

ONW2-05



TO HUNT A TRAITOR

A One-Round D&D[®] LIVING GREYHAWK[®]
Onnwal Regional Adventure

Version 1

by Stuart Kerrigan and Paul Looby

RPGA HQ reviewer: Christopher Lindsay and Stephen Radney-MacFarland

A senseless act of utter evil propels Onnwalish patriots into a confrontation with old and new enemies, and a man passes beyond redemption. An adventure for characters level 1-10

Warning: This adventure uses dark imagery and explores macabre themes. Suggested for mature players.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	1	
1/3 and 1/2	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialec, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Onnwal. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

In the adventure ONW1-02 *To Catch a Traitor* a war party of Onnwal's patriots forced Rohal Soldas, former-mayor and traitor of Sornhill, from his cave retreat in the Volanots.

Now, having spent the remainder of last year huddled in secrecy with his co-conspirator Kekarav Madi, Soldas was ordered to attack Greenfalls. To elude the retributions of Free Onnwal forces he was ordered to then enter the Headlands through a hidden trail mapped out by Madi. Soldas protested against the plan; he knows not why Madi sent him this way. However he has learned, as do all minions of the Scarlet Brotherhood, not to question the orders of a Kesh.

Soldas and his hochebi have massacred the small town of Greenfalls, and taken a few of the people prisoner to feed the hochebi. The people of Sornhill were alerted to this when Soldas sent several bodies down the falls to Sornhill. He defiled the corpses, marking them with a

runes that prevent any *resurrection*. Soldas has carried on into the Headlands. He intends to cross near its center, where not even the Flan tribes go, hide there and when the heat has died down swing westwards for Scant.

The scenario begins with the characters dispatched from Sornhill to Greenfalls.

Players who play this adventure without playing its prequel ONW1-02 *To Catch a Traitor* by Creighton Broadhurst, cannot go back to play the earlier adventure.

Introduction – The characters arrive in Greenfalls to discover it in ruins.

Encounter 1: The Fallen – Some of the fallen are defiled, a strange rune marked clearly upon their foreheads, others arise as undead to attack the characters. The type and number depends on the APL of the party.

Encounter 2: The Wounded – The characters discover a survivor, near death, who tells them that Rohal Soldas attacked the village. He says that Soldas talked about a hidden mountain trail with his aide. The survivor gifts the characters a blade that may save their lives later on.

Encounter 3: The Sisters – The characters encounter the Teldur sisters. Two are slain, and one knows of survivors from Greenfalls, taken by hochebi that have split from the main group led by Soldas. They defy his orders by saying he was taking them to their doom within the Headlands.

The characters must face a dilemma, do they delay their pursuit of Soldas and free the hostages, or do they pursue the black-hearted traitor?

Chasing the hostages takes them to Encounter 3, carrying on after Soldas takes them to Encounter 4 and then 5.

Encounter 4: Hostages – The characters must face a gang of hochebi to save a group of hostages. There is also a tense hostage negotiation as a goblin tries to use a hostage as a human shield.

Once the characters manage to save the hostages one of them volunteers to lead the others to safety while the characters resume the chase against Rohal Soldas.

Encounter 5: These Folk Don't Think Right – The characters find a gory sign that marks the edge of a "no-man's land" within the Headlands.

Encounter 6: Hochebi Massacre – The characters find that the majority of Soldas's Hochebi force has died, curiously unmarked. One scarcely sane hochebi is available for questioning. He carries a scroll-case sealed with the signet of the House of Relaster. This may be of especial significance...

Encounter 7: The Traitor – The characters encounter the Traitor, and fight his hochebi. Rohal Soldas gets his due, but possibly not in the fashion the characters expected.

Encounter 8: Retreat – The characters must flee from this evil land before something dark destroys their minds forever.

Conclusion – If the characters caught up with Rohal Soldas and witnessed his fate, they earn a medal. If they quit the mission early, they do not.

INTRODUCTION

When the players have gotten comfortable, you have answered any initial questions they may have, and they have indicated that they are ready, read the text below. Also, as the characters are assumed to have already met, this would be a good time to introduce themselves to each other.

When they are ready proceed with following:

Across Notxia Bay sparkles the brilliance of Osprem's Light, acting a beacon of hope in these dark times. Even as far from the coast as you are its light calls out reassuringly.

It has been two years since it was restored to the rebellion from the Scarlet Tyranny, but now a dark cloud hangs over the fortress-temple as talk is of a hochebi force massing in the west to wrest Sornhill from the Rebellion and back into the maw of the Brotherhood.

As hard-pressed as the folk of Osprem's Light are, the darkness of the night that blankets its walls cannot match the darkness of your purpose, and the events that have recently shaken the town of Sornhill.

Three mornings ago the maggot-riddled bodies of five young maidens floated down the river Saltirn, tinged blue by the water. At first the garrison in Sornhill feared they were an attempt by the Scarlet Brotherhood to spread disease through the water of the city, but these fears passed when the priests of Osprem worked their divine purification along the waters.

The bloated faces of the slain were locked in death masks of unimaginable terror, and when the priests froze in horror at the strange marking upon their foreheads, new fears arose. Worse came when attempts were made to contact the deceased to determine what happened. The calls of the clergy went unanswered and a chill came over the town of Sornhill. A chill, more bitter than the coldest Storm Coast eve.

As one of the few war companies on leave from hunting the growing numbers of hochebi in the Volanots you were ordered to go to Greenfalls, a village that lay three days to the south, up the Saltirn.

As the third day of your journey nears its end, you are weary of the trek along the lush steep-sided valley that cradles Greenfalls. The normally beautiful countryside of the Storm Coast seems eerily quiet. You begin to wonder if nature itself is against you in this endeavour.

You have little time to dwell on this as you spot a column of smoke rising from the direction of Greenfalls like a dark cloud almost blotting out the fading sun.

The scenario has begun, and the characters shall no doubt want to pick up the pace and enter the village. Proceed to Encounter 1.

ENCOUNTER 1: THE FALLEN

When the characters close in to the village, proceed with the following:

Reaching the edge of the village you see the last flames of what was once a great fire licking away at the charred wood and stone buildings of Greenfalls, which now awaits the cooling kiss of its own death.

When the characters decide to enter the village continue with the following description:

Picking your way through the ruins of the village, where burnt out wooden planks litter the ground, you realise with a shiver that the place is completely devoid of life. There is no sound, save for the eternal noise of the falls and the harsh cawing of carrion birds.

Refer to the map of Greenfalls in the Appendix. All the people of Greenfalls that were killed by Rohal Soldas and his hochebi have later been moved to the village market place by Soldas's force. The bodies that were sent down the Saltirn to Sornhill were an exception, as Kekarav Madi ordered Soldas to send a "warning" to Duchess Sailema.

When the characters investigate the square continue with the following:

The acrid smell of this burnt out shell of a village fills your nostrils and catches in the back of your throat. As you step into the center of the village another scent competes for your disgust, the sickly smell of rotting flesh. Swiftly, you realise why. Lying in a great mound in the center of the village are the rotting bodies of the village folk, every man, woman, and child in the place.

The stench is overwhelming, and has attracted the usual carrion that feed upon the bodies. As you approach, crows rise from their feast in a dark flapping cloud, their outraged cawing echoing from the walls of the valley.

Each character must make a Fortitude Save (DC 17) to avoid being nauseated at this sight. Nauseated players are nauseated for 1d4 hours afterwards and incapable of attacking, casting spells, concentrating on spells, or doing anything else requiring concentration. The only action such a character can take is a single move (or move-equivalent action) per turn.

Checking a body reveals the person has been completely stripped of all their possessions except for Milnrow in Encounter 2 who still has the *Blade of the Headlands* as the hochebi could not stand its touch.

The corpses are clad in only the barest of clothing and bear sword, axe, and spear wounds. What is particularly disturbing is the circular rune etched into the skull of the deceased, a rune that is on each of the bodies.

Combat

When the characters discover this rune (or failing that, whenever you decide is dramatically appropriate) read the text appropriate to the APL the players are playing at.

APL 2 (EL 4)

A moan alerts you as some of the slumped forms of the dead, men, women, and children alike rise from the ground. Their pale faces and their mouths open in a silent scream as they start to limp toward you, a terrible, insane hunger in their dead eyes.

☛ **Medium-size Zombies (6):** hp 16, 16, 16, 16, 16, 16; see *Monster Manual*.

APL 4 (EL 6)

A moan alerts you as some of the slumped forms of the dead, men, women, and children alike rise from the ground. Their pale faces and their mouths open in a silent scream as they start to limp toward you, a terrible, insane hunger in their dead eyes.

☛ **Medium-size Zombies (12):** hp 16, 16, 16, 16, 16, 16, 16, 16, 16, 16, 16, 16; see *Monster Manual*.

APL 6 (EL 8)

A moan alerts you as some of the slumped forms of the dead, men, women, and children alike rise from the ground. Their pale faces and their mouths open in a silent scream as they start to limp toward you, a terrible, insane hunger in their dead eyes.

☛ **Wights (6):** hp 26, 26, 26, 26, 26, 26; see *Monster Manual*.

APL 8 (EL 10)

As you stare down at the corpses, trying to hide your emotions from your comrades a gray flicker in the corner of your eye attracts your attention.

All around you wispy, insubstantial figures in the shape of the townsfolk rise from the black, bloodstained earth. As they advance toward you they rasp the words, "Rest, rest."

☛ **Wraiths (6):** hp 32, 32, 32, 32, 32, 32; see *Monster Manual*.

APL 10 (EL 12)

As you stare down at the corpses, trying to hide your emotions from your comrades a gray flicker in the corner of your eye attracts your attention.

All around you wispy, insubstantial figures in the shape of the townsfolk rise from the black, bloodstained earth. As they advance toward you they rasp the words, "Rest, rest."

☛ **Wraiths (12):** hp 32, 32, 32, 32, 32, 32, 32, 32, 32, 32, 32, 32; see *Monster Manual*.

ENCOUNTER 2: THE WOUNDED

Once the Undead are dispatched, proceed with the following:

From behind the carrion mound come a shout and a cry of despair, "My people! What has become of them?"

The exclamation is then followed by the sound of sobbing and despair, coupled with coughs and gasps for air.

When the characters look behind the mound one of the bodies has sat up, and players of the Onnwal Regional adventure ONW1-05 *Last Respects* and ONW1-04 *Nature's Course* recognise him as Milnrow, a former-Hillstalker and an Altern (Captain) in the Free Onnwalon Army. Having taken several weeks leave in his hometown of Greenfalls, he was wounded in the attack by Rohal Soldas. He has several nasty cuts across his studded leather armor, and a Heal check (DC 15) reveals he has been poisoned by a knife wound and hit by a mace upon the crown of his head. He also bears the rune that is upon the other corpses, though the rune has not pierced his skull. He is babbling to himself, tears running down his gore-streaked face.

"Aye they came, and without warning! I tried my best to save them all, but they attacked with impunity, all of them.

"At the front of the hosts was that fiend Soldas! He ordered them slain, women, children, and his hochebi did the job with enthusiasm.

"I fought the bastard myself, he grinned as he 'le' me seek him out. We fought, my blade against his rapier. As we were locked in combat, he pulled out a dagger and stabbed me with it. I felt the warmth of his poison coursing through my veins and I began to stumble.

"I did not have long to dwell on this, his mockery done, he had a hochebi, who had snuck behind me in the melee, strike me in the head. I blacked out, and have been coming in and out of consciousness over the last two days."

QUESTIONING MILNROW

The characters have only a short time to question Milnrow. He is losing 1 hp per 5 rounds due to the rune upon his forehead and is only capable of speaking because of he has the Remain Conscious feat. Trying to save him via healing does not work.

What is the meaning of the rune on the foreheads of the dead bodies?

"I don't know. The hochebi were carving the symbol into the heads of the people as they cut them down."

Touching his head Milnrow says, "They did not cut deeply with me thankfully."

Where did Soldas go?

"This I did see, he and his hochebi headed south up the river toward the hills."

Are you sure it was Soldas?

"Of course I am - I owe that man a bellyful of vengeance, but not in this life I fear."

How many hochebi were there?

"Around two score (40) hochebi attacked the town."

Can we aid you?

He smiles, "No friends. Save your healing for yourselves."

His smile fades as quickly as it came, and his scarred brow furrows in anxiety, "With my people gone, it is perhaps better if I let the poison take me. The bastards have taken everything I loved, let me go to them now, and promise me you shall put paid to this fiend for good this time, before more innocents fall to his wickedness."

Despite his words, Milnrow can be saved by either a *neutralize poison* spell or *antitoxin*. If the characters save him, he insists on giving them his blade, saying that he is no longer worthy to bear it.

When the characters run out of questions or Milnrow's time draws near, assuming they have not saved him as described above, read the following, ensuring they have been told:

With great pain evident in his movements he reaches to the blade girthed at his hip and says, "Here, take my blade. It will protect you against what..." He hesitates for a moment and says, "It will protect you from your enemies."

His grip loosens on the sword, his eyes stare vacantly and he coughs, "What darkness is this?" He lets out a cry and his face contorts in pain, then he slumps to the ground, his face a death mask of terror. Blood ruptures from his forehead and oozes out onto the ground, forming a pool at your feet.

Any characters that examine Milnrow discover the markings on his head have deepened, as if they had been carved into the skull.

Milnrow's blade is a Longsword of the Headlands (see treasure summary). Now that he has died, like everyone else defiled in the village, cannot be contacted by *Speak with Dead* or returned to the Oerth by any means such as *raise dead*, *resurrection*, *true resurrection* or *miracle/wish*.

It will take two days to dig a grave deep enough to hold all of the dead and a further day to place them into it and cover it up. Grim work.

Alternatively, the characters can spend a day cutting wood to build a pyre. The characters can of course leave the dead unburied.

Characters with Alchemy, Wilderness Lore, Knowledge (nature) or Profession (herbalist) can pick the green moss on the rock of the falls. When applied to wounds by a character with the Heal skill, the moss has a mild healing effect, stanching bleeding and quickening repair of wounds (i.e. can be used to restore 1d3 hp).

Gathering the Greenfalls moss requires an Alchemy, Wilderness Lore, Knowledge (Nature) or Profession (Herbalist) check (DC 15). No more than four bunches are accessible to the characters in this scenario.

TROUBLESHOOTING LOOTERS

Mercenary characters might decide that a village of dead townsfolk is ample grounds for looting. Soldas's hochebi have taken anything of value within the hamlet. Remind Good characters, especially lawful good ones, that looting the victims of a massacre is not a moral act. If the characters are determined to loot the bodies of the slain, feel free to drop a few more of the undead from Encounter 1 on them, lurking within the houses of Greenfalls, particularly if the characters in question split from the main group.

TRACKING SOLDAS

The characters can make tracking rolls to follow Rohal Soldas:

- **DC 12:** More than thirty humanoid, heavily leaden and wearing boots passed along the dirt road running south. It is clear that they have taken few precautions in covering their trail
- **DC 15:** A number of smaller barefooted prints can be seen in the midst of the booted prints. Some of them appeared to fall and be dragged at several points.
- **DC 20:** One of the booted prints is shorter than the others. This person appears to walk with a limp.

Armed with this information, the characters should chase after Rohal Soldas, in which case they should go to Encounter 3. If they decide to withdraw to get help the scenario ends and Soldas is not found. His tracks will be washed away in torrential rain three days later.

ENCOUNTER 3: THE SISTERS

When the characters are ready to begin the chase, read the following:

You follow the trail south as it climbs passes in a switchback past the moss-covered stones of the Greenfalls. The trail runs close by the rushing waters of the Saltirn as they flow fast and free out of the Headlands, untroubled by the slaughter in the valley below. As you head south, the valley narrows and its walls loom ominously above you on either side, becoming too steep in places for even the hardiest scrub to find purchase.

After some time, you come to a fork in the trail where a stream gushes down from a side valley to the west to meet the Saltirn.

The Teldur Sisters are a war company of sisters hailing from Myrhill, acting as bounty hunters for the Rebellion and other non-Scarlet Brotherhood factions. They came upon Soldas' tracks after Greenfalls and trailed him to this point. Of the three sisters who lay in ambush for Soldas, only Geril, the oldest, survives, hiding. The other two lie

dead within the scrub, and yet chillingly their corpses are unmarked by any weapon. Their skin is pale, their hair has turned sheer white and their faces are contorted in absolute terror.

☞ **Geril Teldur:** Female human Ftr6.

Geril Teldur is the only surviving member of the Teldur Sisters war company. She was frozen by the Dreamstealer, and watched as it broke the minds and bodies of her sisters. She was left for dead by it, and has become slightly unhinged. She feels if she remains in the scrub indefinitely she shall survive. She has been surviving off the rations and water the sisters collectively brought with them.

When she sees the characters she tries to hide in the scrub. Make an opposed Spot check to Geril's Hide roll for the characters to see her. If they go past, she realizes they are not the enemy and calls out from her hiding place.

GERIL'S STORY

If the characters calm Geril down and ask her what happened, she acts irrationally and seems somewhat unhinged. The experience of seeing the Dreamstealer, lack of sleep from its curse, the death of her sisters and living rough within the scrub for three days have taken their toll and she acts somewhat unhinged.

She explains events as follows:

"We were hunting the accursed one, Rohal Soldas, after we'd come across what he's done at Greenfalls. With him were a lot of hochebi, and they paused to rest at this point in the trail. That's when we caught up with the bastard.

"They were arguing over something in the fell tongue of the hochebi, but we could not hear what. We saw some of the hochebi grab the chains of the prisoners and take off in that direction," she points eastward, up the side valley. "Soldas merely shrugged, leaving the rebellious hochebi to carry away the prisoners, and continued with the rest of the hochebi to the south.

"It was at that point my sisters and I moved into action. Ariaah began to cast a spell, to rain fire down upon Soldas's men. Margatha and I readied our bows to shoot the traitor through his black heart, but then it came, like a dark mist, and froze our blood and minds in terror. Don't you see what it did? It was completely silent; Soldas didn't even realize we were there.

"Whatever it was, it saved his black soul and it slew Ariaah and Margatha and now it's after me! You'd best join me hiding in the scrub before it devours your mind as well."

If asked what it was that attacked her Geril says,

"Darkness that whispers in your mind and echoes in your dreams."

If pressed she says she has not been able to sleep since it attacked, because of strange dreams of dark caves and unspeakable monstrosities in the darkness.

She is unwilling to leave the safety of the scrub unless she can be guaranteed "it" won't get her. She is

nervous and thinks she shall not survive long in the war without her sisters. If coaxed out of hiding, requiring a successful Diplomacy check (DC 20) she wants to take the bodies of her sisters home for *resurrection* or burial, and asks if the characters can donate any money or use any favours to help arrange this.

She is able to carry the two sisters home herself, she is a large woman and shall set about making a sled to drag the bodies back to Sornhill. She prefers that the characters either chase Soldas or the renegade hochebi who she was going to hunt down after Soldas.

Geril does not allow looting of her sisters' bodies and attacks anyone she sees trying to do so. Looting the poor sisters is an evil act but collectively they have 300 golden gulls worth of equipment.

A DILEMMA

The characters have two choices now, they could pursue the hochebi and the hostages that split from Rohal Soldas's war party, or they could continue to chase the traitor. Leaving the chase to pursue the hostages could mean leaving Soldas behind, but to pursue Soldas means their death is certain.

If the characters go after the hostages, proceed to Encounter 4.

If the characters decide to abandon the hostages and to chase Rohal Soldas, go to Encounter 5.

This decision affects the outcome of the adventure. If the characters delay their pursuit of the hostages in favour of chasing Soldas they shall not be able to save them, they shall find the campsite described in Encounter 4 is littered with the ritualistically beheaded corpses of the hostages.

TRACKING THE QUARRY

Rohal Soldas (South)

- **DC 12:** It is clear that more than twenty humanoids, heavily laden and wearing boots passed along the dirt road running south. It is clear that they have taken few precautions in covering their trail and they continue south.
- **DC 20+:** One of the booted prints is shorter than the others. This person appears to walk with a limp.

The Hostages (East)

- **DC 12:** It is clear that more than half a dozen humanoids, heavily laden and wearing boots passed along the dirt, running to the east. There is signs of the group of Hochebi going this way - the remains of some half-eaten "rations".
- **DC 15:** A number of smaller barefooted prints can be seen in the midst of the booted prints. Some of them appeared to fall and be dragged at several points.

ENCOUNTER 4: HOSTAGES

If the characters chase after the hostages, proceed with the following:

Your trail takes you to the east following the tributary stream before winding its way upward across the face of a great hill generously clothed in vegetation. Your necks strain to look at the sheer height of the hill above you, and several hundred feet below you, obscured by the darkness that has begun to creep over the Headlands, you hear the stony voice of the river Saltirn.

Ahead the trail widens out into a broad shelf, and is that the sight of a campfire you see?

A fanatical shaman of Maglubiyet leads the Hochebi. The shaman felt that Soldas had enraged Maglubiyet by entering so deep into the Headlands, so he encouraged the other hochebi to break away from Soldas's group.

He is now debating loudly with three other warriors regarding what to do with the six prisoners they have chained and lashed at the northern end of the camp. The dilemma is, do they simply behead them so Maglubiyet protects the camp, or eat them on the morrow whole?

Three hochebi archers are currently hunting in the scrub behind the camp.

A small jebli (goblin) tried to argue that there was good eating on the six, but was whipped and bullied by the larger hobgoblins. A Search check (DC 20) or a Spot check (DC 27) is required to notice him in the midst of the fighting. He does not reveal himself if any fighting takes place until after the battle.

APL 2 (EL 3)

☛ **Hobgoblin Shaman:** Male hobgoblin Clr2; hp 19; see Appendix I.

☛ **Hobgoblins (2):** hp 5, 5; see *Monster Manual*.

Possessions: leather armor, small wooden shield, longsword, 2 gp.

☛ **Hobgoblin Archers (2):** hp 5, 5; see *Monster Manual*.

Possessions: leather armor, small wooden shield, short sword, longbow, 20 arrows, 2 gp.

APL 4 (EL 5)

☛ **Hobgoblin Shaman:** Male hobgoblin Clr4; hp 35; see Appendix I.

☛ **Hobgoblins (2):** hp 9, 9; see *Monster Manual*.

Possessions: leather armor, small wooden shield, longsword, 2 gp.

☛ **Hobgoblin Archers (2):** hp 9, 9; see *Monster Manual*.

Possessions: leather armor, small wooden shield, short sword, longbow, 20 arrows, 2 gp.

APL 6 (EL 7)

Hobgoblin Shaman: Male hobgoblin Clr6; hp 54; see Appendix I.

Hobgoblin Footmen (2): Male hobgoblin Ftr1; hp 11; see Appendix I.

Hobgoblin Archers (2): Male hobgoblin Ftr1; hp 11; see Appendix I.

APL 8 (EL 9)

➤ **Hobgoblin Shaman:** Male hobgoblin Clr8; hp 70; see Appendix I.

➤ **Hobgoblin Footmen (2):** Male hobgoblin Ftr2; hp 21; see Appendix I.

➤ **Hobgoblin Archers (2):** Male hobgoblin Ftr2; hp 18; see Appendix I.

APL 10 (EL 11)

➤ **Hobgoblin Shaman:** Male hobgoblin Clr10; hp 86; see Appendix I.

➤ **Hobgoblin Footmen (2):** Male hobgoblin Ftr4; hp 35; see Appendix I.

➤ **Hobgoblin Archers (2):** Male hobgoblin Ftr4; hp 32; see Appendix I.

A HUMAN SHIELD

If the characters ably defeat the hochebi in their camp, read the following:

Stepping out from the scrub is a small red humanoid dressed in furs and leather. The small goblin holds a knife to the child's throat and edges out from the scrub toward the trail.

"No move," it spits in guttural common, "or pretty girl gets second mouth across pretty little neck."

ALL APLS

➤ **Goblin:** hp 4; see *Monster Manual*.

This is purely a roleplaying encounter. The goblin holds its action so that if any character acts in the slightest bit hostile (e.g. attacking, casting a spell or so forth) the goblin kills the girl with a coup-de-grace.

The goblin genuinely does not wish to kill the girl; it has nothing to gain from this desperate act. It tries to extract a promise from the most honest looking character (a paladin or cleric of a good deity) that it shall be unharmed if it lets the girl go. If such a promise is made, the goblin lets it go, but the characters must make this offer of their own volition, the goblin does not ask for the deal. He does however require the characters to swear an oath, or as he hisses it a serious promissse, that it shall live for another day (its exact words).

If the characters do agree to this deal and welch upon it by killing the goblin, note that any paladins or clerics of good or lawful neutral alignment that take part require an atonement spell.

It is entirely up to the DM to resolve this part of the encounter.

The Hostages

When the characters do investigate the hostages they find the six of them consist of three male children, one female child, unless slain by the goblin, and a woman.

The boys, Herann, Heald, and Berrow are brothers. The girl if she is brought around, is named Shalya. The woman is Talia, who was a barmaid from the Greenfalls Tavern.

She recognized Rohal Soldas, but was beaten unconscious and seized by hochebi. For whatever reason, the hochebi took her and the children alive as meals, and she thinks the hochebi split from Rohal Soldas when they saw he was leading them deeper into the Headlands.

If freed from the shackles she thanks the characters. She happily offers to tend the unconscious girl and lead the refugees to safety while the characters chase Soldas. She does, however ask the characters can heal her slightly and insists on taking a spear and shield from one of the dead hochebi.

Development

The characters can either insist on escorting the hostages back to Sornhill, or return to the trail and follow Soldas to Encounter 5.

ENCOUNTER 5: THESE FOLK DON'T THINK RIGHT

If the characters have paused to chase the renegade hochebi then it shall be sunrise rather than nightfall when this encounter occurs, so alter the text as you see fit.

You have been traveling for over a day now. You pass the remains of yet another hochebi campsite, the second day of rest in the Headlands. As you take in this scene, the sun has begun to set once more, and in the distance, on top of a nearby hill you can see a circular silhouette.

If the characters go to investigate this portent, proceed with the following:

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

His eyes have been torn out, and he has suffered a severe stomach wound from a black spear that juts out from his chest.

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 wounds, some look like they have been made by human teeth, others by the beaks of the crows that circle above, waiting for you to leave their feast alone.

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

Who is this man?

Players of the Onnwal regional scenario ONW1-08 Rashta's Brother recognize the remains of this man as a warrior of the Ventonii tribe.

How long has he been dead?

The body has been dead at least one day. It is mature and reeks, and the scavengers of the Headlands have dined well upon his body.

What does the blood on the disc say?

Any character that reads Flan can make out the words:

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

What of the spear?

Hanging from the man's gut is an ordinary masterwork spear, apart from the fact it's head is made from obsidian.

What of the other bodies?

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

You should also ask the players of this adventure whether they have a regional certificate identifying them as Ventonii tribesmen; this may prove relevant later on if they continue to follow Soldas's trail beyond this grim marker, ever southward.

ENCOUNTER 6: HOCHEBI MASSACRE

About half an hour after passing the grizzly sign, the characters stumble upon the remnants of Rohal Soldas's war party. Proceed with the following:

The terrain becomes increasingly barren and the hills grow sharper and steeper, resembling more and more white jagged teeth in some endless, dreadful maw. You have been unable to shake the feeling of dread that came over you since you passed beyond the corpse, and now the hills seem like terrifying sentinels that watch your progress with a hungry interest.

There is little doubt in your mind that few Onnwals have traveled this deep into the Headlands, or that anyone in their right mind would come here.

Make Spot checks (DC 15) for the characters. Take whoever scores the highest aside and read the following to them:

It is as you think these grim thoughts that a thin layer of mist drifts around the hills, and that in the distance you see the silhouette of something or someone lying on the ground. Are they laying in wait for you?

What the character has seen is the dead bodies of some of the hochebi that traveled with Rohal Soldas. If the characters decide to investigate, describe the following to them:

These are the bloated corpses of many hochebi soldiers. While it is not uncommon to find deserters in the hills, these hochebi wear amulets with the Scarlet Sign marked on them around their necks, identifying them as the elite of the Scarlet Brotherhood troops.

If the characters stop to take count, there is exactly a score of these hochebi that Soldas sent to guard the rear. He feared something was pursuing the war party and sent ten. When they did not return, he sent another ten to investigate. He was justified in his fears though, as it was a group of Dreamstealers that feasted well upon the rear-guard.

There are several other disturbing things about these corpses. Firstly they have been stripped completely, save for the barest of clothes and the amulets. Secondly all hair on the hochebi, facial or body, has turned a pale white. Their mouths are locked open in a silent expression of terror, and their red eyes stare crazily into the distance.

The hochebi have been stripped of all their equipment. If the characters search the hochebi bodies or make a successful Spot check (DC 12), they notice that one of the hochebi is still alive. He is laying curled in a fetal ball, whimpering quietly to himself. The hide he wears seems better kept than the other warriors and a ruined helm bears a black plume made of human hair. A successful Diplomacy check (DC 15) gets the following information out of him:

"Screaming shadow... stealer of dreams."

He repeats this phrase over and over again, rocking back and forth. It is clear he is completely insane. He refuses to move from the bodies of his dead companions. He is hiding something under his rags. If the characters try to see what it is, the hochebi lashes out with its fists. The characters either have to kill or subdue the creature to see that the item is in fact a scroll case.

The case bears the seal of the silver chevron of the House of Relaster, but the wax looks as though it has been broken for some time. Inside there are scrolls.

*scroll of lesser cold orb**

*scroll of disguise undead**

*See Appendix II: New Rules for additional information.

ENCOUNTER 7: THE DREAMING HILLS

How you handle this encounter depends entirely on whether the characters detoured to rescue the hostages.

7A: RESCUED THE HOSTAGES

The characters arrive to find the hochebi losing a battle against several dreamstealers. Rohal Soldas has been seized by some of the savages and a terrible fate awaits him at the hands of these cannibalistic tribesmen.

In the distance the hills echo with the clash of steel and curses in the crude language that could only be goblinoid.

If the characters race to investigate the sound, proceed with the following:

As you turn around by one of the hills you see a scene out of your nightmares. A swirling mass of darkness has enveloped a cluster of hochebi, who are trying to fend it off with torches and swords. A couple of the hochebi already lie on the ground, their corpses resembling those you stumbled upon earlier.

Behind the fighting you see a group of tribesmen wearing dark tattoos that resemble the creatures and strike a terrible chord in your mind. Upon a dark leather shield is a helpless and seemingly paralyzed Rohal Soldas, the traitor. He screams, pitifully crying out for his life as the tall, dark tattooed warriors run toward the dark mouth of a cave.

With a shock you realize the sky above each of you has gone completely midnight black as well, as a spider-like shadow looms over you. One of the tattooed men turns, points at the hochebi and cries something in a guttural tongue. As one the hochebi, cease attacking the spidery shadow and slowly turn to look at you. They seem to stare through you with a mad, demented expression on their faces. Their eyes have become bloodshot, and they seem somehow distant and fearful. The dark mist continues to blot out the sky above them, but it rises, leaving the maddened hochebi to focus their attentions on you.

The darkness in the sky above is a group of dreamstealers, referred to in the texts of the hopelessly insane as the ghastly inhabitants of the Dreaming Hills. They wait, watching their victims fight.

They were feeding upon the hochebi's minds, their masters' objective having been snatched, but since the characters have arrived their masters have decided that a contest is in order. The Hochebi and the characters should fight to see which is the strongest of mind. The dreamstealers are fickle creatures though, and shall grow disinterested in the hochebi after three rounds, by which time the tribesmen shall have borne Rohal Soldas away to meet his fate.

APL 2 (EL 4)

➤ **Hobgoblins (8):** hp 5, 5, 5, 5, 5, 5, 5, 5; see *Monster Manual*.

Possessions: leather armor, small wooden shield, longsword, 2 gp.

APL 4 (EL 6)

➤ **Hobgoblin Footmen (8):** Male hobgoblin Ftr1; hp 11, 11, 11, 11, 11, 11, 11, 11; see Appendix I.

APL 6 (EL 8)

➤ **Hobgoblin Footmen (8):** Male hobgoblin Ftr2; hp 21, 21, 21, 21, 21, 21, 21, 21; see Appendix I.

APL 8 (EL 10)

➤ **Hobgoblin Footmen (8):** Male hobgoblin Ftr4; hp 35, 35, 35, 35, 35, 35, 35, 35; see Appendix I.

APL 10 (EL 12)

➤ **Hobgoblin Footmen (8):** Male hobgoblin Ftr6; hp 52, 52, 52, 52, 52, 52, 52, 52; see Appendix I.

Within three rounds Rohal Soldas is borne into the darkness of the cave by the cannibalistic hillmen.

INVESTIGATING THE CAVE

The cave mouth yawns open before you like a gaping maw. Inside, the cavern rears upward beyond the limits of your vision. The stone here is jet black and glistens coldly in the light. High above you, a hillman stands atop a set of rough hewn steps, his eyes glittering malignantly in the darkness. He raises his arm and the darkness above you seems to shudder and then surges from the roof of the cave downward towards you, in the form of almost two dozen huge spider like shadows that screech the sound of death itself. Against these odds you have little hope!

ALL APLS (EL 14)

➤ **Dreamstealers (10):** hp 64, 64, 64, 64, 64, 64, 64, 64, 64, 64; see Appendix I.

The correct response is to run, in which case the warrior's evil laugh echoes behind the characters as only one of the dreamstealers pursues them, and it may grow weaker as it grows further from the cave, depending on the APL of the characters. The rest of them stop, hovering over the mouth of the cave. Proceed to Encounter 8.

7B: PURSUED ROHAL SOLDAS

In this case Rohal Soldas is still with his men, having entered the area slowly, and with caution.

As you turn around by one of the hills you see crouched by the next hillside a small group of the elite hochebi, just like those you found the corpses of earlier. However, at the head of the group is a man, of medium build and with muddy blonde hair.

Before you can make any move to act on this sighting, the sky above you darkens as several spider-like shadows blot out the

light above. The hochebi and the traitor are clearly as alarmed by this, as it causes them to turn around and stare at you.

The hochebi are clearly shaken by this, but they are disciplined troops and Soldas reaches to his belt to draw his fine rapier. The battle is joined!

If any of the characters have played the adventure To Catch a Traitor, Soldas singles them out as priority targets for his hochebi. He greets them with his eerie smile that does not quite seem to reach his cold blue eyes, as he barks orders in hochebi for his troops to bring him his enemies' hearts. The traitor hangs at the back of the group and relies on his magic before entering melee.

APL 2 (EL 4)

➤ **Hobgoblins (4):** hp 5, 5, 5, 5; see *Monster Manual*.

Possessions: leather armor, small wooden shield, longsword, 2 gp.

➤ **Rohal Soldas:** Male human Rog2/Sor1; hp 16; see Appendix I.

APL 4 (EL 6)

➤ **Hobgoblin Footmen (4):** Male hobgoblin Ftr1; hp 11, 11, 11, 11; see Appendix I.

➤ **Rohal Soldas:** Male human Rog3/Sor2; hp 25; see Appendix I.

APL 6 (EL 8)

➤ **Hobgoblin Footmen (4):** Male hobgoblin Ftr2; hp 21, 21, 21, 21; see Appendix I.

➤ **Rohal Soldas:** Male human Rog4/Sor3; hp 34; see Appendix I.

APL 8 (EL 10)

➤ **Hobgoblin Footmen (4):** Male hobgoblin Ftr3; hp 28, 28, 28, 28; see Appendix I.

➤ **Rohal Soldas:** Male human Rog4/Sor5; hp 42; see Appendix I.

APL 10 (EL 12)

➤ **Hobgoblin Footmen (4):** Male hobgoblin Ftr5; hp 42, 42, 42, 42; see Appendix I.

➤ **Rohal Soldas:** Male human Rog4/Sor7; hp 50; see Appendix I.

Death to the Traitor!

If the characters kill Rohal Soldas and the remaining hochebi then proceed as follows:

As you take in your victory, a figure seems to almost materialize out of the cliff face above you. It is a tall man, bare-chested and bronze-skinned. He is covered across his body, face and arms with wave-like black tattoos. Dark brown hair cascades across his shoulders. He wears a set of dark furs across his waist and a black fur cloak. Even in the morning daylight, you see his eyes

glow a malign green as he stares at you, and then at the body of the traitor at your feet.

His expression reveals no emotion as in Common he speaks with a guttural voice at you, "He is dead... Now you go now... or your dreams have we."

In the scrub around your group you see that at least ten more of these warriors lurk, each holding a black spear.

The blackness that blankets the sky begins to pulsate eerily and in the distance, leaping from peak to peak, you see dozens of other black forms, blotting out the sky and closing in on you as evil laughter reaches your ears.

If any of the characters are members of the Ventonii tribe (identified by a Flan regional cert), the warrior scowls and speaks in Flan, saying that those not of the true faith are not welcome within the Dreaming Hills. If none of the characters appear to understand, he laughs.

"They come for you," says the man again, this time speaking with cold amusement, "Your dreams... shall nourish them."

If the characters try to take Soldas's body then they have to face the 10 dreamstealers who then give chase to them, and the twelve men that have surrounded them.

The correct response is to run, in which case the warrior's evil laugh echoes throughout the hills as only one of the dreamstealers pursues the characters. The rest of them stop, hovering over the head of the laughing Flan warrior. Proceed to Encounter 8.

ALL APLS (EL 14)

➤ **Dreamstealers (10):** hp 64, 64, 64, 64, 64, 64, 64, 64, 64, 64; see Appendix I.

➤ **Galailorn:** Male human Bbn10; hp 75; see Appendix I.

ENCOUNTER 8: THE DREAMSTEALER

(APL 4 AND HIGHER ONLY)

The dark nightmare pursues you down the narrow twisting gorges and valleys, its high pitched scream freezing your soul and echoing through the hills, until it seem that the Headlands themselves are howling their hatred at you.

The dreamstealer(s) can fly at a speed of 60 ft. and attack any character it is able to hit. If a character stops to fight the creature, it attacks that character until either he is dead or it is. One or more characters may therefore make a rearguard action, allowing the others to escape.

It takes 5 minutes at maximum running speed for a medium-size creature to reach the disc bearing the dead Ventonii warrior. The dreamstealer does not pursue the characters farther than this point. It then perches above the disc, its tendrils wrapping about the twisted limbs of the corpse. If the characters attempt to reenter the Dreaming Hills or stop before they leave their limits, the

dreamstealer attacks. If they attempt to attack it using ranged weapons or spells, the dreamstealer retreats behind a hill out of the line of fire.

If the characters destroy the dreamstealer and attempt to return to the cave to find Soldas, the remaining dreamstealers defend the cave against all comers. Even though the characters are not attacked by a dreamstealer at APL 2, feel free to harry them all the way back to the disc bearing the dead Ventonii warrior with one. If they turn back toward the cave, remind them that the creature is right there, and even roll a few dice, to get them moving.

The strength and number of dreamstealers depend on the distance from the Galai Iorn cave, and on the APL the characters are playing at.

APL 4 (EL 5)

➔**Dreamstealer:** hp 32; see Appendix I.

APL 6 (EL 7)

➔**Dreamstealer, Advanced:** hp 64; see Appendix I.

APL 8 (EL 9)

➔**Dreamstealers, Advanced (2):** hp 64, 64; see Appendix I.

APL 10 (EL 11)

➔**Dreamstealers, Advanced (4):** hp 64, 64, 64, 64; see Appendix I.

CONCLUSION

With the capture or death of Rohal Soldas and the characters escape from the Dreaming Hills the adventure is over. Surviving characters are able to return safely to Sornhill.

This final encounter can be omitted if time is tight, simply go to the resolution.

Once characters return to Sornhill Hazaraz Skullsplitter seeks them out. Although this encounter gains the characters no tangible rewards it is an opportunity for them to meet one of the “movers and shakers” on the Storm Coast.

This is a very free-flowing encounter and so the DM should tailor it to suit the outcome of the adventure. Brief roleplaying notes appear below for Hazaraz.

HAZARAZ SKULLSPLITTER

A grizzled old veteran of the Free State Marines, and the Captain of the former duke's personal guard, Hazaraz is probably one of the most experienced members of the rebel armed forces. He has served Onnwal for over 30 years and as a consequence is a master tactician and strategist. Named the "Skullsplitter" due to his skill with a sword, he was a fearsome combatant, but a wound sustained during the defense of Stormhaven has affected

his mobility somewhat. Named by Sailema as the First Protector of Sornhill, Hazaraz is ultimately in charge of all aspects of Sornhill's defense. Rumors are currently circulating throughout the Storm Coast of a romantic relationship between the grizzled warrior and the duchess. He is fanatically loyal to the Relasters.

In his mid fifties he is still physically imposing. Graying short hair frames a weather-beaten face. His eyes have the air of intelligence and are light gray in color. He limps slightly and is never seen without a sword belted to his hip. He is clad in battered but serviceable studded leather armor.

Hazaraz wants a full account of the characters' adventure. He knows little that he can tell them to answer any questions they have. If the characters claim to have killed Soldas he insists on checking via magic. The divinations report “Rohal Soldas is no more.”

If the characters answer truthfully and are able to account for what happened to Soldas (captured by the tribesmen, or slain) they receive the Star of Sornhill medal as a reward.

STAR OF SORNHILL

If the characters earned the medal, Star of Sornhill, read the following:

The good and great of Sornhill have all attended this ceremony. The Duchess has opened the doors of the Stormhaven to all as a chance to cleanse the horrors of the past, the death of the good folk of Greenfalls and the horrific events of the past weeks.

You are led into the red-pillared Great Hall of the Stormhaven. The pale young Duchess, clad in sable and silver, awaits you at on a dais at the end of the hall. She seems small and delicate alongside the grizzled bulk of the ever-watchful Skullsplitter. The pair is flanked on either side by the heads of the Order of the Sea and Star.

Under the approving gazes of the rulers of Sornhill you are marched to the end of the hall, where you kneel. In turn Duchess Sailema bestows a single platinum star medallion, the Star of Sornhill, a new honorific that you are among the first to receive.

As you stand, you turn to meet the cheer and applause of your peers filled with pride and the horrors of your recent ordeals are swiftly forgotten.

The End

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 to each character.

Encounter 1: The Fallen

Defeat the undead.

APL 2	90 XP
APL 4	150 XP
APL 6	240 XP

APL 8	300 XP
APL 10	360 XP

Encounter 4: Hostages

Defeat the hobgoblins and rescue the hostages.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Encounter 7: The Dreaming Hills

7a: Rescued the Hostages

Defeat the hobgoblins.

APL 2	120 XP
APL 4	150 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

OR

Encounter 7: The Dreaming Hills

7b: Pursued Rohal Soldas

Defeat Rohal Soldas and his hobgoblins.

APL 2	120 XP
APL 4	150 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 8: The Dreamstealer

(APL 4 and higher only)

Defeat the dreamstealer(s).

APL 2	0 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP
APL 8	1140 XP
APL 10	1380 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 treasurer.

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 minute 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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 2: The Wounded

Find Milnrow and accept the Sword of the Headlands from him.

APL 2: L: 32 gp; C: 0 gp; M: 0

APL 4: L: 32 gp; C: 0 gp; M: 0

APL 6: L: 32 gp; C: 0 gp; M: 0

APL 8: L: 0 gp; C: 0 gp; M: +1 *longsword* (Value 347 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: +1 *longsword* (Value 347 gp per character).

Blade of the Headlands: This blade is one of the few rare blades that were forged by Dwur smiths in the service of Jascar and Fortubo during the Suel invasion. Originally intended to drive the Onnwi out of the Headlands, the swords have been passed from hillman to hillman. Since the age of the Onnwi has passed, the blade has chosen a new foe that besets Onnwal.

Upon the hilt of the blade is engraved a set of mountain spires surmounted by a great hammer. In Dwur is written the script, “*That which nurtured me, I protect.*”

At APLs 2 – 6, this weapon is a masterwork longsword. At APLs 8 and 10, this weapon is a +1 *longsword*.

Encounter 4: Hostages

Defeat the hobgoblins and strip them of their gear.

APL 2: L: 43 gp; C: 1 gp; M: 0

APL 4: L: 73 gp; C: 1 gp; M: 0

APL 6: L: 73 gp; C: 1 gp; M: 0

APL 8: L: 103 gp; C: 1 gp; M: 0

APL 10: L: 73 gp; C: 1 gp; M: +1 *morningstar* (Value 346 gp per character).

Encounter 5: These Folk Don't Think Right

Take the masterwork spear out of the body.

APL 2: L: 30 gp; C: 0 gp; M: 0

APL 4: L: 30 gp; C: 0 gp; M: 0

APL 6: L: 30 gp; C: 0 gp; M: 0

APL 8: L: 30 gp; C: 0 gp; M: 0

APL 10: L: 30 gp; C: 0 gp; M: 0

Encounter 6: Hochebi Massacre

Find the scrolls and take them.

APL 2: L: 0 gp; C: 0 gp; M: *scroll of lesser cold orb* (Value 4 gp per character); *scroll of disguise undead* (Value 25 gp per character).

APL 4: L: 0 gp; C: 0 gp; M: *scroll of lesser cold orb* (Value 4 gp per character); *scroll of disguise undead* (Value 25 gp per character).

APL 6: L: 0 gp; C: 0 gp; M: *scroll of lesser cold orb* (Value 4 gp per character); *scroll of disguise undead* (Value 25 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: *scroll of lesser cold orb* (Value 4 gp per character); *scroll of disguise undead* (Value 25 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: *scroll of lesser cold orb* (Value 4 gp per character); *scroll of disguise undead* (Value 25 gp per character).

Encounter 7a: Rescued the Hostages

Defeat the hobgoblins and strip them of their gear.

APL 2: L: 22 gp; C: 3 gp; M: 0

APL 4: L: 142 gp; C: 3 gp; M: 0

APL 6: L: 262 gp; C: 3 gp; M: 0

APL 8: L: 502 gp; C: 3 gp; M: 0

APL 10: L: 502 gp; C: 320 gp; M: 0

OR

Encounter 7b: Pursued Rohal Soldas

Defeat Rohal Soldas and his hobgoblins and strip them of their gear.

APL 2: L: 43 gp; C: 42 gp; M: 0

APL 4: L: 103 gp; C: 102 gp; M: 0

APL 6: L: 163 gp; C: 162 gp; M: 0

APL 8: L: 250 gp; C: 42 gp; M: +1 *rapier* (Value 347 gp per character).

APL 10: L: 250 gp; C: 102 gp; M: +1 *rapier* (Value 347 gp per character).

Conclusion

Bring Rohal Soldas back or truthfully account for the whereabouts of his body.

Star of Sornhill (New Onwall honorific)

Total Possible Treasure (7a: Rescued the Hostages)

APL 2: 160 gp

APL 4: 310 gp

APL 6: 430 gp

APL 8: 1015 gp

APL 10: 1648 gp

Total Possible Treasure (7b: Pursued Rohal Soldas)

APL 2: 220 gp

APL 4: 370 gp

APL 6: 490 gp

APL 8: 1149 gp

APL 10: 1525 gp

APPENDIX I: NPCS

ENCOUNTER 4: HOSTAGES

APL 2 (EL 3)

➤ **Hobgoblin Shaman:** Male hobgoblin Clr2; CR 2; Medium-size humanoid (goblinoid); HD 2d8+6; hp 19; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +2 melee (1d8+1, morningstar); SA Spells, rebuke undead; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +1, Will +5;

Str 13, Dex 12, Con 17, Int 12, Wis 14, Cha 15.

Skills and Feats: Concentration +8, Diplomacy +6, Heal +7, Spellcraft +2; Combat Casting.

Possessions: chainmail, morningstar, large steel shield.

Spells Prepared (4/3+1; base DC = 12 + spell level): 0 – cure minor wounds, light, resistance, virtue; 1st – bless, cause fear, command, protection from good*.

*Domain spell. *Domains:* Destruction (You gain the smite power, a supernatural ability to make a single melee attack with +4 bonus to hit and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); Evil (You cast evil spells at +1 caster level).

APL 4 (EL 5)

➤ **Hobgoblin Shaman:** Male hobgoblin Clr4; CR 4; Medium-size humanoid (goblinoid); HD 4d8+12; hp 35; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +6 melee (1d8+2, morningstar); SA Spells, rebuke undead; SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +2, Will +6;

Str 14, Dex 12, Con 17, Int 12, Wis 14, Cha 15.

Skills and Feats: Concentration +10, Diplomacy +7, Heal +9, Spellcraft +3; Combat Casting, Improved Initiative.

Possessions: chainmail, masterwork morningstar, large steel shield.

Spells Prepared (5/4+1/3+1; base DC = 12 + spell level): 0 – cure minor wounds, light, mending, resistance, virtue; 1st – bless, cause fear, command (2), protection from good*; 2nd – aid, desecrate*, enthrall, hold person.

*Domain spell. *Domains:* Destruction (You gain the smite power, a supernatural ability to make a single melee attack with +4 bonus to hit and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); Evil (You cast evil spells at +1 caster level).

APL 6 (EL 7)

➤ **Hobgoblin Shaman:** Male hobgoblin Clr6; CR 6; Medium-size humanoid (goblinoid); HD 6d8+21; hp 54; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +7 melee (1d8+2, morningstar); SA Spells, rebuke undead; SQ Darkvision 60 ft.; AL LE; SV Fort +8, Ref +3, Will +7;

Str 14, Dex 12, Con 17, Int 12, Wis 14, Cha 15.

Skills and Feats: Concentration +12, Diplomacy +8, Heal +10, Spellcraft +5; Combat Casting, Improved Initiative, Toughness.

Possessions: chainmail, masterwork morningstar, large steel shield.

Spells Prepared (5/4+1/4+1/2+1; base DC = 12 + spell level): 0 – cure minor wounds, light, mending, resistance, virtue; 1st – bless, cause fear, command (2), protection from good*; 2nd – aid, desecrate*, enthrall, hold person (2); 3rd – blindness/deafness; contagion*, deeper darkness.

*Domain spell. *Domains:* Destruction (You gain the smite power, a supernatural ability to make a single melee attack with +4 bonus to hit and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); Evil (You cast evil spells at +1 caster level).

➤ **Hobgoblin Footmen (2):** Male hobgoblin Ftr1; CR 1; Medium-size humanoid (goblinoid); HD 1d10+1; hp 11; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +4 melee (1d8+2/19-20, longsword); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Jump +6; Improved Initiative, Weapon Focus (longsword).

Possessions: leather armor, small wooden shield, longsword, 2 gp.

➤ **Hobgoblin Archers (2):** Male hobgoblin Ftr1; CR 1; Medium-size humanoid (goblinoid); HD 1d10+1; hp 11; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/x3, longbow); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +2, Will +0; Str 11, Dex 15, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4; Point Blank Shot, Weapon Focus (longbow).

Possessions: leather armor, longbow, 20 arrows, 2 gp.

APL 8 (EL 9)

➤ **Hobgoblin Shaman:** Male hobgoblin Clr8; CR 8; Medium-size humanoid (goblinoid); HD 8d8+27; hp 70; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +9/+4 melee (1d8+2, morningstar); SA Spells, rebuke undead; SQ Darkvision 60 ft.; AL LE; SV Fort +9, Ref +3, Will +8;

Str 14, Dex 12, Con 17, Int 12, Wis 15, Cha 15.

Skills and Feats: Concentration +14, Diplomacy +10, Heal +10, Spellcraft +7; Combat Casting, Improved Initiative, Toughness.

Possessions: masterwork chainmail, masterwork morningstar, masterwork large steel shield.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 12 + spell level): 0 – cure minor wounds (2), light, mending, resistance, virtue; 1st – bless, cause fear (2), command (2), protection from good*; 2nd – aid, desecrate*, enthrall, hold person (2); 3rd – blindness/deafness (2); contagion*, deeper

darkness; 4th – greater magic weapon, summon monster IV, unholy blight*.

*Domain spell. Domains: Destruction (You gain the smite power, a supernatural ability to make a single melee attack with +4 bonus to hit and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); Evil (You cast evil spells at +1 caster level).

➤ **Hobgoblin Footmen (2):** Male hobgoblin Ftr2; CR 2; Medium-size humanoid (goblinoid); HD 2d10+5; hp 21; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +5 melee (1d8+2/19-20, longsword); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will +0; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Jump +7; Improved Initiative, Toughness, Weapon Focus (longsword).

Possessions: leather armor, small wooden shield, longsword, 2 gp.

➤ **Hobgoblin Archers (2):** Male hobgoblin Ftr2; CR 2; Medium-size humanoid (goblinoid); HD 2d10+2; hp 18; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +2 melee (1d6/19-20, short sword) or +5 ranged (1d8/x3, longbow); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +2, Will +0; Str 11, Dex 15, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Jump +5; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Possessions: leather armor, longbow, 20 arrows, 2 gp.

APL 10 (EL 11)

➤ **Hobgoblin Shaman:** Male hobgoblin Clr10; CR 10; Medium-size humanoid (goblinoid); HD 10d8+33; hp 86; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +10/+5 melee (1d8+3, morningstar); SA Spells, rebuke undead; SQ Darkvision 60 ft.; AL LE; SV Fort +10, Ref +4, Will +9;

Str 14, Dex 12, Con 17, Int 12, Wis 15, Cha 15.

Skills and Feats: Concentration +16, Diplomacy +10, Heal +12, Spellcraft +9; Combat Casting, Empower Spell, Improved Initiative, Toughness.

Possessions: masterwork chainmail, +1 morningstar, masterwork large steel shield.

Spells Prepared (6/5+1/5+1/3+1/3+1/2+1; base DC = 12 + spell level): 0 – cure minor wounds (2), light, mending, resistance, virtue; 1st – bless, cause fear (2), command (2), protection from good*; 2nd – aid, desecrate*, enthrall, hold person (3); 3rd – blindness/deafness (2); contagion*, deeper darkness; 4th – greater magic weapon, summon monster IV (2), unholy blight*; 5th – circle of doom*, flame strike, slay living.

*Domain spell. Domains: Destruction (You gain the smite power, a supernatural ability to make a single melee attack with +4 bonus to hit and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); Evil (You cast evil spells at +1 caster level).

➤ **Hobgoblin Footmen (2):** Male hobgoblin Ftr4; CR 4; Medium-size humanoid (goblinoid); HD 4d10+7; hp 35; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +8 melee (1d8+5/19-20, longsword); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +10, Jump +10; Improved Initiative, Power Attack, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: leather armor, small wooden shield, longsword, 2 gp.

➤ **Hobgoblin Archers (2):** Male hobgoblin Ftr4; CR 4; Medium-size humanoid (goblinoid); HD 4d10+4; hp 32; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +4 melee (1d6/19-20, short sword) or +8 ranged (1d8+2/x3, longbow); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +4, Will +1; Str 11, Dex 16, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Jump +7; Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: leather armor, longbow, 20 arrows, 2 gp.

ENCOUNTER 7: THE DREAMING HILLS

7A: RESCUED THE HOSTAGES

APL 4 (EL 6)

➤ **Hobgoblin Footmen (8):** Male hobgoblin Ftr1; CR 1; Medium-size humanoid (goblinoid); HD 1d10+1; hp 11; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +4 melee (1d8+2/19-20, longsword); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Jump +6; Improved Initiative, Weapon Focus (longsword).

Possessions: masterwork leather armor, small wooden shield, longsword, 2 gp.

APL 6 (EL 8)

➤ **Hobgoblin Footmen (8):** Male hobgoblin Ftr2; CR 2; Medium-size humanoid (goblinoid); HD 2d10+5; hp 21; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +5 melee (1d8+2/19-20, longsword); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will +0; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Jump +7; Improved Initiative, Toughness, Weapon Focus (longsword).

Possessions: masterwork leather armor, masterwork small wooden shield, longsword, 2 gp.

APL 8 (EL 10)

➤ **Hobgoblin Footmen (8):** Male hobgoblin Ftr4; CR 4; Medium-size humanoid (goblinoid); HD 4d10+7; hp 35; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +9 melee (1d8+5/19-20, longsword); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +10, Jump +10; Improved Initiative, Power Attack, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork leather armor, masterwork small wooden shield, masterwork longsword, 2 gp.

APL 10 (EL 12)

➤ **Hobgoblin Footmen (8):** Male hobgoblin Ftr6; CR 6; Medium-size humanoid (goblinoid); HD 6d10+12; hp 52; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +11/+6 melee (1d8+5/19-20, longsword); SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +3, Will +2; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +12, Jump +12; Cleave, Improved Initiative, Power Attack, Toughness (2), Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork leather armor, masterwork small wooden shield, masterwork longsword, 200 gp.

7B: PURSUED ROHAL SOLDAS

APL 2 (EL 4)

➤ **Rohal Soldas:** Male human Rog2/Sor1; CR 3; Medium-size humanoid (human); HD 2d6+1d4+3; hp 16; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10), Atk +5 melee (1d6+1/18-20, rapier); SA Sneak attack; SQ Evasion; AL NE; SV Fort +1, Ref +6, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 11, Cha 14.

Skills and Feats: Appraise +5, Bluff +5, Climb +5, Concentration +6, Decipher Script +5, Disable Device +5, Disguise +7, Forgery +7, Gather Information +7, Hide +6, Listen +5, Move Silently +7, Open Lock +6, Search +5, Spot +3, Swim +4; Expertise, Improved Initiative, Weapon Finesse (rapier).

Possessions: masterwork rapier, pouch with 200 golden gulls and 30 silver pieces bearing the Scarlet Sign.

Spells Known (5/4; base DC = 12 + spell level): 0 – daze, detect magic, ray of frost, read magic; 1st – change self, charm person.

APL 4 (EL 6)

➤ **Hobgoblin Footmen (4):** Male hobgoblin Ftr1; CR 1; Medium-size humanoid (goblinoid); HD 1d10+1; hp 11; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +4 melee (1d8+2/19-20, longsword); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Jump +6; Improved Initiative, Weapon Focus (longsword).

Possessions: masterwork leather armor, small wooden shield, longsword, 2 gp.

➤ **Rohal Soldas:** Male human Rog3/Sor2; CR 5; Medium-size humanoid (human); HD 3d6+2d4+5; hp 25; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10), Atk +7 melee (1d6+1/18-20, rapier); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL

NE; SV Fort +2, Ref +6, Will +4; Str 12, Dex 16, Con 13, Int 14, Wis 11, Cha 15.

Skills and Feats: Appraise +6, Bluff +6, Climb +6, Concentration +8, Decipher Script +5, Disable Device +6, Disguise +8, Forgery +8, Gather Information +8, Hide +7, Listen +5, Move Silently +7, Open Lock +6, Search +5, Spellcraft +5, Spot +6, Swim +4; Expertise, Improved Initiative, Weapon Finesse (rapier).

Possessions: masterwork rapier, pouch with 500 golden gulls and 30 silver pieces bearing the Scarlet Sign.

Spells Known (6/5; base DC = 12 + spell level): 0 – daze, detect magic, ghost sound, ray of frost, read magic; 1st – change self, charm person.

APL 6 (EL 8)

➤ **Hobgoblin Footmen (4):** Male hobgoblin Ftr2; CR 2; Medium-size humanoid (goblinoid); HD 2d10+5; hp 21; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +5 melee (1d8+2/19-20, longsword); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will +0; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Jump +7; Improved Initiative, Toughness, Weapon Focus (longsword).

Possessions: masterwork leather armor, masterwork small wooden shield, longsword, 2 gp.

➤ **Rohal Soldas:** Male human Rog4/Sor3; CR 7; Medium-size humanoid (human); HD 4d6+3d4+7; hp 34; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10), Atk +8 melee (1d6+1/18-20, rapier); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +3, Ref +8, Will +4; Str 12, Dex 16, Con 13, Int 14, Wis 11, Cha 15.

Skills and Feats: Appraise +7, Bluff +7, Climb +7, Concentration +11, Decipher Script +6, Disable Device +7, Disguise +9, Forgery +9, Gather Information +9, Hide +8, Listen +6, Move Silently +8, Open Lock +6, Search +5, Spellcraft +7, Spot +6, Swim +4; Combat Casting, Expertise, Improved Initiative, Weapon Finesse (rapier).

Possessions: masterwork rapier, pouch with 800 golden gulls and 30 silver pieces bearing the Scarlet Sign.

Spells Known (6/6; base DC = 12 + spell level): 0 – daze, detect magic, ghost sound, ray of frost, read magic; 1st – change self, charm person, mage armor.

APL 8 (EL 10)

➤ **Hobgoblin Footmen (4):** Male hobgoblin Ftr3; CR 3; Medium-size humanoid (goblinoid); HD 3d10+6; hp 28; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +7 melee (1d8+2/19-20, longsword); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +2, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Jump +8; Improved Initiative, Power Attack, Toughness, Weapon Focus (longsword).

Possessions: masterwork leather armor, masterwork small wooden shield, masterwork longsword, 2 gp.

➤ **Rohal Soldas:** Male human Rog4/Sor5; CR 9; Medium-size humanoid (human); HD 4d6+5d4+9; hp 42; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10), Atk +9 melee (1d6+2/18-20, rapier); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +3, Ref +8, Will +5; Str 12, Dex 16, Con 13, Int 14, Wis 11, Cha 16.

Skills and Feats: Appraise +7, Bluff +9, Climb +7, Concentration +13, Decipher Script +6, Disable Device +8, Disguise +10, Forgery +9, Gather Information +10, Hide +8, Listen +6, Move Silently +8, Open Lock +6, Search +5, Spellcraft +11, Spot +6, Swim +4; Combat Casting, Empower Spell, Expertise, Improved Initiative, Weapon Finesse (rapier).

Possessions: +1 rapier, pouch with 200 golden gulls and 30 silver pieces bearing the Scarlet Sign.

Spells Known (6/7/5; base DC = 13 + spell level): 0 – daze, detect magic, ghost sound, mage hand, ray of frost, read magic; 1st – change self, charm person, hypnotism, mage armor; 2nd – ghoul touch, mirror image.

APL 10 (EL 12)

➤ **Hobgoblin Footmen (4):** Male hobgoblin Ftr5; CR 5; Medium-size humanoid (goblinoid); HD 5d10+8; hp 42; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +10 melee (1d8+5/19-20, longsword); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +11, Jump +11; Improved Initiative, Power Attack, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork leather armor, masterwork small wooden shield, masterwork longsword, 200 gp.

➤ **Rohal Soldas:** Male human Rog4/Sor7; CR 11; Medium-size humanoid (human); HD 4d6+7d4+11; hp 50; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10), Atk +10/+5 melee (1d6+2/18-20, rapier); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +4, Ref +9, Will +6; Str 12, Dex 16, Con 13, Int 14, Wis 11, Cha 16.

Skills and Feats: Appraise +7, Bluff +9, Climb +7, Concentration +15, Decipher Script +6, Disable Device +8, Disguise +10, Forgery +9, Gather Information +10, Hide +8, Knowledge (arcane) +6, Listen +6, Move Silently +8, Open Lock +6, Search +5, Spellcraft +15, Spot +6, Swim +4; Combat Casting, Empower Spell, Expertise, Improved Initiative, Weapon Finesse (rapier).

Possessions: +1 rapier, pouch with 500 golden gulls and 30 silver pieces bearing the Scarlet Sign.

Spells Known (6/7/7/5; base DC = 13 + spell level): 0 – daze, detect magic, disrupt undead, ghost sound, mage hand, ray of frost, read magic; 1st – change self, charm person, hypnotism, mage armor, sleep; 2nd – bull's strength, ghoul touch, mirror image; 3rd – fireball, hold person.

ALL APLS (EL 14)

7A AND 7B

➤ **Dreamstealers (10):** CR 7; Medium-size undead (incorporeal); HD 10d12; hp 64; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (touch 15, flat-footed 12); Atk +8 incorporeal touch (1d4 and 1d6 permanent Wis drain); SA Wisdom drain, wail of doom; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, limited range; AL CE; SV Fort +3, Ref +6, Will +9; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +12, Intimidate +12, Intuit Direction +6, Listen +11, Search +10, Sense Motive +9, Spot +11; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

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

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

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Dreamstealer at a distance of 30 feet. They 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: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

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

Limited Range (Ex): Dreamstealers are currently unable to move outside the bounds of the Ial Iornedh (Dreaming Hills) of the Headlands of Onnwal.

ONLY 7B

➤ **Galai Iorn:** Male human Bbn10; CR 10; Medium-size humanoid (human); HD 10d12+20; hp 75; Init +5; Spd 40 ft.; AC 13 (touch 11, flat-footed 12); Atk +15/+10 melee (1d8+7/x3, longspear) or +11/+6 ranged (1d8+4/x3, mighty composite longbow); SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC, can't be flanked, +1 against traps); AL NE; SV Fort +9, Ref +4, Will +3; Str 20, Dex 12, Con 15, Int 13, Wis 11, Cha 6.

Skills and Feats: Climb +18, Intimidate +11, Intuit Direction +11, Listen +15, Spot +2, Swim +7, Wilderness Lore +11; Alertness, Cleave, Improved Initiative, Power Attack, Track.

Possessions: leather armor, mighty composite longbow (+4), longspear, 20 black fletched arrows.

APL 4 (EL 5)

➤**Dreamstealer:** CR 5; Medium-size undead (incorporeal); HD 5d12; hp 32; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (touch 15, flat-footed 12); Atk +5 incorporeal touch (1d4 and 1d6 permanent Wis drain); SA Wisdom drain, *wail of doom*; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, limited range; AL CE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

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

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

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

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Dreamstealer at a distance of 30 feet. They 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: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

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

Limited Range (Ex): Dreamstealers are currently unable to move outside the bounds of the Ial Iornedh (Dreaming Hills) of the Headlands of Onnwal.

APL 6 (EL 7)

➤**Dreamstealer, Advanced:** CR 7; Medium-size undead (incorporeal); HD 10d12; hp 64; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (touch 15, flat-footed 12); Atk +8 incorporeal touch (1d4 and 1d6 permanent Wis drain); SA Wisdom drain, *wail of doom*; SQ Undead,

incorporeal, +2 turn resistance, unnatural aura, limited range; AL CE; SV Fort +3, Ref +6, Will +9; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +12, Intimidate +12, Intuit Direction +6, Listen +11, Search +10, Sense Motive +9, Spot +11; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

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

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

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Dreamstealer at a distance of 30 feet. They 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: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

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

Limited Range (Ex): Dreamstealers are currently unable to move outside the bounds of the Ial Iornedh (Dreaming Hills) of the Headlands of Onnwal.

APL 8 (EL 9)

➤**Dreamstealers, Advanced (2):** CR 7; Medium-size undead (incorporeal); HD 10d12; hp 64; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (touch 15, flat-footed 12); Atk +8 incorporeal touch (1d4 and 1d6 permanent Wis drain); SA Wisdom drain, *wail of doom*; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, limited range; AL CE; SV Fort +3, Ref +6, Will +9; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +12, Intimidate +12, Intuit Direction +6, Listen +11, Search +10, Sense Motive +9, Spot +11; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

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

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

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Dreamstealer at a distance of 30 feet. They 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: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

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

Limited Range (Ex): Dreamstealers are currently unable to move outside the bounds of the Ial Iornedh (Dreaming Hills) of the Headlands of Onnwal.

APL 10 (EL 11)

☛ Dreamstealers, Advanced (4): CR 7; Medium-size undead (incorporeal); HD 10d12; hp 64; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (touch 15, flat-footed 12); Atk +8 incorporeal touch (1d4 and 1d6 permanent Wis drain); SA Wisdom drain, *wail of doom*; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, limited range; AL CE; SV Fort +3, Ref +6, Will +9; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +12, Intimidate +12, Intuit Direction +6, Listen +11, Search +10, Sense Motive +9, Spot +11; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

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

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

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Dreamstealer at a distance of 30 feet. They 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: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

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

Limited Range (Ex): Dreamstealers are currently unable to move outside the bounds of the Ial Iornedh (Dreaming Hills) of the Headlands of Onnwal.

APPENDIX II: NEW RULES

THE DREAMSTEALER

Medium-Size Undead (Incorporeal)

Hit Dice: 5d12 (32 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

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

AC: 15 (+3 Dex, +2 deflection)

Attacks: Incorporeal touch +5 melee

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

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

Special Attacks: Wisdom drain, *wail of doom*

Special Qualities: Undead, incorporeal, +2 turn resistance, unnatural aura, limited range

Saves: Fort +1, Ref +4, Will +6

Abilities: Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15

Skills: Hide +10, Intimidate +10, Intuit Direction +5, Listen +10, Search +9, Sense Motive +7, Spot +10

Feats: Alertness, Combat Reflexes, Improved Initiative

Climate/Terrain: Any land and underground

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

Challenge Rating: 5

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 6-10 HD (Medium-size)

Combat

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

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

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Dreamstealer at a distance of 30 feet. They 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: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

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

Limited Range (Ex): Dreamstealers are currently unable to move outside the bounds of the Ial Iornedh (Dreaming Hills) of the Headlands of Onnwal.

LESSER COLD ORB AS PRESENTED IN *TOME AND BLOOD*

Evocation [Cold]

Level: Sor/Wiz 1

Components: V,S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to five creatures or objects, no two of which can be more than 15 ft. apart.

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 points of cold damage. You must succeed at a ranged touch attack to hit your target.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shoot multiple

orbs, you can have them strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

DISGUISE UNDEAD AS PRESENTED IN *TOME AND BLOOD*

Illusion (Glamer)

Level: Sor/Wiz2

Components: V,S,F

Casting Time: 1 action

Range: Touch

Target: One corporeal undead

Duration: 10 minutes/level (D)

Saving Throw: None (harmless)

As change self (see page 183 of the Player's Handbook), except as noted above. You determine the appearance of the undead.

Focus: A cocoon of a death's-head moth.

WAIL OF DOOM AS PRESENTED IN *SONG AND SILENCE*

Evocation [Sonic]

Level: Brd 5

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Anyone caught in the cone of this spell suffers excruciating pain and is disheartened and demoralized besides. Each creature that fails its Will save takes 1d4 points of damage per caster level, suffers a -2 morale penalty on saving throws for 1 round per caster level, and flees from the caster for the same period. A fleeing creature has a 50% chance to drop whatever it's holding. It chooses a random path of flight away from the caster and flees any other dangers that confront it as well. If cornered, the affected creature cowers instead of fleeing (see Condition Summary in Chapter 3 of the *DUNGEON MASTER'S Guide*).

To Hunt a Traitor Area Map



Key to Map

- Greenfalls – Encounter 1 & 2.
3. The Sisters (Encounter 3)
 4. The Hostages (Encounter 4)
 5. A Grizzly Sign (Encounter 5)
 6. The Hochebi Massacre (Encounter 6)
 7. The Dreaming Hills (Encounter 7 onwards)

