1d3 Dex.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all other respects. A humanoid of a 4HD or higher rises as a ghast, rather than a ghoul.

Paralysis (Ex): Victims hit by a gravetouched ghoul's bite or claw attack must make a successful Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Special Qualities: A gravetouched ghoul retains all the special qualities of the base creature and gains those described below.

Turn Resistance (Ex) : A gravetouched ghoul has a +2 turn resistance.

Abilities: Increase from base creature as follows: Str +2, Dex +4, Int +2, Wis +4, Cha +2. As an undead creature a gravetouched has not constitution score.

Feats: A gravetouched ghoul retains all its feats, and it gains Multiattack as a bonus feat.

Environment : Any usually the same as the base creature.

Organization : Solitary, gang (2-4 ghouls plus 1 gravetouched ghoul), or pack (7-12 ghouls plus 1-4 gravetouched ghouls).

Challenge Rating: Same as base creature +1

Alignment: Base creatures alignment changes to chaotic evil

Level Adjustment: Same as base creature +2

Spellstitched Creatures

(Source: Complete Arcane, page 161)

"Spellstitched" is an acquired template that can be added to any corporeal undead with a wisdom score of 10 or higher (referred to hereafter as the base creature).

A spellstitched creature uses all the base creature's statistics and abilities except as noted here.

Special Attacks: A spellstitched creature retains all the special attacks of the base creature and gains the following special attack.

Spell-Like Abilities: A spellstitched creature can be imbued with spell-like abilities according to its Wisdom as indicated on the table below. Any spells selected must be from the conjuration, evocation, or necromancy school. The number of spell-like abilities is cumulative; for example, a spellstitched undead with a wisdom of 12 can cast two 2nd-level spells four times per day and two 1st-level spells four times per day. Caster level equals the creature's Hit Dice.

Wisdom	Example Undead	Spells Imbued	Times per Day
10	Skeleton, Zombie	Two 1 st -Level	4
11 – 12	Bodak	Two 2 nd -Level	4
13 – 14	Ghoul, Ghast	Two 3 rd -Level	2
15 – 16	Devourer	Two 4 th -Level	2
17 – 18	Some Liches	Two 5 th -Level	2
19 or higher	Nightshade	One 6 th -Level	1

The creator of a spellstitched creature decides how to allocate the spells known against the number of times per day spells of each level can be cast, and once made, this determination cannot be changed. For example, if a spellstitched skeleton has cause fear usable once per day and shocking grasp usable three times per day imbued as its 1st-level spell-like abilities, its creator cannot later change either the spells or how frequently each can be used (to two per day each, for example).

Special Qualities: A spellstitched creature retains all the special qualities of the base creature and gains the following special qualities.

Damage Reduction (Ex): Spellstitched creatures with 1 – 3 HD have no damage reduction, those with 4 – 11 HD have damage reduction of 5/magic or silver, and those with 12 or more HD have damage reduction 5/magic and silver.

Spell Resistance (Ex): A spellstitched creature has spell resistance equal to 10 + the base creature's Charisma modifier.

Turn Resistance (Ex): A spellstitched creature gains +2 turn resistance (added to the base creature's turn resistance, if any).

Saves: Spellstitched creatures get a +2 profane bonus on all saving throws.

Challenge Rating: Same as base creature +1.

NEW FEATS

Energy Substitution [Metamagic]

(Source: Complete Arcane, page 79)

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type—for example, a *fireball* composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Improved Toughness

(Source: *Complete Warrior*, page 101)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save Bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A Fighter may select Improved Toughness as one of his fighter bonus feats.

Split Ray [Metamagic]

(Source: *Complete Arcane*, page 83)

Your ray spells can affect an additional target.

Prerequisite: Any metamagic feat.

Benefit: You can cause any ray spell to fire one additional ray beyond the number normally allowed. The additional ray requires a separate ranged touch attack roll to hit and deals damage as normal. It can be fired at the same target as the first ray or at a different target, but all rays must be aimed at targets within 30 feet of each other and fires simultaneously.

A split ray spell uses a spell slot two levels higher than the spell's actual level.

Transdimensional Spell [Metamagic]

(Source: *Complete Arcane*, page 84)

You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the spell's area.

Benefit: A transdimensional spell has its full normal effect on incorporeal creatures, creatures on the Ethereal plane or the Plane of Shadow, and creatures within an extradimensional space in the spell's area. Such creatures include ethereal creatures, creatures that are blinking or shadow walking, manifested ghosts, and creatures within extradimensional spaces such as rope trick, portable hole or familiar pocket.

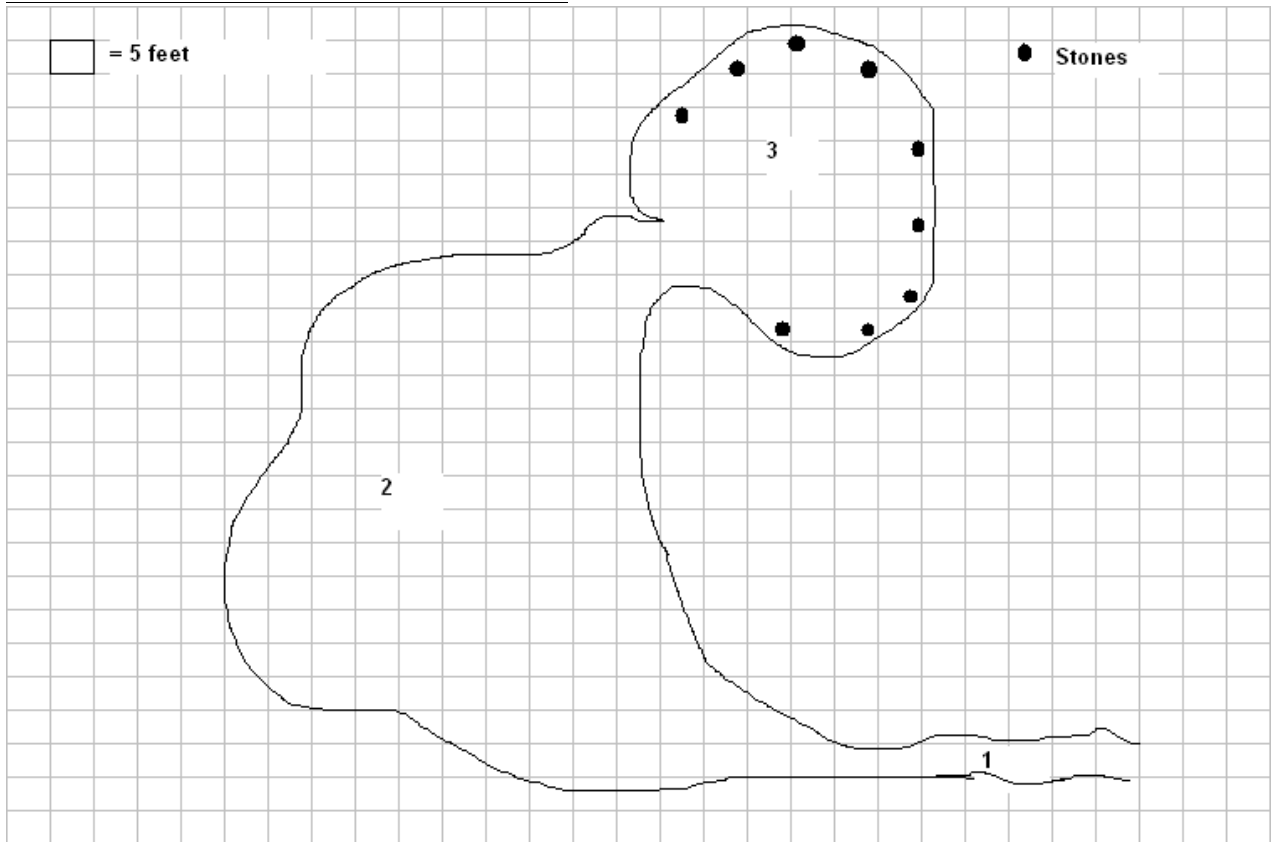
You must be able to perceive a creature to target it with a transdimensional spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread.

A transdimensional spell uses up a spell slot one level higher than the spell's actual level.

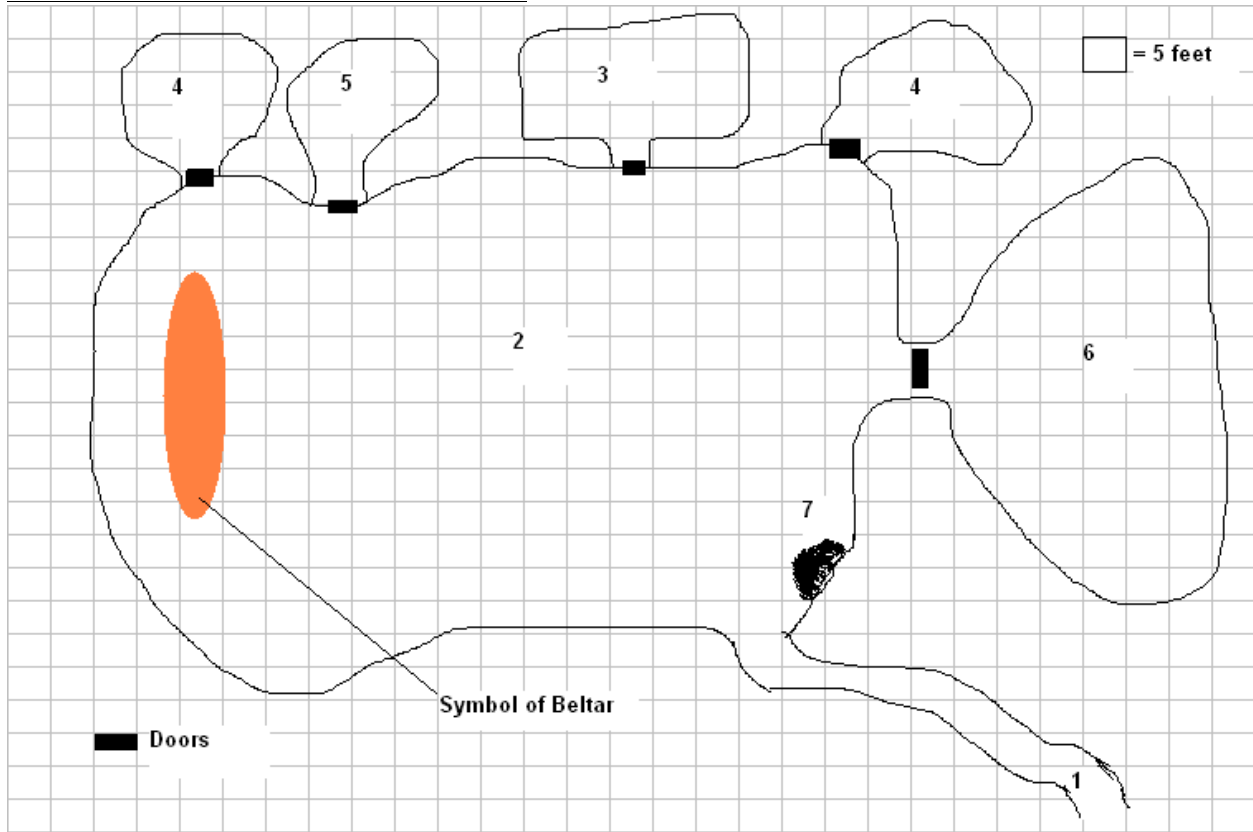
Normal: Only force spells and effects can affect ethereal creatures and no Material Plane attack affects creatures on the Plane of Shadow or in an enclosed extradimensional space. There is a 50% chance that any spell other than a force effect fails against an incorporeal creature.

APPENDIX 7: MAPS

ENCOUNTER 6: THE NONIZ BURROW



ENCOUNTER 8: THE EBON COVEN



APPENDIX 8: 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 Aerdi 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 judgments 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 genealogies 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 artifact 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 earlier times. 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.

APPENDIX 9:

THE GUEST LIST FOR THE FASKEL–KELDAS WEDDING

The following is a description of various NPCs that the PCs can speak with during Encounter 1: The Evening's Festivities.

Gellen Cadwale: Duke of the Azure Coast and Glaive Superior of the Order of the Golden Sun.

Appearance: Of medium build and 5'9" Gellen Cadwale appears to have aged beyond his years. His steely grey hair is subtly whitening, and his brow is now furrowed. Gellen's countenance is always serious now and his grey eyes seem to stare into the distance - to the outward observer he seems to bear the mark of one who carries the fate of the world on its shoulders.

Personality: Certainly he claims to carry the fate of the knighthood, if not the world on his shoulders. Gellen was unwittingly responsible for the murder of all but a few of the Glaives of Azharadian during the fall of Onnwal. Trying to redeem for his error he is weary. He has a feeling his time as Glaive Superior will be short and he is beginning to find a certain peace in the inevitability.

Halrend Lorendrenn: Baron Dunheern, Glaive Valorous of the Order of the Golden Sun.

Appearance: A striking 6'3", of strong build and with prominent Oeridian features, Halrend has the bearing and posture of a professional soldier, for which House Lorendrenn has a strong tradition. Indeed the family crest bears a golden bolt, symbolising its dedication to the ideals of Heironeous and Azharadian.

Personality: Halrend is no exception - he fought with distinction in Idee during the wars. Since the events of the Glaive trilogy he has made peace with Gellen and agrees that the Order needs new blood. If asked he mentions a year ago he would have never thought he and Gellen could be breaking bread together, though privately he has concerns that Gellen is not himself. He heard the Glaive Superior talking to no-one, mentioning he saw Gellen talking to himself and muttering the words, "Soon", seemingly to invisible comrades.

Tarnedas of the Gulls

Appearance: Tarnedas is clad in a simple white robe. His hair is white and falls unkempt about his shoulders. Lines of age and care mark his sun-kissed face, yet there is a look of absolute peace and serenity in his intense blue eyes that touches any that look upon him to the heart of their being.

Personality: Tarnedas believes himself to be the messenger of Phaulkon on the Oerth and divines his Master's will from the calls of the birds around him - whom he calls the Parliament of Birds. He is otherworldly, utterly serene, calm, unhurried, wise and detached. He speaks cryptically and rarely gives a

direct answer, preferring often to answer it by posing another question in return.

Every PC who is able to see Tarnedas must make a DC 20 Will save or be affected by the awe and reverence of Tarnedas. The effects are similar to that of a charm person spell.

With Tarnedas is Dynarra, a follower of the Path of the Talon (which teaches unarmed combat in the Suel tradition).

CAMPAIGN CONSEQUENCES

Please submit your consequences to onnwal@blueyonder.co.uk and please reproduce the questions in your mail

- 1) Did Falinreth survive the module (if of course Falinreth was present)?
- 2) Was Andruil allowed to study Falinreth
- 3) Did the PC's evacuate or help protect the city?
- 4) Did Tarendas die?
- 5) Did the PC's disrupt the ritual?
- 6) Did the PC's retrieve the black stones?
- 7) Did the PC's retrieve the Standard?