

COR4-16



THE FROZEN SPIRE

A Two-Round D&D[®] LIVING GREYHAWK[™] Core Adventure

Version 2.0

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For almost 40 years, Icespire has dominated the eastern approaches to Dunhead Bay. Recent political events however demand the mystery behind the tower's doom be solved and a surprise discovery links the frigid lands of Icespire to the nameless threat lurking in the dark recesses of the Bright Desert.

Part 3 of the Sins of Ages Past. It is recommended that participants have previously played *COR1-08 The Future's Bright* and *COR3-01 The Hidden Fortress*.

APLs 6-14

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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INTRODUCTION

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

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 Website, 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*.

Preparation

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

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

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

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

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than 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 the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are

carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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 two things that you can do to help even the score.

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Time Units and Upkeep

This is a standard two-round Core adventure, set in the United Kingdom of Ahlissa. All characters pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

AR ENTRIES

Before play, check to see if any of the PCs are affected by any of the AR entries listed below.

Several 593 CY Splintered Sun metaregional adventures bestow favors or disavors on participating PCs, which can help or hinder travel through the United Kingdom of Ahlissa. For the DM's convenience these AR entries are replicated below.

Free Travel Throughout the Kingdom of Ahlissa. The bearer of this document is entitled to travel freely throughout the Kingdom of Ahlissa without molestation. It is signed by Garlann of Naelax.

Wanted! The PCs are known to have slain one or more nobles of The Kingdom of Ahlissa. As such the authorities are actively searching for them.

Wanted In Ahlissa: This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favor with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

Once this bribe is paid, score through this entry. The PC is free to continue the adventure in which he was caught.

Core adventure *COR4-30 Redtide* features an AR entry that may affect the running of this adventure:

Magical Tattoo: It is possible that some pure-blooded Suel PCs may have received the magical tattoo during the *COR4-03 Redtide*. In this instance such PCs are contacted via a *sending* spell while journeying to Trennenport. They are ordered by Boran Umor to report on everything that occurs during their exploration of Trennenport and Icespire. The Brotherhood is particularly interested in the state of the town's defenses and what lies within the frozen lands of Icespire.

The Brotherhood is particularly keen that Icespire remain in its current state. The PC is to try and persuade his companions to leave Icespire as it is. The PC should

not attack or fight his comrades under any circumstances – he is more useful alive than dead.

The PC is then contacted after the adventure is over to pass on any intelligence he gleans.

Bleached White: It is possible that some PCs hold the “Bleached White” AR entry from *COR53-02 Return to the Ghost Tower of Inverness*. Such individuals along with the equipment they were carrying at the time were bleached completely white. Such PCs gain +2 circumstance modifier to any Hide checks they make while in the lands of Icespire if they are still wearing their bleached equipment.

META-ORG MEMBERSHIP

Before play, check to see if any of the PCs is a member of any of the below listed meta-organizations. Membership in these meta-organizations has the following effects during this adventure.

Membership of the Jade Mask: Before they set sail for Trennenport members of the Jade Mask receive a message ordering them to discover all they can of the defenses of Trennenport with particular reference to the harbor’s protection. Once they return from Trennenport a member of the Jade Mask contacts them to pass on any intelligence gained.

The Jade Mask is a Splintered Sun meta-org.

Membership of the Royal Guild of Merchants of Aerdy: Members of the Royal Guild are revered by their employers and treated as the leader of their group. In addition any follower of Zilchus are treated in a similar fashion. Successfully completing this adventure allows PCs worshipping Zilchus or belonging to the Royal Guild to count Rennannen and Haragern as business contacts well disposed to assist them in the future.

The Jade Mask is a Splintered Sun meta-org.

Members of His Majesty’s Secret Service: Members of this Nyronal meta-org receive a message through the usual channels. This message orders them to gain as much information as possible while in Trennenport regarding troop strengths and the numbers of ships stationed in the port.

The Grey Watch: Members of this Nyronal meta-org receive a message through the usual channels. The Grey Watch is particularly concerned about the reports of sahuagin living in the harbor as these could severely damage any attacking naval force. Thus, members of the Grey Watch are to gain as much information regarding these sahuagin without drawing attention to themselves. They are not to attempt to location the sahuagin’s lair but are to ascertain how integrated into the general populace the sahuagin are.

ADVENTURE BACKGROUND

Icespire

This keep, with its lighthouse and *continual flame* beacon, is now deserted. Until 20 years ago, this was a manned beacon for vessels headed into or from the Sea of Gearnat, but a mage attending the magical beacon ventured into the caves south of the keep and discovered something that transformed the place. The 120 people at Icespire were slain in an instant and the place frozen into a mausoleum. Chelor sent a strong force to investigate; only two of them returned, both babbling insanely. Magical scrying attempts also resulted in those casting the divination spells to suffer traumatic amnesia, madness, and even death. Now Icespire stands, as its name suggests, as a pinnacle of blue ice, gleaming in the sun. The temperature is desperately cold (-50 C) for several miles south of the keep, and no one has ventured into this forbidding promontory for many years.

Source: *Ivid the Undying* by Carl Sargent

WHAT HAS GONE BEFORE

COR1-08 The Future’s Bright

In *COR1-08 The Future’s Bright*, adventurers rescued a single survivor from the shattered remains of *The Azure Warden*. The ship, the personal vessel of the renowned Onnwalish adventurer Slanisar Bantu, was attacked and destroyed by some unknown dark agency as it lay off the coast of the Bright Desert.

Only one crewman, driven mad by his ordeal, survived the attack. Several months later, characters were put ashore to explore the remnants of the shattered vessel. They found that the survivor’s tenuous grip on reality had been lost—the deprivations of the desert driving him into a near catatonic state.

After an encounter with the ghostly Varn Amandis the characters rescued the survivor and returned him along with Varn’s remains to Onnwal.

COR3-01 The Hidden Fortress

The events of *COR3-01 The Hidden Fortress* begin two years later. During this time the survivor has been cared for in Killdeer by Marya Jernal a disciple of Osprem. The survivor’s physical ailments healed quickly under the watchful eye of the Lady of the Waves disciples, but his mental condition did not improve. Curatives both magical and mundane were employed to heal the survivor but all failed. A divination cast to gain insight into the survivor’s condition uncovered a cryptic poem, seeming of no relevance and a feeling of deep dread:

An eternal watch that must not fade,
A bolt that must not be shattered.

Absolute darkness creeps from the bright,
A secret long-shrouded is returned to the light,

Amid the faded glory of a forsaken empire,

Among shattered hills,
Within choked valleys,
Lurk the sins of ages past.

Additional magics including *commune* and *augury* all indicated that the Bright Desert was the focal point of the threat. Additional research into the Bright Desert unearthed an old map purporting to show the location of a fortress located just two days walk from the coast. Divinations and auguries cast on the map indicated that answers could be found within that fortress. Unnerved by the experience and afraid of what it might portend she contacted the brave adventurers who originally rescued the survivor and begged them for aid.

Traveling to the Bright Desert the PCs fought a ghostly blue dragon named Ker-dorptoc, braved a sandstorm, and saved a badly injured norker.

Discovering a buried tower the PCs explored it, finding the body of Slanisar Bantu and at the tower's base a room guarded by an ornately carved door featuring five dragon heads, seemingly ready to breath on any trespassers.

Beyond the door was discovered a large chamber the central feature of which was an illusionary *prismatic sphere* warding a permanent *wall of force*. After defeating strange spider-like undead creatures the PCs were able to investigate the sphere. Within the sphere was a raged curtain of gray light and an ancient, crumbling parchment; only one word, "Unaagh," still visible. Atop the scroll was also found a single fist-size shard of rock of black hue flecked with blue-green and purple wisps.

Returning to Onnwal, the PCs brought word of the parchment to Marya Jernal Also returned to the priestess was the black-hued rock and the bones of Slanisar Bantu.

While in the Bright Desert (and afterwards to this very day) PCs who possess any levels of sorcerer were beset by strange dreams of fell, doom-laden aspect. A year to the day since the PCs investigated the tower the nature of these dreams changed with the afflicted PCs being able to also send dream images to similarly afflicted individuals.

Events in Ahlissa

In 565 CY the tower and the lands surrounding what was to become known as Icespire were suddenly transformed into a frozen wasteland, slaying all who dwelt there.

Herzog Chelor, then ruler of South Province, dispatched a large, well-equipped expedition to discover what had caused such destruction. Only two members survived to return and they were both hopelessly insane. Given that the phenomena did not seem to be expanding and that war was looming with the Iron League (as it always did), Chelor forgot about Icespire.

Recent political events however have suddenly thrust the lands of Icespire back into prominence. The United Kingdom of Ahlissa has recently reached an accord with the Free State of Onnwal and the Kingdom of Sunndi. Icespire occupies a particularly strategic location, commanding the thin strip of land separating

Dunhead Bay from Relmor Bay and the Sea of Gearnat which given the increase in traffic through Dunhead Bay must be occupied to safeguard the shipping there.

ADVENTURE SUMMARY

This adventure is split into three basic parts.

The opening part of this adventure is very much roleplaying based and takes part (in the main) within the town of Trennenport. Here the PCs learn more about their mission and may make any additional preparations that they deem necessary.

The second part details the PCs journey through the frozen lands of Icespire. The encounters herein are much more free form than traditional LIVING GREYHAWK adventures.

The final part deals with the PCs discovery of the remains of an ancient temple perched on the rocky coastline of Dunhead Bay. Quick-witted PCs may notice several startling similarities with the dungeons below the forgotten tower in the Bright Desert explored in *COR3-01 The Hidden Fortress*.

Introduction: In this encounter the PCs travel to Trennenport and have the opportunity to learn a variety of rumors regarding Icespire.

Encounter 1: Trennenport – In this encounter the PCs arrive at Trennenport and meet the Zilchan priest Haragern, who conveys them to the temple. On the way the PCs encounter a sahuagin walking brazenly down the street protected by Ahlissan soldiers. They are hopefully dissuaded from attacking the monstrous humanoid. If not, they are forced to flee the town and must make their own way to Icespire without gaining any additional information

Encounter 2: The Conclave – The PCs finally reach the temple and meet their employer, Remmannen, who beseeches them for aid. Remmannen can give the PCs any information they failed to collect in the *Introduction*. If they wish, the PCs can explore Trennenport more fully.

Encounter 3: Entering the Frozen Lands – Leaving Trennenport behind, the PCs travel west toward Icespire. The journey is unremarkable and they reach the bounds of Icespire without incident.

Encounter 4: Into the Frozen Lands – While traveling in the frozen lands of Icespire the PCs are attacked by the mutated denizens of the land.

Encounter 5: The Ruins of Kalinarn – Here the PCs enter the ruins of Kalinarn and must fight the guardians of the Icespire itself!

Encounter 6: The Slippery Stair – Following the clues found in Icespire the PCs traverse the slippery stair, moving closer to their goal: the shrine of Grytulyndarreth.

Encounter 7: The Icespire – Investigating the Icespire itself the PCs discover the remains of a spellbook and journal belonging to Lynerden Oberannin. The journal contains vital clues as to where to go next.

Encounter 8: The Shrine of Gyrtulyndarrath – In this encounter the PCs find the lost shrine.

Encounter 9: Into Gyrtulyndarrath – Gathering their bravery and readying their spells the PCs enter the shrine. It is so cold here that even some magical protections fail to protect the PCs.

Encounter 10: The Hall of Wyrms – In this encounter the PCs face undead dragons defending an ornate door, twin to the one found in *COR3-01 The Hidden Fortress*.

Encounter 11: The Portal of Wyrms – When the PCs open this door they are the victims of a vicious trap.

Encounter 12: The Insane Dead – Finally the PCs discover the fate of Lynerden Oberannin and have the chance to reverse the magic affect cloaking the surrounding lands in perpetual cold.

Conclusion: The PCs return either in triumph or failure to Trennenport.

Sorcerers and the Dreaming

Individuals with levels of sorcerer are exposed to a strange phenomenon when they attempt to sleep. As they travel farther into the frozen lands of Icespire they will be subjected to ever more vivid and disturbing dreams.

If there is more than one sorcerer in the party modify the read aloud texts to include as many sorcerers as are present. It is likely that the PCs will rest for at least one night while within the frozen lands. The dreaming comes to the PC(s) at this time. In addition the dreaming also besets these characters at specific times during the adventure.

Dream One

Sorcerers experience this dream during their first night in the frozen lands.

A strange darkness envelops you, like so much thick fog. Comforting it may be at first, protecting you from the harsh light in which you were basking, but after an unknowable while a strange cold starts to seep into your bones. Chilling unlike anything you have ever known, it begins to permeate your entire body, slowly shutting down your senses one by one.

Death rushes toward you on ebon wings summoned by the feeble thrashing of your soul crying out in the night for salvation. An even deeper shadow begins to form in front of you; your doom is upon you. As you watch, terrified beyond reason, a tendril of darkness detaches itself from the shadow and extends itself toward you. As it is about to touch you, a second shadow as black as the deepest mine forms between you both, blocking the progress of the first. A mighty struggle seems to be taking place as the two creatures of darkness struggle against one another.

Suddenly you hear a woman's voice. It is as if she is standing behind you. "Join me" she whispers "I cannot hold your enemy at bay much longer...he is very strong."

As she finishes speaking there is a sudden rushing sound as the darkness implodes about you and you awake with a jolt in your bedroll.

Dream Two

Sorcerers experience this dream during their second night in the frozen lands.

A beautiful woman. A smoldering crater into which the sea is pouring. The feel of the wind through your wings. The exultation of the hunt and the kill. Hooded and cowed men, their faces obscured kneeling in worship before you. The feeling of power springing from toying with your victim. The blue sky. The face of your father as you rend his body apart.

These feelings and images flash through your consciousness one after another in a bewildering barrage of alien sensations.

Darkness. Sleep. Relief.

Dream Three

Sorcerers experience this dream during their third night in the frozen lands.

With a shout the mass of warriors moves forward. Beyond them, clustered in a narrow, steep-sided valley stands a phalanx of heavily armored dwarven warriors who roar at their approach. The human warriors respond in kind. Crossbow bolts tear through their ranks but still they come, driven as if the very devils of hell are on their heels! With a mighty crash the two armies collide; the dwarven line wavers, but stands firm.

Soon the dead carpet the ground in front of the dwarven line. Hundreds lie dead and dying but still the orgy of slaughter continues.

As all looks to be lost a great exultation from above brings a momentary pause in the fighting. Above the two armies circles a great red-hued wyrm. As you watch it dives toward the struggle and opens its jaws.

You awake, the sounds of combat still ringing in your ears...

Divination Magics

It is possible that the PCs will resort to a variety of divination magics during this adventure to gain more clues regarding the frozen lands of Icespire.

Low-level divinations such as *augury* can be handled by the DM utilizing information already found within the relevant encounter text; however several higher-level spells require more information to deal with properly.

Contact other plane. This spell allows the caster to ask questions and to receive short, one-word answers. Possible questions may include:

Q: Is Tiamat somehow involved with Icespire?

A: Yes.

Q: Is the condition of Icespire her fault?

A: Possibly.

Q: Will we meet similar creatures to those encountered in the chamber of the globe (in *COR3-01 The Hidden Fortress*)?

A: Yes.

Divination: Casting this spell gains the following cryptic reply:

"The utter ruination of a culture lurks before you. Destruction, madness and eternal servitude await. Great knowledge but also great peril will be yours."

Legend lore and vision: If the PCs cast these spell anywhere in the lands of Icespire relate to them the following lore.

"One dwells beneath the Dreaming Hills. One traveled toward the setting sun to be warded by the progeny of wicked Caerdiralor. One was hidden deep in Gyrtulyndarrath. One languished deep in the earth. Of the final and greatest only mystery remains."

True seeing: If this spell is cast anywhere within the bounds of Icespire it functions as normal. However, in addition to the spell's normal affect the caster also observes writhing tentacles of black and gray emerging from everything but himself and his companions.

INTRODUCTION

When the players are settled around the table and the DM has answered any initial questions they might have read or paraphrase the text below.

Display *DM's Map 1: The United Kingdom of Ahlissa and the Naerie Compact* after reading the following:

Word has reached you through a circuitous route that adventurers are needed in the United Kingdom of Ahlissa. This is nothing new but traders of the Royal Guild of Merchants of Aerdy carrying rumors of fabulous wealth for the taking whispered the name of one of the most infamous adventuring sites in the lands of the former Great Kingdom!

Icespire!

It seems that political events have once again thrust the damned lands of Icespire back into the light. After many years of vicious warfare between the Scarlet Brotherhood and Free State forces on the Dragonshead Peninsula, Szek Destron of Onnwal has been forced to seek outside aid. While the Free City of Irongate recognizes Jian's government and his claim to Onnwal's throne it has offered no tangible aid except for the resumption of trade. Of all the nations of the Iron League only the Kingdom of Sunndi yet stands with Onnwal. However, Sunndi possesses no seaport of her own and cannot move troops to Onnwal without passing through the United Kingdom.

It was therefore greeted with some surprise throughout the Flanaess when the United Kingdom of Ahlissa announced that it had entered into an alliance

with the Free State of Onnwal and the Kingdom of Sunndi. The new alliance, heretofore known as the Naerie Compact has the agreed purpose of eradicating the followers of the Scarlet Sign from the lands of the Dragonshead and with opening up trade between the signatories.

Given these developments the United Kingdom needs to secure the westerly sea lanes of the Gearnat and Relmor Bay to minimize Brotherhood attempts to disrupt its shipping. Icespire stands at a strategic spot; possession of it would allow Ahlissa to control access to Dunhead Bay. Thus, the call for brave and skilled adventurers has gone out: come to Icespire by way of Trennenport and end whatever devilry holds the land in its grip.

Given the above, it is highly likely that the PCs will want to gain more information about Icespire and the political events that draw them to Ahlissa. Successful Gather Information or Knowledge (Local – Splintered Sun metaregion) checks uncovers a variety of information dependant on the achieved DC. Consult the table below and impart the relevant knowledge to the PCs (including any information that would be uncovered with an easier check).

Gather Information and Knowledge (Splintered Sun) checks

Check	Information
5	Icespire is famous throughout the central Flanaess. Travel there is extremely arduous without arcane or divine protection. Temperatures are so low that even the hardiest of men with the best mundane protections are dead from exposure within a day.
10	The name of the alliance between the United Kingdom of Ahlissa, the Free State of Onnwal and the Kingdom of Sunndi is the Naerie Compact. It provides for the transportation by the Imperial Fleet of a Sunndian army to Onnwal. In return Onnwal and Sunndi have recognized Ahlissa's right to the lands of Idee in perpetuity. While many see this as a shocking betrayal others are more pragmatic commenting that without the agreement Onnwal is almost certainly lost.

Knowledge (arcana), Knowledge (Splintered Sun), Bardic Knowledge checks

Check	Information
10	Icespire is famous throughout the Central Flanaess. Travel there is extremely arduous without arcane or divine protection. Temperatures are so low that even the hardiest of men with the best mundane protections are dead from exposure within a day.
15	The lands now known as Icespire dominates the promontory of Kalinarn. A single village surrounding the lighthouse perched on the cliff edge. All its inhabitants were slain in the

- magical catastrophe.
- 20 The magic that destroyed the land also terribly warped inhabitants of the surrounding area changing them into terrible monstrosities.
- 20 It is rumored that the mage tending the lighthouse uncovered something in the sea caves below the lighthouse and that while investigating it he made a terrible mistake that resulted in the destruction of the surrounding lands.
- 25 Madness made flesh lurks within the lands of Icespire.

Given the information that the PCs will probably uncover regarding Icespire they will undoubtedly want to purchase magical protections if they cannot provide them for themselves.

No matter how the PCs reach Trennenport they have the opportunity to purchase the following items on route, either during one of the scheduled stops of their vessel or in Trennenport itself.

- ❖ *Potion of endure elements* (CL 1st; Brew Potion, *endure elements*; Price 50 gp).
- ❖ *Wand of endure elements* (CL 1st; Craft Wand, *endure elements*; Price 750 gp).
- ❖ *Scroll of endure elements* (CL 1st; Scribe Scroll, *endure elements*; Price 25 gp).
- ❖ *Potion of resist energy* (CL 3rd; Brew potion; Price 300 gp).

Once the PCs have discovered any additional information and purchased any magical items they need describe their journey to the United Kingdom. It should be noted however that the text below is generic and should be modified depending on where the characters are traveling from. For example PCs traveling from Keoland will undoubtedly take a different route to Icespire than those traveling from the City of Greyhawk.

Sailing from the Free City of Greyhawk your journey aboard the Sea Star took several weeks. Stopping first to take on supplies at Hardby the Sea Star, flying the colors of the Royal Guild of Merchants of Aerdy, made full sail for Trennenport. Passing the rocky, granite peaks of the Abbor-Alz and the blisteringly hot lands of the Bright Desert to port the next 70 leagues are spent dodging several pirate vessels sailing from Blue and Highport and roving Brotherhood vessels attempting to enforce their blockade of the Gearnat.

Without notable incident the Sea Star eventually reached the southern Abbor-Alz. Holding station over the horizon the Sea Star, is met by an Ahlissan warship, the Indefatigable, which escorts you to Trennenport.

If the PCs missed getting any additional information during the initial introduction they can talk to some of the crew. Any member of the crew can tell the PCs the basic legend behind Icespire (of course laced with superstition and wild fallacies). They can reveal any

information that could be revealed by a DC 10 Gather Information or Knowledge (Splintered Sun) check.

However, if the PCs wish to gain any more specific information they must talk to the captain, Remannen, or Koshandin, a priest of Zilchus and member of the Royal Guild of Merchants of Aerdy.

❖ **Remannen** (LE male human Ftr4/Exp3; Knowledge [Local—Splintered Sun metaregion] +5, Profession [sailor] +10).

Appearance: Typically Oeridian, Remannen is deeply tanned—a legacy of years spent on the open waters. He is a muscular man. His long plaited hair is auburn in color while his eyes are a light gray in hue. He has an oval face and a strong jaw line, although this is hidden behind a closely cropped beard.

Personality: A cunning seaman and experienced captain, Remannen has a black heart but is basically honorable. He has been contracted to transport the PCs to Trennenport and he will do so, although if the party seems physically weak he will treat the party with disdain.

❖ **Koshandin** (LN male human Clr8 – Zilchus; Knowledge [Local—Splintered Sun metaregion] +6, Knowledge [religion] +12, Profession [merchant] +10, Sense Motive +12).

Appearance: An oddity for an Oeridian, Koshandin has jet-black hair and dark brown eyes. He is over 6 feet tall and very thin.

Personality: Standoffish unless he senses gain from an encounter, Koshandin is well traveled, having visited most ports of note on the Gearnat and Azure seas. He can relate any of the information above regarding Icespire if he is approached in the correct fashion. A devout man, he calls upon Zilchus (The Great Guildmaster) often when in conversation with the PCs.

Familiars and Animal Companions

Remannen does not mind if PC wizards and sorcerers bring their familiars onboard and although cautious of normal animal companions such as wolves and bears he also allows them onboard without too much hassle. Dire creatures however must be on a stout leash for the duration of the voyage. Any creature bigger than Large size is refused access onto the *Sea Star*.

Once the PCs have introduced themselves to each other and have made any initial preparations they deem necessary continue to Encounter 1: Trennenport.

ENCOUNTER 1: TRENNEPORT

Play commences here after the PCs have played through the Introduction and the DM has answered any questions or queries that the players might have. For more information regarding Trennenport refer to Appendix 10: Trennenport At A Glance.

Read or paraphrase the following:

For some time the thick granite walls and towers of Trennenport's formidable defenses have been visible from the deck of your vessel. As you draw closer you can see that this naval base of the United Kingdom of Ahlissa is very busy. Several galleons lie at anchor behind the port's stout breakwater and everywhere the docks are seething with activity. Pennants bearing the nightingale device of the United Kingdom flutter from many of the vessel's masts and from the town's defenses.

The sounds of commerce reach your ears as your ship enters the inner harbor and docks at a free jetty. Ropes are flung over the side and the anchor rattles free as seamen make fast their vessel.

As one you realize that your long journey has come to an end.

There is little to do here but leave the *Sea Star* and explore Trennenport. As the PCs are leaving the vessel, Koshandin suddenly spots someone in the crowd and shout to the PCs. Read or paraphrase the following:

"Hold there a moment brave adventurers. One comes through the crowd who would have words with you."

If the PCs wait then read or paraphrase the following. If they ignore Koshandin's request modify the text below so that Haragern catches up with them in the crowd.

The docks are busy. As you await the arrival of the one spoken of by Koshandin you take a moment to take in the scene before you. As you noted before the docks are busy. Many ships are being loaded and off-loaded; trade goods of many descriptions flow through the docks area either on the back of wagons or carried by stout laborers sweating in the cool morning air.

Many flags and pennants flutter from the walls of towers of this town. One design in particular appears almost as much as the nightingale device of the United Kingdom. Set on a red background a mailed fist grasps six barbed arrows. As you ponder this, a stout man of obvious Oeridian descent shoulders his way through the throng. Dressed in fine robes he seems to be breathing heavily – perhaps he is not used to such exercise?

The man speaks: "Greetings travelers and greetings Koshandin. Are these the ones your spoke of in your missive?"

"They are indeed Haragern," replies your traveling companion.

"Excellent!" He turns to you all and continues: "Well don't just stand there, grab your gear and follow me."

Once the PCs have indicated they will follow Haragern, Koshandin bids them farewell, saying he has business to attend to with Captain Remannen. Followers of Zilchus or members of the Royal Guild of Merchants of Aerdy receive a particularly warm welcome from the priests.

Proceed to *The Quest* below.

☞ **Haragern:** LN male human Clr6 – Zilchus; Diplomacy +12, Knowledge (Splintered Sun) +6, Profession (merchant) +8.

Appearance: A stout man of obvious Oeridian origin. His oval-shaped face radiates honesty and trust. Haragern prefers to dress in ostentatious finery and is never without his walking cane.

Personality: An affable fellow, Haragern is often found at the center of great debates. A wise trader he has built up a small reputation for himself among the folk of this town as a man of integrity and honesty. He enjoys good wine and food and the provision of either (or both) wins him over as a friend.

Religion: Followers of Heironeous automatically recognize the gauntlet and arrows device as that belonging to Hextor known as the Scourge of Battle and Champion of Evil. Other PCs must succeed at a DC 10 Knowledge (religion) check or an Intelligence to know this. A further DC 15 Knowledge (religion) check reveals that the PCs know that the worship of Hextor (along with that of Zilchus) is widespread throughout Ahlissa. This could, of course, cause some discomfort for followers of Heironeous, who is Hextor's brother and archrival. Such individuals receive more than the normal amount of disdain and insults. They are however under the protection of the Royal Guild of Merchants of Aerdy, itself backed by the one priesthood with more power throughout the kingdom that Hextor: that of Zilchus. Thus, they will remain physically unharmed, though Hextorites will do their best to besmirch the honor and pride of their archrivals.

The Quest

Once the PCs have made the acquaintance of Haragern he leads them through the busy thoroughfares of Trennenport to the temple of Zilchus where he explains the quest in more detail.

Your guide leads you through the busy but austere streets of Trennenport. This is obviously a military town, with almost half the men and many of the women wearing the arms of the United Kingdom of Ahlissa. The streets are well patrolled and hardly any beggars or other idle street denizens seem to be permitted. Few stalls stand on the thoroughfares of Trennenport with only an occasional hot meat and pastries vendor plying his trade among the populace.

Although austere, you are just remarking to one of your companions that Trennenport seems like any other small imperial town until your heart literally skips a beat!

Without conscious thought your sword hand flashes to your scabbarded weapon because coming down the street, actively avoided by the normal inhabitants of the town and guarded by at least a dozen plate-clad burly guardsmen, stalks a huge four-armed scaly humanoid. Its stands at least seven feet tall and is impressively muscled; its hands end in wicked looking claws. Its mouth is full of sharp fangs and it has a long tail ending in a curved fin. Fins run up and down its

dark green, scaled arms, back and head. It is naked except for some kind of webbing harness from which various pouches hang.

Allow the PCs to react. Any elven PC or a PC that has faced sahuagin before are able to automatically identify this as a mutant, four-armed sahuagin. Other PCs will have to succeed at a DC 15 Knowledge (nature) check or Intelligence check to identify this creature. It is likely that the PCs may attempt to interact with this individual in some way, but it ignores all attempts to converse with the PCs. It does react to elves though. As it passes it emits a hiss along with a long stream of curses and dire threats. Attempts to reach or attack the creature the creature fail. Its guards do not permit anyone to close with it and Haragern attempts to prevent any combat here.

Troubleshooting: If combat does break out, the adventure may be over—do not bother to run the combat. The PCs survive of scuffle, but they are ultimately forced to flee the town.

If they wish to continue their explorations of Icespire they may, but they are unable to gain any more knowledge from Haragern or the populace of Trennenport. If the PCs think to try however they can discover some of the information listed above in the Gather Information section in several of the smaller villages closer to the bounds of Icespire. (Only relate information gained by a DC 15 or less Gather Information check). However, almost without exception these folk are provincial and are prone to over-exaggeration and doom-saying.

If the PCs however elect to follow the sahuagin and his escort it is an easy matter to follow them back to the docks. Once at the docks the sahuagin dive into the sea and disappear from sight. If the PCs ask Haragern, for information about the sahuagin he begs them to come to the temple, only within its safe confines will he answer all their questions.

Once the PCs continue their journey to the temple read or paraphrase the following

After perhaps only ten minutes you reach a large building, surely the most decorated and lavish structure in the whole town. Named the Guildmaster's Chapel this place is anything but a chapel. Wealth literally drips from the place. Highly polished marble floors predominate through and the walls are covered with ornate and obviously expensive tapestries. Even the ceilings are decorated; many featuring complicated paintings showing the worshippers of Zilchus receiving much bounty from their works.

Haragern is received by a well-dressed acolyte who ushers you through a succession of well-appointed chambers to a small stoutly banded door toward what you think would be the rear of the temple.

Troubleshooting: It is possible that some PCs may want to investigate the mystery of the sahuagin in the bay in more detail. Haragern does his best to dissuade the PCs from this course of action explaining that he will

answer all their questions at the temple. If the PCs wish to wander about Trennenport improvise encounters using the information found in Appendix 9: Trennenport At A Glance.

Once PCs have exhausted the opportunities detailed herein proceed to Encounter 2: The Conclave.

ENCOUNTER 2: THE CONCLAVE

This encounter follows directly on from Encounter 1: Trennenport. Followers of Zilchus or members of the Royal Guild of Merchants of Aerdy receive a particularly warm welcome from the priests.

Haragern knocks on the door before you and after a brief wait opens it to reveal a small intimate chamber beyond. This chamber has a more personal feel to it than the imposing grandeur of the previous rooms but is no less well furnished and decorated.

The main feature of this room is a large, gold-gilt desk behind which sit a rapier-thin Oeridian man clad in fine robes, which seem to overwhelm the man inside. His muddy blond hair is thinning but he none-the-less appears to be a man of some importance.

"Ah, Haragern, my heart is gladdened by your return," begins the man, "who have you brought with you?"

"I have brought brave adventurers my lord" replies Haragern "people who are brave enough to explore Icespire. My friends, this is Remmennen the head of our order in Trennenport. Please, introduce yourselves."

Once the PCs have introduced themselves, continue:

"It is indeed good to meet you all. As Haragern has said, I am known as Remmennen and I have a problem that I need help with. I am sure you have heard of Icespire and I am also sure you have no doubt heard various outlandish rumors about the terrors that lurk within its frigid bounds. I am in need of a group of stouthearted individuals; brave enough to enter Icespire and to somehow reverse the foul magi c of the place. What say you?"

☛ **Haragern:** LN male human Clr6 – Zilchus; Diplomacy +12, Knowledge (Local—Splintered Sun metaregion) +6, Profession (merchant) +8.

Appearance: A stout man of obvious Oeridian heritage. His oval-shaped face radiates honesty and trust. Haragern prefers to dress in ostentatious finery and is never without his walking cane.

Personality: An affable fellow, Haragern is often found at the centre of great debates. A wise trader he has built up a small reputation for himself among the folk of this town as a man of integrity and honesty. He enjoys good wine and food and the provision of either (or both) wins him over as a friend.

☛ **Remmannen:** LN male human Clr11 – Zilchus; Diplomacy +19, +Knowledge (Splintered Sun +9, Knowledge (religion) +16, Profession (merchant) +12.

Appearance: A wafer thin fellow, Remmannen appears to have suffered from some terrible kind of wasting disease. His once thick blond hair has thinned considerably. His eyes however still hold a spark of youthful vigor particularly when he is haggling or making a trade.

Personality: A cunning fellow, Remmannen is also an accomplished diplomat equally at home in a marketplace or palace. He suffers however from a bad case of halitosis and will attempt to keep the PCs at a distance (which can make him seem standoffish and distant). A driven man, Remmannen is constantly in motion and is given to pacing up and down when expounding upon a point of import.

At this point it is highly probable that the PCs have many questions for Haragern and Remmannen. Below are listed a number of probably questions and their answers.

Q: Why do you want us to do this?

A: Before it was destroyed the village of Kalinarn and its attendant lighthouse were a vital link in the South Province's control of the south portion of Relmor Bar and Dunhead Bay. With the signing of the Naerie Compact the United Kingdom of Ahlissa needs to cement its control of the strategically vital waters of Dunhead Bay so that the shipping lanes between Killdeer (capital of Onnwal) and Prymp remain open. In this way Ahlissa can guarantee a goodly supply of the material needed by the rebel forces fighting in Onnwal.

Q: What is the Naerie Compact?

A: The Naerie Compact is a historic agreement between the United Kingdom of Ahlissa, the Kingdom of Sunndi and the Free State of Onnwal. The terms of the compact are well known. In return for Onnwal and Sunndi recognizing Ahlissa's rights to the lands of Naerie, the United Kingdom will furnish aid to the rebels in their struggle against the followers of the Scarlet Sign. In addition the treaty provides for the establishment of trading missions by the Royal Guild of Merchants of Aerdy in Onnwal and Sunndi. Sunndian and Onnwallon merchants may also begin to set up similar missions within the United Kingdom.

Q: Where can we find more information regarding Icespire?

A: The mage Lynerden was a compulsive note-taker and diarist. Some of his writings may yet survive in his personal quarters within the Sailor's Light (the Icespire).

Q: What will we find within the lands of Icespire?

A: Of this I am not certain; few people have walked there and returned with their sanity. Old stories told by the few survivors of Chelor's incursions into the place speak of creatures made whole from madness and the supernatural and intense cold of the place. Subsequent

investigations have also discovered that the cold is so intense in the area that only those with arcane or divine protections can hope to survive for any length of time.

Q: Who was Chelor?

A: Chelor was the Graf of South Province, the state from which the United Kingdom of Ahlissa was derived. It was part of the Great Kingdom and spent much time warring with the Iron League.

Q: What of the Sahuagin we saw?

A: The wizard Bortwimm has made an alliance with those foul water dwellers. A small colony dwells under the waters of the harbor; rumor has it they live in some ancient submerged ruin that Bortwimm has an interest in. Several years ago they were seen carrying a succession of strange rune-graven plaques and other unidentifiable things to Bortwimm's tower.

Q: Can we/should we investigate this?

A: No. Bortwimm is the appointed ruler of Trennenport to meddle in his affairs would be foolish (and likely fatal).

Q: What's in it for us?

A: A free Onnwal and a defeated Brotherhood, that's what! Additionally, you will find me not an ungrateful employer; you may keep anything of value you find within Icespire and I will reward you handsomely if you are successful. (note: Remmannen is a cautious man and will seek to speak in generalities regarding the PC's rewards).

In addition Remmannen knows all the information and rumors presented in the Introduction. If the PCs have not discovered it all there he will impart any pieces they have missed.

Special Missions

It is possible that some of the PCs present at the table may have been given special missions by one of a variety of meta-organizations. In the main the information required by the organization can be gained by spending some time wandering the docks and examining the defenses of the town. In addition the PC will undoubtedly find many off-duty soldiers in one of the many taverns in the town whose tongue can be loosened by plentiful (and free) ale. Specific questions are only answered on a successful DC 15 Gather Information. A DC 10 Gather Information check grants the PC 1d4 of the rumors detailed in Appendix 9: Trennenport at a Glance. All PCs are treated as Indifferent by the general populace. Followers of Heironeous who are demonstrably such (displaying holy symbols etc.) however suffer an Unfriendly reaction.

Town Defenses: Trennenport is protected to landward by stout walls ably manned by well-trained Ahlissan soldiers backed-up by significant numbers of well-trained and well-equipped Hextorites.

The Harbor: The harbor is well defended. As well as the various keeps and other fortifications ringing it a

squadron of five Imperial Ahlissan warships is based here. At any given time two of these vessels will be patrolling the coastline or participating in specific escort duties. The other vessels protect the harbor and carry out inspections of incoming and outgoing vessels. Vessels (all caravels) based here include, *Revenge*, *Indefatigable*, *Glorious*, *Invincible* and *Terror*.

The Sahuagin: As best can be determined there are about six score of these creatures dwelling within the harbor. They have little to do with the regular defenders of the town, answering only to Bortwimm and his apprentices. Rumors about the sahuagin are legion within Trennenport but little certain fact is known. They did indeed carry some strange, algae-covered runic stones to Bortwimm's tower almost two decades ago. What became of these blocks is unknown. The sahuagin are lead by a mutant, four-armed warrior of great skill and cunning.

Development: Once the PCs have exhausted the role-playing opportunities of Trennenport continue with *Encounter 3: Entering The Frozen Lands*.

ENCOUNTER 3: ENTERING THE FROZEN LANDS

This encounter follows directly on from Encounter 2: The Conclave. If the PCs have wandered around Trennenport to gain more information improvise this utilizing the information found in Appendix 9: Trennenport at a Glance.

During this encounter refer to *DM's Map 2: Trennenport and Icespire*.

Trennenport lies roughly 40 miles from the boundaries of the frozen lands surrounding Icespire. Thus, by foot the journey will take a day and a half (or two days if the group has Small size PCs within it). Mounted parties will be able to travel the distance in a little over a single day.

Read or paraphrase the following:

Trennenport now lies some miles behind you. Although an important naval base for the United Kingdom of Ahlissa and an important link in the passage of goods to the west it is a dreary place dominated by Hextorites who continually struggle with the followers of the Great Guildmaster for political dominance of the place.

Since leaving Trennenport you have followed a coastal road that shows much sign of neglect. Although some travel obviously does still use this route it has obviously fallen on hard times.

You pass a few ramshackle villages but these are unremarkable depressing affairs; the peasants are tedious, what fare is to be had is lackluster and tasteless and the lord's retainers uniformly rude and abusive.

Fleeing such dubious hospitality as quickly as you are able you make your way westwards to the forsaken lands of Icespire.

There is hardly any traffic on the road and your nights pass without incident. Precious few trees manage to grow in this windswept place, those that managing to gain purchase here among the salt-laced earth being unhealthy, leafless affairs. Sedge grass and low, thick sprawling bracken and gorse bushes predominate slowing travel off the beaten track to a crawl.

If time permits the DM should improvise general details about the PC's journey. While they encounter no one of note on their journey they see game and the occasional deer. Sea gulls and other birds follow the party's progress and dog the PCs when they camp for the night. Invertebrate scavengers seek to make off with any scraps of food the party discards. Particularly brave birds may even attempt to steal food from the hands of Small size PCs.

After the PCs leave the last village before Icespire they encounter no one. Here the track is almost completely overgrown. Read the following:

After leaving the last sorry excuse for a village before Icespire what was a badly maintained road degenerates almost completely, becoming little more than a track. The virulent and hardy gorse bushes that abounds here threatens to completely overwhelm the road and in places you must hack your way through.

Allow the PCs to make any final preparations they may deem necessary. When the PCs indicate that they are ready to enter the frozen lands of Icespire read the following:

Your travel from Trennenport was relatively easy. Ahlissa is a civilized land and banditry is almost non-existent due to the nation's harsh laws.

Civilization (and perhaps the rationale rule of the Oerth Mother) however ends several hundred yards ahead of you.

A great white arch cuts across the grasslands through which you have been traveling. Up to that point the terrain is as you would expect, although it is a little cool here. However beyond that hemisphere different laws reign. The ground is blanketed in deep snow, banked by the winds blowing in from the sea. Clouds hang thickly overhead and visibility is poor. The low shrubs and bushes common here have been eradicated; dead from the intense cold or buried under a chill blanket of death.

As you get closer a strange electric tingle seems to course through the air, causing you an involuntary shiver.

It should be obvious to even the most unobservant PC that they have arrived at the boundaries of the frozen lands. Normal travel beyond here is impossible. Similarly PCs crossing into the frozen lands without arcane protections will swiftly die. For more information refer to *Appendix 5: Fighting in Ice and Snow*.

No force stops the PCs from crossing the threshold and entering the frozen lands although anyone doing so will immediately start to feel the effects of the weather and low temperatures.

Once someone steps through the barrier read the following:

Bravely you step over the threshold into a frozen landscape. Immediately you sink calf-deep into the snow and your movement slows to a crawl. Looking back over your shoulder you can clearly make out your companions ready to leap to your assistance. Nothing however assails you.

You draw your first breath and as you exhale it instantly freezes, seeming to almost hang in the air. It is cold here; very cold. Even with your magical protections you can still feel a subtle chill deep within your bones that seems to reach into your very soul. You realize that travel here without such protections would be foolhardy at best.

There is nothing to stop PCs crossing and re-crossing the threshold into the frozen lands. While they are in this border area none of the denizens of the lands assault them.

Movement in the Frozen Lands

The Icespire itself and the caverns beneath it are located on a rocky promontory roughly fifteen miles from the boundary of this land. Thus, reaching it is difficult for the PCs who have to slog through miles of snow and ice while fighting off the strange creatures that inhabit this place. It is highly likely that the PCs will have to spend at least one night in the Frozen Lands. Unless the PCs bestow arcane protections upon their mounts they are forced to trudge through the snows themselves as their mounts succumb to the frigid conditions.

If the PCs hit upon trying to sail up the coast they will be unable to find a ship captain willing to brave the strange currents, floating ice bergs and unpredictable weather. PCs able to fly are able to bypass some of the encounters of this land.

The table below details PCs movement rate through the lands of Icespire and includes all relevant penalties for difficult terrain. Note, unless the encounter text specifically allows running or movement, PCs (and some of their foes) are unable to execute that kind of movement (including charging).

	15 ft.	20 ft.	30 ft.	40 ft.
One Round				
Walk	5 ft.	10 ft.	15 ft.	20 ft.
One Minute				
Walk	75 ft.	100 ft.	150 ft.	200 ft.
One Hour				
Walk	¾ mile	1 mile	1.5 miles	2 miles
One Day				
Walk	6 miles	8 miles	12 miles	16 miles

Once the PCs have made any final arrangements they deem necessary and have set a marching order continue onto Encounter 4: Into the Frozen Lands.

ENCOUNTER 4: INTO THE FROZEN LANDS

This encounter follows directly on from Encounter 3: Entering the Frozen Lands. This encounter can take place at a time and place of the DMs choosing. In this instance it might be necessary to modify the read aloud text to take into account the PCs route through the Frozen Lands. This encounter should take place before the PCs find the ruins of Kalinarn.

Due to the freeform nature of this encounter it is possible that the PCs may fight the foes detailed below literally anywhere in the frozen lands. Modify the situation and description you give based on the time of day and the terrain features nearby.

Daytime

The PCs will likely do much of their explorations during the daylight hours. They are greeted by an endless succession of snowdrifts, ice sheets, and abandoned farmsteads. Nothing living dwells here and there is a total absence of animal tracks. Even birds do not fly in the skies above the frozen lands.

Trudging onwards through a seemingly endless succession of snowdrifts going here is slow. Nothing seems to have survived the curse that destroyed these lands decades ago. Occasionally you come across an abandoned farmstead or other sign of previous inhabitation but in the main this place is a desolate wasteland. In some ways this place reminds you of a desert.

If the PCs wish to explore any of the abandoned farmsteads they encounter refer to Encounter 5: The Ruins of Kalinarn for more information regarding their construction (and current condition). Nothing of interest will be found therein.

Nighttime

At nighttime read aloud or paraphrase the following text taking into account the PC's location and actions.

At night it is even colder in the frozen lands. What little respite is granted to these accursed lands by Pelor is lost as he passes below the horizon. As darkness descends the pale light of one of the moons—you cannot tell which—penetrates the perpetual clouds that gather to give some small illumination. At night, the land takes on a kind of serene, peaceful but stark beauty. Nothing moves across the snowscape except the occasion snow devil whipped up by the breezes still coming off Relmor Bay.

Take note of the PC's watch rotation and any special defense they set up (such as sleeping in a *rope trick*). If the party is hidden from view at night then the will-o'-wisps do not attack them. If however even one PC is visible the creatures will attack driven mad by their dual natures.

Madness Strikes!

In this encounter the PCs are attacked by some of the denizens of the frozen lands. This encounter can happen at any point during the PC's exploration of the frozen lands except when they are in the ruins of Kalinarn, the Slippery Stair, the Icespire or the Hidden Shrine of Gyrtulyndarrath.

These creatures prefer to attack during the night when the darkness allows them full use of their many and varied powers. If however the DM feels that the party is particularly weak, or have been exceptionally unlucky so far, he may set this encounter during the day.

Modify the following text dependant on when the will-o'-wisp attack the party:

A single luminescent ball of faintly glowing ball of white light wreathed in black tentacles speeds with preternatural quickness toward you out of the darkness. Blue energy arcs between the writhing tentacles—this is no natural creature but obviously some abomination of the frozen lands!

Combat: While traversing this area the PCs will encounter the following twisted remnants of the denizens that used to haunt the bleak marshlands of the area before Lynerden Oberannin interrupted the *antimagic field* hidden deep within the shrine of Gyrtulyndarrath. The sundering of the seal spelled the doom for the inhabitants of this land, transforming the land into a frozen hell and the inhabitants into warped perversions of their former selves.

Before combat begins here the DM should be fully conversant with the rules regarding incorporeal subtype found on page 310 of the *Monster Manual*.

APL 6 (EL 8)

☛ **Dreamstealer Will-o'-Wisp (1):** hp 56; see Appendix 1.

APL 8 (EL 10)

☛ **Dreamstealer Will-o'-Wisp (1):** hp 56; see Appendix 2.

☛ **Allip (3):** hp 26; see the *Monster Manual*, page 10.

APL 10 (EL 12)

☛ **17 HD Dreamstealer Will-o'-Wisp (1):** hp 119; see Appendix 3.

☛ **Dreamstealer Will-o'-Wisp (1):** hp 56; see Appendix 3.

APL 12 (EL 14)

☛ **17 HD Dreamstealer Will-o'-Wisp (3):** hp 119; see Appendix 4.

APL 14 (EL 16)

☛ **17 HD Dreamstealer Will-o'-Wisp (5):** hp 119; see Appendix 5.

Terrain: At all APLs except APL 6 this area is subject to the rules found in Appendix 5: Rules for Fighting in Ice and Snow.

Tactics: The will-o'-wisps are old and cunning. Very aware of their abilities, they treat warrior types as their primary targets trusting to their innate magic immunities to keep themselves safe from harm. However, if any of them are targeted by *magic missiles* all surviving will-o'-wisps congregate around the caster on their next action and attack him until the threat is neutralized.

The will-o'-wisps are also very mobile in combat and make use of this to out-manuever their foe at every opportunity. Foes separated from their brethren get the brunt of hit-and-run tactics. Unless an opponent wields what is demonstrably a *ghost touch* weapon they ignore the dangers posed by attacks of opportunity trusting to their high armor class and incorporeal natures to shield them from harm. Foe using *ghost touch* ranged weapons will be treated like individuals hurling *magic missiles* while those possessing *ghost touch* melee weapons will be avoided until all other foe are dead.

Treasure: Although the wisps themselves have no treasure the remains of some of their former victims lie nearby half-buried in a snow bank. A DC 18 Search check indicates that the PCs have found the bodies of a small group of South Province troops sent here by Graf Chelor in the 570s. Searching the bodies reveals the following treasure:

APL 6: No usable treasure.

APL 8: No usable treasure.

APL 10: Magic: *ring of mind shielding* (667 gp).

APL 12: Magic: *ring of mind shielding* (667 gp), *dagger of venom* (691 gp).

APL 14: Magic: *ring of mind shielding* (667 gp), *dagger of venom* (691 gp), *orb of storms* (4,000 gp).

Detect Magic Results: *ring of mind shielding* (Faint abjuration), *dagger of venom* (Faint necromancy), *orb of storms* (Strong varied).

Development: Once the PCs have faced and defeated these opponents they do not face any further foes except those specifically details in the adventure.

ENCOUNTER 5: THE RUINS OF KALINARN

The village of Kalinarn stands on the cliffs overlooking the waters of Relmor Bay. Clustered around the lighthouse known as "Sailor's Light" it was a dismal, windswept place existing only to service those tending the lighthouse's magic.

Destroyed utterly by the outburst of magical energies caused by Lynerden Oberannin when he interrupted the *antimagic field* hidden deep within the shrine of Gyrtulyndarrath, the village is a tomb.

Although the winds off Relmor Bay constantly stir up the snow here, reducing visibility and obscuring tracks some portions of the village are relatively sheltered.

Finally approaching the forlorn tower that gives this accursed land its name you realize that some of the village of Kalinarn still stands against the onslaught of the freezing weather besetting this place.

Huddled around the base of the tower, some of them barely higher than the deep drifts surrounding them are the remains of Kalinarn.

After the PCs have made any preparations they deem necessary and have moved into the village read the following:

The snow-choked streets of Kalinarn are uniformly narrow and twisted. To either side of the road low ramshackle buildings of stone construct huddle together seemingly to lean against one another for strength. As you slowly and cautiously enter the Kalinarn the wind picks up, whipping up snow and ice into your faces; it is as if the very elements themselves now fight against you as you near your goal.

Movement through the streets of Kalinarn (unless otherwise detailed) is difficult (double movement costs). PCs may elect to investigate several of the abandoned buildings, but these contain nothing of interest for them. The majority are peasant dwellings. One large building is the village's only inn. It's in slightly better repair than the village's other buildings. Two shrines may also be discovered on the outskirts of the village facing the sea, but these have collapsed under the sheer weight of the snow. It is impossible to discern to whom they were dedicated.

Battered Building: Use the following statistics for any of the buildings of Kalinarn that the PCs shelter in when fighting the caryatid columns.

❖ **Walls (dressed stone blocks):** 3 ft. thick; hardness 8; hp 50; Break DC 50; Climb DC 20.

❖ **Roof (damaged slate):** 1 ft. thick; hardness 8; hp 30; Break DC 25; Climb DC 20.

As they travel through the village, the PCs accidentally discover the frozen cadavers of the villagers struck down in an instant by that released from Gyrtulyndarrath.

Before the PCs make their way to the Icespire itself they come across the frozen and mutilated bodies of South Province soldiers hacked down by some merciless foe. Read the following:

As you force your way through another drift you stumble and almost fall over something hidden beneath the deeply heaped snow.

If the PCs elect to search the area by digging into the snow bank read the following:

After some minutes of heavy exertion you have managed to clear a good proportion of the drift away. Buried deep within it you have come across a macabre scene. Three human males clad in the raiment of warriors and obviously victims of a violent death lie as if struck down by some terrible force.

A DC 15 Heal check reveals that a single deep blow from behind killed each of the soldiers. An additional DC 20 Search check reveals that a large weapon, probably a sword or axe was the cause of death. These men were some of the few South Province soldiers to make it this far at the behest of Graf Chelor. They died fleeing the caryatid columns guarding the Icespire. PCs physically searching the bodies come across a shield wedged under one of the bodies. The colors on it are faded but can be made out: a yellow background set about a faded blue boar's head. A DC 15 Knowledge (history) or (local - Splintered Sun metaregion) check reveals that the shield bears the colors of the South Province (the precursor to the Untied Kingdom of Ahlissa).

From this encounter, it should be obvious to all but the densest PCs that something yet lurks in the ruins.

Once the PCs have explored much of the ruins of Kalinarn and have made their way to the Icespire itself read the following:

Ahead of you stands the tower to which have been ascribed strange demonic characteristics. Superstitions rife along the Ahlissan coast speak of this tower in hushed whispers. Mariners utter its name with dread, but now that you have reached it, it does not measure up to its reputation.

The lighthouse takes the shape of a plain undecorated round tower, fully forty foot in diameter and sixty feet high, with a crenellated rooftop. Judging by the placement of the windows four floors probably exist within. The entire tower is sheathed in a veneer of thick, smooth blue ice, giving the tower a fell aspect.

Atop the tower stands the reason for many of the rumors and superstitions that gather thickly about this infamous structure. A bright light, burning blue and yellow, shines fiercely from the roof. In happier times it burnt to ward vessels away from the treacherous coastline of the Tusk. Now, its baleful light eternally burns as a warning to all those who would claim this place for their own.

A single doorway pierces the ground floor but the door itself has long since fallen. From your vantage point you can easily make out that the ground floor has been inundated by snow, driven inside by the cruel winds that often lash this place. Half-pillars set into the walls of the tower ring the structure at its base merging seamlessly with the walls.

Creatures: The lighthouse is guarded by several caryatid columns (the exact number dependant on the APL of the group). Slightly different to the norm these caryatid columns take the form of mail-clad Oeridian warrior women and not the normal silk clad form that this type of construct is renown for.

These constructs animate if a Tiny or smaller creature moves within five feet of the entranceway. If/when this occurs read the following. If you are running this adventure at APL 6, adjust the read-aloud text to reflect that a single foe attacks the PCs.

As you come close to the doorway the columns closest to the door suddenly disappear. In their place stand Oeridian warrior women clad in chainmail of ancient design. Wordlessly, but with inhuman speed, they leap to the attack their slender bastard swords weaving deadly patterns in the air in front of them.

Obviously skilled warriors they show no emotion as they gracefully move to cut you down.

Note: If the PCs use magic to enter the tower either via the roof or through a window the caryatid columns do not animate. However, if they then exit through the door the caryatid columns will animate and attack.

APL 6 (EL 6)

➔ **Caryatid Column (1):** hp 53; see Appendix 1.

APL 8 (EL 8)

➔ **10 HD Advanced Caryatid Column (1):** hp 77; see Appendix 2.

APL 10 (EL 10)

➔ **10 HD Advanced Caryatid Column (2):** hp 77; see Appendix 3.

APL 12 (EL 12)

➔ **14 HD Advanced Caryatid Column (3):** hp 111; see Appendix 4.

APL 14 (EL 14)

➔ **18 HD Advanced Caryatid Column (4):** hp 135; see Appendix 5.

Terrain: At all APLs except APL 6 the area surrounding the tower is subject to the rules found in Appendix 5: Rules for Fighting in Ice and Snow. The whole area is sheathed in ice covered by a thin layer of snow making movement perilous for both the PCs and caryatid columns.

At APL 6 the area surrounding the Icespire has been cleared by freak winds pushing slightly warmer air over the area surrounding the tower.

Tactics: There is one place that the caryatid columns will not venture. They are unable to traverse the area detailed in Encounter 6, as they have been programmed not to do so. Several of the buildings in the village could also conceivably hide the party from the caryatid

columns but these are small, unstable affairs all too prone to collapse. If the PCs attempt to hide in such a structure and the doorway is somehow barred against them the caryatid columns batter a way through the very walls of the building sheltering the PCs

The caryatid columns are extremely tough and weapons damaging them have a chance to break; refer to the relevant appendix for more information. A weapon's saving throw bonus equals 2+ one-half its caster level (rounded down).

Unless disarmed the caryatid columns always prefer to fight using their bastard swords. If they are disarmed they will seek to regain their weapons as quickly as possible.

Additional APL 12 - 16 Tactical Notes: At APLs 12 - 16 the caryatid columns attempt to use their Awesome Strike ability as soon as they animate. If successful they follow this up with a 5-foot step so that their foe will provoke an attack of opportunity when/if they stand up.

Treasure: Although the caryatid columns themselves have no treasure to speak of, there is treasure to be found among the show-drowned buildings of Kalinarn. Some of Chelor's original exploratory force made it this far. Most were slain, although a few did escape. However, if the PCs search the area (Search DC 17) around the entrance to the tower they find a pile of frozen corpses in a large snowdrift. Most of the bodies are of ordinary men-at-arms whose equipment is now unusable. However, one of the bodies is that of a skilled warrior; a few of his possessions have survived exposure to the intense cold of this place by dint of their magical properties.

All APLs: Magic: *boots of the winterlands* (208 gp), *shatterspike* (359 gp).

Detect Magic Results: *Boots of the winterlands* (Faint abjuration and transmutation), *shatterspike* (Strong evocation)

Troubleshooting: It is possible that at the end of this encounter the PCs could be trapped in the Icespire with no means of escape. If this happens the PCs can't search for and collect the treasure hidden in the drift near the door. In addition the PCs quickly realize that leaving through the door will animate the guardians. Leaving by other means however (for example via a window) does not animate the guardians. Every time they animate the caryatid columns stay animated for a maximum of two hours before reverting to their pillar form. During this time they either chase enemies through the village or stand motionless in front of the tower.

Development: Once play has finished here it is likely that the PCs will proceed to *Encounter 6: The Slippery Stair* or *Encounter 7: The Icespire*.

ENCOUNTER 6: THE SLIPPERY STAIR

The PCs will likely reach this encounter after they have explored either Encounter 5: The Ruins of Kalinarn and/or Encounter 7: The Icespire. Here the PCs discover the pathway that leads down from Kalinarn to the base of

the cliffs where they find the ancient shrine of Gyrtulyndarrath.

Searching the cliff face to the south of the tower for a way down you finally come upon an area that looks manmade. Although covered in a thin layer of ice this area is relatively free from snow—perhaps you have the incessant wind to thank for this small mercy.

An additional search reveals a series of narrow twisting stone steps cut into the very face of the cliffs. Of obvious ancient artifice these steps have been eroded by wind, rain and the passage of many people through the ages. They do still seem passable however.

This stair is indeed still passable although their advanced state of decay makes passage this way dangerous. In addition to this they are extremely icy. It's obvious that this is difficult and dangerous area to traverse. It is possible that PCs could simply elect to use magic to traverse this area. PCs unable to use such magics or who elect to make the passage must succeed at a DC 22 Balance check or a DC 20 Climb check or slip and fall. Failure by 4 or less indicates that although the PC makes no progress that round they do not fall. Failing this check by 5 or more indicates that the PCs falls down the stairs, possibly dislodging other PCs ahead of them.

If a PC does fall any PC below them on the stairs must make a DC 15 + APL Reflex save or be knocked off the stair by their falling companion. Note that if another PC is knocked off the stairs all PCs below the second PC must dodge both falling PCs (and so on if more members should fall).

The damage suffered during this fall depends on the APL. The cliffs are 120 feet high. At lower APLs PCs do not fall this entire distance, rather managing to arrest their fall after a set distance. Unfortunately at APLs 10-14 falling PCs also trigger a rockslide adding further misery to their companions.

Note: It is highly possible that PCs may elect to rope themselves together before climbing down. In this case the maximum falling distance of any climbing PC is limited by how long their rope is. They suffer falling damage as once the rope arrests their fall they will slam into the cliff! Bear in mind though that if the PCs attached themselves to a 50 ft. long rope then they won't be able to reach the bottom of the cliffs!

At APLs 10-14 falling from the cliff also triggers a rockslide.

APL 6 (EL 4)

↗**The Slippery Stairs:** CR 4; terrain feature; location trigger; automatic reset (permanent terrain affect); never misses; DC 22 Balance check avoids; 80 ft. fall (8d6, fall).

APL 8 (EL 6)

↗**The Slippery Stairs:** CR 6; terrain feature; location trigger; automatic reset (permanent terrain affect); never misses; DC 22 Balance check avoids; 120 ft. fall (12d6, fall).

APL 10 (EL 8)

↗**The Slippery Stairs:** CR 6; terrain feature; location trigger; automatic reset (permanent terrain affect); never misses; DC 22 Balance check avoids; 120 ft. fall (12d6, fall).

↗**Minor Rockslide:** CR 6; terrain feature; location trigger; automatic reset (permanent terrain affect); never misses; DC 15 Reflex save for half damage; 6d6 plus buried, crush; Search DC 20.

PCs falling from the Slippery Stair are automatically caught in the bury zone of this rockslide. Buried individuals take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute until freed or dead.

Only characters standing directly below the cliff face may get caught in the slide zone. Such PCs must make a DC 15 Reflex save or suffer 3d6 points of damage. Such PCs are also buried. PCs making the Reflex save take no damage and are not buried.

APL 12 (EL 10)

↗**The Slippery Stairs:** CR 6; terrain feature; location trigger; automatic reset (permanent terrain affect); never misses; DC 22 Balance check avoids; 120 ft. fall (12d6, fall).

↗**Rockslide:** CR 9; terrain feature; location trigger; automatic reset (permanent terrain affect); never misses; DC 15 Reflex save for half damage; 12d6 plus buried, crush; Search DC 20.

PCs falling from the Slippery Stair are automatically caught in the bury zone of this rockslide. Buried individuals take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute until freed or dead.

Only characters standing directly below the cliff face may get caught in the slide zone. Such PCs must make a DC 15 Reflex save or suffer 3d6 points of damage. Such PCs are also buried. PCs making the Reflex save take no damage and are not buried.

APL 14 (EL 12)

↗**The Slippery Stairs:** CR 6; terrain feature; location trigger; automatic reset (permanent terrain affect); never misses; DC 22 Balance check avoids; 120 ft. fall (12d6, fall).

↗**Major Rockslide:** CR 12; terrain feature; location trigger; automatic reset (permanent terrain affect); never misses; DC 15 Reflex save for half damage; 18d6 plus buried, crush; Search DC 20.

PCs falling from the Slippery Stair are automatically caught in the bury zone of this rockslide. Buried individuals take 1d6 points of nonlethal damage per

minute. If a buried character falls unconscious he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute until freed or dead.

Only characters standing directly below the cliff face may get caught in the slide zone. Such PCs must make a DC 15 Reflex save or suffer 3d6 points of damage. Such PCs are also buried. PCs making the Reflex save take no damage and are not buried.

Development: Once the PCs have all reached the bottom of the cliffs continue to Encounter 8: Shrine of Gyrtulyndarrath. Alternatively, if the PCs have fled here to shelter from the attacks of the Icespire's guardians they may wish to continue their exploration of the village. In this instance continue to either Encounter 7: The Icespire or return to Encounter 5: The Ruins of Kalinarn.

ENCOUNTER 7: THE ICESPIRE

Now known as Icespire, this lighthouse was once known as Sailor's Light and doubled as a lighthouse and a shrine to Procan The Storm Lord, the Oeridian intermediate god of seas, sea life, salt, sea weather and navigation.

Tower Layout: A single spiral staircase pierces the rear of this tower and connects the levels. Each floor is made up of a single chamber. The tower itself is 60 feet high, 40 feet in diameter and boasts four levels within it. Atop the tower stands an observation post where in elder days priests of the Storm Lord performed their devotions.

All of the rooms within the tower are heavily shrouded in ice and snow. The stairs are treacherous, requiring a DC 10 Balance check to traverse safely.

Refer to DM's Map 3: Icespire.

First Floor

The room was a general antechamber and communal meeting room where the keepers of the tower met other officials or visiting dignitaries. Originally the walls were bedecked in tapestries depicting famous battles and moments from Aerdy history.

This chamber is all but submerged under a torrent of snow and ice. The door to the tower has long since succumbed to the elements and as a result the interior has been ravaged by the elements. A spiral staircase stands at the back of a large chamber that seems to take up the entire ground level of the tower.

The snow is roughly four feet deep throughout this level, although it is deeper in front of the main entrance. If the PCs decide to search this chamber they might discover (Search DC 12) several tables and damaged chairs buried under the snow as well as the faded remnants of several tapestries; the subjects of which are impossible to discern.

Development: There is nothing of interest here for the PCs. Their only means of progress is the spiral staircase in the centre of the room.

Second Floor

This floor was originally divided into several different storage and sleeping areas. Items including materials for use in the laboratory above as well as foodstuffs, old furniture and other miscellaneous items were stored along the walls. Additionally several assistants and guards also dwelled here to assist the master of the tower in performing his duties. The remains of two of these individuals can easily be found among the wreckage of this room.

Third Floor

This floor features an office and laboratory. The PCs can find much broken laboratory equipment here as well as a huge desk, the contents of which have long since succumbed to the elements.

This floor is the scene of devastation. The windows here have been blown in—probably by the unnatural winds preying upon this place—and this chamber is deep in drifting snow. Here and there are pieces of shattered furniture—some of which is obviously laboratory equipment.

From here the spiral staircase continues upwards.

There is nothing of interest to the PCs here. They could quite possibly spend a lot of time sifting through the snow here in search of spell components, expensive laboratory equipment, and other arcane and alchemical paraphernalia, but there is nothing useful or of any value among the debris.

Development: If the PCs wish spend a long amount of time searching here a strong gust of wind surges through the windows causing an instant whiteout of snow and frost. Once the snow settles the PCs are back to square one (and hopefully will get the hint to move on).

Floor Four

This was Lyrnerden's private chamber and library. The PCs may find his spellbook and damaged journal here.

This chamber was obviously at one time a comfortable chamber occupied by an important person. A partially collapsed four-poster bed and a bookcase stand against one wall and the remains of other furniture are scattered about the room.

Originally the room was divided into two distinct portions; one for sleeping and the other a general living and study area. The window shutters protecting this chamber have long since failed and the room is knee-deep in snow drifts that collecting about various pieces of furniture.

A quick search of the study area reveals that almost everything has succumbed to the elements except a large, substantial desk, which seems mostly intact.

The desk contains the only items of interest in the room. A successful DC 18 Search check indicates that the PC notice that one of the bottom drawers is obscured by a small drift of snow. The drawer itself is not locked or trapped and is easily opened once the snow is shoveled aside. Refer to the treasure section below for more information on the two books found therein.

Treasure: Much of drawer's contents were ruined by the environment years ago, however, some fragments of Lynerden Oberannin's spellbooks and journal still survive.

APL 6: Magic: Lynerden Oberannin's spellbook (50 gp), Lynerden Oberannin's Journal.

APL 8: Magic: Lynerden Oberannin's spellbook (117 gp), Lynerden Oberannin's Journal.

APL 10: Magic: Lynerden Oberannin's spellbook (200 gp), Lynerden Oberannin's Journal.

APL 12: Magic: Lynerden Oberannin's spellbook (300 gp), Lynerden Oberannin's Journal.

APL 14: Magic: Lynerden Oberannin's spellbook (417 gp), Lynerden Oberannin's Journal.

❖ **Lynerden Oberannin's Spellbook:** Although suffering from prolonged exposure to the supernatural cold of Icespire, a few spells are still readable:

APL 6: 3rd- *protection from energy, Leomund's tiny hut.*

APL 8: All of APL 6 plus: 4th- *fire shield, stone shape.*

APL 10: All of APLs 6-8 plus 5th- *break enchantment, cloudkill.*

APL 12: All of APLs 6-10 plus 6th- *control water, greater dispel magic.*

APL 14: All of APLs 6-12 plus 7th- *Mordenkainen's sword, prismatic spray.*

❖ **Lynerden Oberannin's Journal:** When the PCs find this heavily damaged book give them *Player's Handout 2*. This book contains the daily musings of Lynerden and may prove useful in the future.

The Roof

The footing here is treacherous. At APLs 6-8 PCs must succeed at a DC 15 Balance check to remain upright every round in which they are on the tower rooftop. At APLs 10 – 14 it is also extremely windy up here increasing the DC of this check by 5.

The crenellated battlements look out over a frozen wasteland. PCs standing here are able to witness the full devastation visited upon this landscape.

Pushing the door at the top of the stairs open is a difficult task, no doubt because of the mass of ice and snow that has accumulated upon the tower's roof.

As the door opens a fierce, harsh and obviously magical light spills into the stairway.

Once the PCs indicate that they continue, read the following:

The light is obviously emanating from a huge black, iron-shod trident affixed to an altar of sorts set atop the roof of the stairwell from which you have carefully stepped.

The floor here is very treacherous and the going underfoot is extremely slippery. For the first time since entering this frozen hell you can truly appreciate the destruction visited upon this ill-fated strip of land. As far as you can see, the land is cloaked in a thick cloak of ice and snow; a mantle cloaking the land in its life-choking embrace. To the north the waters of the Gearnat are similarly choked with great icebergs and ice sheets for at least half the distance to the horizon.

You can make out no specific movement on the ground below but it is very windy up here. The cold air sweeping from the tower takes your breath away and chills your lungs with its preternatural cold.

At the rear of the tower roof (and atop the stairwell) stands a high square altar roughly six feet high. Its surface is engraved with many arcane and holy symbols. A DC 15 Religion check reveals that many of these symbols are sacred to Procan. A DC 15 Knowledge (arcana) check further reveals symbols pertaining to the elements and permanency intermingled with the rest. Atop the altar is set a burningly bright beacon. The beacon is in the form of a massively over-size trident, fully twenty feet long. The trident is set immovably into the altar and radiates an intense blue and yellow flame (but no heat).

Treasure: There is nothing of interest here for the PCs to find (or loot).

Development: Once the PCs have found Lynerden's spellbook and journal and have explored the Icespire as much as they wish they will likely move on to explore the cliffs in search of the hidden shrine detailed in the journal.

It is also possible that they have fled here after fighting the tower's guardians. In this case they are essentially safe from further attack while in the tower. The guardians do not enter the tower and no other creatures disturb them here. However to successfully leave they must somehow defeat, slay or avoid any remaining guardian creatures.

ENCOUNTER 8: THE SHRINE OF GYRTULYNDARRATH

In this encounter the PCs have successfully negotiated the frigid cliffs and come across the entrance to the shrine of Gyrtulyndarrath.

During this and subsequent encounters refer to *DM's Map 4: The Hidden Shrine of Gyrtulyndarrath*.

Read or paraphrase the following:

Travel along the base of the cliffs is slow and difficult. Here even the waters of Dunhead Bay have frozen solid

before the onslaught of the fell magics that hold this land in its grip.

Ahead of you the cliff stretch away to the north forming the walls of the promontory that separates Relmor Bay from the Dunhead. A wind springs up driving ice and snow into your faces. Your progress slows to a crawl.

Barely visible through the mist and spray you notice something decidedly out of place in this frigid hell. Carved midway up in the very cliff face itself you can make out two sets of huge pillars surrounding a large round-hewn opening. The opening is easily twenty feet square and is set roughly twenty feet up the cliff face.

When the PCs get closer read or paraphrase the following:

As you get closer to the pillars you notice that the air around you seems to get even colder. The going under foot is extremely slippery and snow lies heaped about in huge drifts. The pillars themselves are covered in a thick coating of ice, through which you can barely make out some kinds of carving covering their surface.

The cliff face surrounding the pillars and cave mouth are similarly covered in a thick layer of ice.

The opening to the cavern is roughly twenty feet up the cliff face. To gain access to it the PCs must either climb the cliffs or use some form of magic to transport themselves upward.

At APLs 6 and 8 the PCs manage to find a portion of the rock face that although slippery has some narrow handholds. Climbing such a surface requires a successful DC 25 Climb check. At APLs 10 and 12 however the PCs fail to find such handholds as they are obscured by snow and ice. They require a successful DC 30 Climb check to scale the cliff.

Once the PCs reach the cave mouth read or paraphrase the following:

Reaching the cave entrance you look around. The floor is treacherous underfoot, being in effect little more than a sheet of ice. Again the cavern walls are encrusted with a thick layer of ice, however you can make out that this appears to be a natural cavern, although perhaps the walls and ceiling have been smoothed at some point in the distant past with hand tools of some description.

The passageway seems to gently slope down as it runs directly off in a straight line away from the sea.

Unfortunately the carvings have long since eroded under the ice, wind, and snow. If the PCs do take a lot of time clearing the ice away they are able to discern that each pillar has a similar design and may be depicting some kind of large beast, but the specifics are long destroyed.

The Dreaming: Any character who has suffered the Dreaming (first encountered in *COR3-01 The Hidden Fortress*) will feel a slight sensation of nausea when they first enter the tunnel.

Development: When the PCs indicate that they wish to explore the tunnel more closely proceed to *Encounter 9: Into Gyrtulyndarrath*.

ENCOUNTER 9: INTO GYRTULYNDARRATH

This encounter follows directly on from *Encounter 8: The Shrine of Gyrtulyndarrath*. It is important from here on that the DM keeps track of game time as while within the shrine the PCs will likely be suffering damage from the intense cold that pervades the area.

The passageway slopes downward away from the entrance. The floor is slick underfoot and difficult to move across. Your breath billows out in front of you like the breath of a dragon. It is cold here; very cold. It is so cold in fact that you realize with a start that the cold has finally overwhelmed your magical protections!

If the PCs wish to continue read or paraphrase the following:

The walls of this passageway are wreathed in ice, as are the floors and ceiling. This mantle makes it hard to make out much detail as you descend deeper. As far as you can estimate the passageway runs straight and slightly downwards.

This passage is roughly 200 ft. long and remains roughly twenty foot square throughout its entire length.

Movement: Travel along this passageway is particularly perilous as the combination of the downward sloping floor and ice makes movement slow and dangerous.

PCs running or charging in this area must make a DC 17 Balance check. A successful check is required for each such successful move action. Failure by more than 5 indicates that the PC has fallen over. (PCs falling over will not slide to the bottom of the passageway). Failure by 4 or less indicates that while the PCs have managed not to fall they only manage to move half the desired distance.

Finally, PCs walking over ice must expend 2 squares of movement to cross each square that they move through.

The Cold: When the PCs enter Gyrtulyndarrath the cold becomes more intense, finally overwhelming protection given by any *endure element (cold)* spells that the PCs may be employing.

For each minute the PCs spend within Gyrtulyndarrath they automatically take 1d6 points of lethal cold damage (no save). In addition they must make a Fortitude save (DC 15, +1 per previous check) or takes 1d4 points of nonlethal damage. Those wearing metal armor are affected as if by a *chill metal* spell.

Some magical protections however will ward the PCs from these effects. *Resist energy (cold)* and *protection from energy (cold)* both protect the PC from

these effects (although in the latter case the spell absorbs both the lethal and nonlethal damage accrued).

Travel Time: In addition to any time spent casting spells, discussing their best course of action etc. it takes the PCs 2 minutes to carefully traverse this tunnel. (The passageway is roughly 200 ft. long and this travel time is based on a group with a movement rate of 20 ft. For more information regarding this refer to the *Player's Handbook*, page 162.

The Dreaming: PCs who have previously experienced the Dreaming will have the following vision/dream, which is only interrupted by one of the dreamer's companions bumping into him. Give the PC(s) a copy of the relevant portion of *Appendix 6: The Dreaming*. (This text is reproduced below).

A waking dream comes unbidden to you. As you gaze down the passageway translucent figures move at the very limit of your vision. As the vision comes more sharply into focus you see a group of spectral, cruel-faced Flan of fearsome and fell aspect processing down the corridor. Clad in robes of shapeless but archaic cut their bald heads are reflected in the guttering torchlight.

A low muttering reminiscent of chanting reaches your ears but the words are unintelligible. With a start you feel something bump into you and suddenly the vision is swept away like leaves caught in a gust of autumnal wind.

Troubleshooting: It is possible that PCs who reach this point will retreat because of the potential damage that the intense cold will deal them. Such groups could camp at the base of the cliffs and allow its spellcasters to memorize spells that will protect them while they explore the shrine. If the PCs cannot or will not do this and are unwilling to brave the cold of Gyrtulyndarrath the adventure for them is over.

Development: When the PCs reach the bottom of the passageway proceed to *Encounter 10: The Hall of Wyrms*.

ENCOUNTER 10: THE HALL OF WYRMS

This encounter follows directly on from Encounter 9: Into Gyrtulyndarrath

Ahead of you the passageway seems to open out into a larger chamber. A cold, unnatural light emanates from the space beyond illuminating the last fifteen feet of the passageway.

When the PCs move forward to investigate the chamber read or paraphrase the following:

The passageway does indeed open into a large chamber beyond. Ahead of you lies a massive chamber roughly one hundred feet long and sixty feet wide. The ceiling here is roughly the same height as the passageway.

Running down the centre of the chamber are two lines of pillars atop low plinths carved to represent large dragons holding the roof aloft. Details of the dragons are impossible to make out as this whole area is encrusted under a thick layer of ice.

At the far end of the chamber you can make out a large door set directly opposite the entranceway in which you currently stand. A flash catches your eye and, as you look closer, you realize that something upon the door's surface glints in the harsh, unforgiving light emanating from somewhere above.

What Has Gone Before: When Lyrerden Oberannin happened upon this place he correctly guessed that some fell trap lurked in this chamber. Using his divination magics he ascertained that what he sought lay beyond the door at the end of the room. Using a *dimension door* scroll he thus bypassed this area completely and did not awaken the guardians that slumber herein.

The Dreaming: PCs who have previously experienced the Dreaming will have the following vision/dream. Give the PC(s) a copy of the relevant portion of *Appendix 6: The Dreaming*. (This text is reproduced below).

Entering this ancient place you feel the weight of thousands of years of history bearing down upon you. This place is without a doubt old, even those of elvish blood would count it a remnant of an elder time.

Your vision blurs for a moment and when it clears you see the chamber as it was ages ago. Again you see the translucent figures you saw earlier processing down between twin rows of dragonesque pillars. The walls are decorated with a series of massive tableaux depicting scenes of draconic combat. A subdued light fills this chamber and shadows pool deeply around the base of the pillars.

As you watch the spectral figures reach the ornately carved door at the end of the chamber and pass beyond it. As they disappear through the door the vision dissipates and with a jolt you are returned to the present.

Movement: Travel in this area is particularly perilous as the thick ice makes movement slow and dangerous.

PCs running or charging in this area must make a DC 15 Balance check. A successful check is required for each such successful move action. Failure by more than 5 indicates that the PC has fallen over. Failure by 4 or less indicates that while the PCs have managed not to fall they only manage to move half the desired distance.

Finally, PCs walking over ice must expend 2 squares of movement to cross each square that they move through.

When the PCs alert the guardians by passing the midpoint of the room to their presence read or paraphrase the following:

Suddenly a series of sickening cracks assail your ears. One/two/four of the statues before you begin to move. Great shards of ice slough off their bodies and crash to

the floor below explosively shattering. The ceiling of the chamber shakes and others of the dragon statues shake. As you watch in horror one/two/four of the statues step down from the plinths upon which they stood.

As ice continues to fall away you begin to make out the horrifying truth about what stands against you. Bone glistens in the stark light as great wings unfurl from behind the creatures. Massive jaws set into a sleek yet ferocious face scream a silent challenge to you as your suddenly clammy hands grasp your weapon. A single sharp crest rises from the creature's head and a few battered and timeworn pale blue, light gray and white scales yet cling to its skeletal body.

Terror washes across you as the creature/creatures take/s a step toward you.

Witnessing the animation of the dragon statues is a terrifying experience. All the PCs present must immediately make a successful Will save or be affected by the skeletal dragon's frightful presence.

Creatures: Dependant on the APL the following creatures will be encountered here:

APL 6 (EL 8)

➤ Young Adult White Dragon Skeleton (1): hp 117; see Appendix 1.

APL 8 (EL 10)

➤ Young Adult White Dragon Skeleton (2): hp 117; see Appendix 2.

APL 10 (EL 12)

➤ Young Adult White Dragon Skeleton (4): hp 117; see Appendix 3.

APL 12 (EL 14)

➤ Skeletal Great Wyrms White Dragon (2): hp 270; see Appendix 4.

APL 14 (EL 16)

➤ Skeletal Great Wyrms White Dragon (4): hp 270; see Appendix 5.

Tactics: The dragons here were set long ago as a ward against those who defile this place. As such they will attack and slay any intruders that pass the mid-point of the room (indicated on the map).

They will pursue fleeing PCs back up the passageway but will not leave the confines of the shrine. Thus, PCs may face a dangerous fight in the area described in the previous encounter.

Treasure: There is no treasure to be found here.

Development: Once the PCs have dealt with the guardians of this place they may proceed to *Encounter 11: The Portal of Wyrms*.

ENCOUNTER 11: THE PORTAL OF WYRMS

When play reaches this area, give out Player's Handout 3: The Door of Wyrms.

What Has Gone Before: Lynerden Oberannin managed to bypass this area through the cunning use of a *dimension door*. Thus, PCs will have no real clue as to what awaits them here.

Before you a pair of double doors crafted of some type of grey-blue metal stand fully ten feet high; their surface is graven in silver with many arcane and mystical symbols. About the handles of the doors is hung a silver chain with links as thick as a baby's fist.

Above the door, carved into a massive stone block, is a stylized representation of a five-headed dragon. The sculpture has an aura of sinister beauty about it and is incredibly well detailed. The dragon's wings stretch out over the whole width of the doors and the eyes of the five heads seem to regard all in the room with their stony gaze.

COR3-01 The Hidden Fortress. Perceptive PCs may notice that this door is seemingly identical to a door they encountered deep below the Tower of the Sands. On that occasion the silver chain keeping the door shut was trapped; on this occasion however it is the sculptures above the door that threaten the PCs.

Trap: This door is trapped. As soon as any PC enters any square directly in front of and adjacent to the doors the breath weapon trap detailed below will be sprung. The trap emanates from the carved dragon sculpture atop the door. Randomly determine the type of energy released when this trap is triggered:

d4	Energy Type
1	Blast of Fire
2	Blast of Cold
3	Blast of Acid
4	Blast of Electricity

Dependant on the APL the trap has the following characteristics:

APL 6 (EL 6)

➤ **Dragon Breath Trap:** CR 6; magic device; proximity trigger; automatic reset (1 minute); no attack roll needed; spell effect (modified *fireball**; 10th-level wizard, 10d6, [1d4 random energy type]), DC 19 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 8 (EL 8)

➤ **Dragon Breath Trap:** CR 8; magic device; proximity trigger; automatic reset (1 minute); no attack roll needed; spell effect (modified Maximized *fireball**; 9th-level wizard [54 hp], [1d4 random energy type]), DC 19 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 10 (EL 10)

↗ **Dragon Breath Trap:** CR 10; magic device; proximity trigger; automatic reset (1 minute); no attack roll needed; spell effect (modified Empowered *cone of cold**, 13th-level wizard, 13d6 x 1.5 [1d4 random energy type]), DC 22 Reflex save half damage); Search DC 30; Disable Device DC 30.

APL 12 (EL 12)

↗ **Dragon Breath Trap:** CR 12; magic device; proximity trigger; automatic reset (1 minute); no attack roll needed; spell effect (modified Maximized *cone of cold**, 14th-level wizard [84 hp], [1d4 random energy type]), DC 22 Reflex save half damage); Search DC 30; Disable Device DC 30.

APL 14 (EL 14)

↗ **Dragon Breath Trap:** CR 14; magic device; proximity trigger; automatic reset (1 minute); no attack roll needed; spell effect (modified Empowered *delayed blast fireball [no delay]**, 18th-level wizard [18d6 x 1.5], [1d4 random energy type]), DC 27 Reflex save half damage); Search DC 33; Disable Device DC 33.

Door and Trap Detect Magic Results: If *detect magic* is cast a DC 21 Spellcraft check reveals the following:

Dependant on the APL the following auras are present:

APL 6-8: Dragon head sculpture (Moderate evocation), Door of Wyrms (Weak abjuration).

APL 10-14: Dragon head sculpture (Strong evocation), Door of Wyrms (Weak abjuration).

The Doors: Once the trap has been set off and the PCs have suffered the resultant damage will no doubt be keen to investigate the doors themselves. The doors are protected by a *arcane lock* spell cast at the 12th level of ability and are made of some type of grey-blue metal. Graven upon their surface can be seen silver runes.

♣ **The Portal of Wyrms:** 2 in. thick; hardness 10; hp 60; DC 38 break; DC 30 Open Locks.

PCs with Knowledge (arcana) may attempt to decipher the runes carved upon the door. A separate DC 19 + APL Knowledge (arcana) check for each symbol will allow them to decipher the runes upon the door. (At higher APLs some of the carving has begun to fade, this is reflected in the increased difficulty of the check).

Find below the meanings of the symbols. Bracketed meanings are what the PC will think the symbol means if he fails the relevant Knowledge (arcana) check.

Treasure: There is no treasure to be had here except for the silver chain.

All APLs: L: 20 gp.

Troubleshooting: It is possible that some groups may think they lack the necessary resources to pass through this portal. PCs may use brute strength to break it down, Open Locks to untie the silver chain or knock or dispel magic. In addition higher-level groups may possess



Warning/danger
(treasure)



Danger/dangerous/deadly
(elemental)



Thrall/prisoner (truth/sword)



Darkness
(light)



Death
(modified earth sign – exact meaning unclear)



Evil/evil prisoner
(time)

additional resources such as *stone shape*, *dimension door* or *passwall*, which will allow them to continue onwards.

PCs may rest before proceeding, but remember that any sorcerers will face the Dreaming in this instance and all PCs will suffer damage from the intense cold. If the PCs do rest here remember the trap on the door resets itself after one minute.

Development: Once the PCs have managed to pass the door proceed to *Encounter 12: The Insane Dead*.

ENCOUNTER 12: THE INSANE DEAD

Play here commences when the PCs successfully manage to pass through or bypass Encounter 11: The Portal of Wyrms.

Beyond the doors lies another chamber. Lit by several torches set into ornate sconces affixed to the walls this room is roughly forty feet square. The roof above is vaulted reaching roughly sixty feet in height in the center.

Below this vault a gray globe, flecked with swirling patches of darkness hovers in mid-air. A desiccated, frozen figure stands immobile before the globe, one hand outstretched toward it.

As you look closer you realize that the figure's hand actually touches the globe's surface. Around this point swirl flecks of darkness, seemingly in a frenzy. Darkness flows from the globe, curling around the frozen figure's arm.

The sheath of ice coating the figure bestows upon it an indistinct appearance. Definitely of human height

the figure is probably male. Unarmed, his clothes and equipment are reminiscent of that belonging to a noble or wizard.

In this area the PCs have discovered Lynerden Oberannin's fate.

What Has Gone Before: Following his dreams Lynerden found this place and using his arcane arts bypassed the traps and guardians in the earlier chambers. More importantly, his touch breached the barrier that had, for so long, held certain forces in check. These forces once released destroyed the surrounding territory in an icy blast of elemental magic. Inhabitants within the area of affect were slain in an instant or transformed into dreamstealer-versions of their former selves. Thus was the fate of the lands that became known as Icespire sealed.

Instantly slain by the forces held in check by the sphere, Lynerden was transformed into a dreamstealer. More importantly, his touch breached the barrier that had, for so long, held certain forces in check. These forces once released destroyed the surrounding territory in an icy blast of elemental magic. Inhabitants within the area of affect were slain in an instant or transformed into dreamstealer-versions of their former selves. Thus was the fate of the lands that became known as Icespire sealed.

Combat: Once the PCs have entered the chamber and have had a few minutes to investigate the chamber the dreamstealer Lynerden will attack.

Before combat begins here the DM should be fully conversant with the rules regarding incorporeal subtype found on p310 of the *Monster Manual*.

APL 6 (EL 9)

➤ **Lynerden Oberannin:** male human dreamstealer Sor1/Wiz5: hp 47, see Appendix 1.

➤ **Fiendish Raven Dreamstealer Familiar:** hp 24, see Appendix 1.

APL 8 (EL 11)

➤ **Lynerden Oberannin:** male human dreamstealer Sor1/Wiz7: hp 61, see Appendix 2.

➤ **Imp Dreamstealer Familiar:** hp 30, see Appendix 2.

APL 10 (EL 13)

➤ **Lynerden Oberannin:** male human dreamstealer Sor1/Wiz9: hp 75, see Appendix 3.

➤ **Imp Dreamstealer Familiar:** hp 37, see Appendix 3.

APL 12 (EL 15)

➤ **Lynerden Oberannin:** male human dreamstealer Sor1/Wiz11: hp 89, see Appendix 4.

➤ **Imp Dreamstealer Familiar:** hp 44, see Appendix 4.

APL 14 (EL 17)

➤ **Lynerden Oberannin:** male human dreamstealer Sor1/Wiz13: hp 103, see Appendix 5.

➤ **Imp Dreamstealer Familiar:** hp 51, see Appendix 5.

Unhallow: At all APLs an *unhallow* spell permeates this chamber. There is no additional spell effect tied to it however.

Tactics: Once the PCs enter the chamber, the dreamstealer Lynerden becomes aware of them (unless they all enter invisibly and silently). Once he does become aware of them he will retreat into a wall to prepare; he will also begin to cast defensive spells and take note of the PC's behavior if close enough.

Lynerden is mad, but he is not stupid and uses his spells and dreamstealer abilities as effectively as possible. If possible, he attempts to deal with spellcasters first. He is also not afraid of death and fights to the bitter end.

At all APLs he protects himself with a *shield* spell before engaging in combat. At higher levels he adds *protection from energy* to his defensive suite.

In addition Lynerden uses different tactics dependant on the APL but normally use his most destructive spells first. Refer to previous APLs for tactics for lower level spells. These tactics are only suggestions; feel free to modify them if circumstances dictate.

APL 6: At this APL Lynerden will use his *fireball* as soon as the PCs are nicely bunched – probably when they are examining the sphere. He follows this up with his *wail of doom* and then *web* to trap one or two party members. Once he has a trapped victim he engages that person in melee combat using his incorporeal ability to pass through the *web*. Once the web is destroyed or he has slain his opponent he retreats into a wall, reappearing somewhere else to continue the fight. Finally he enjoys combining his *shocking grasp* with his incorporeal touch attack. Alternatively he may bestow it upon his familiar. In this instance he pre-casts the spell before combat begins.

When/if he runs out of effective combat spells he will resort to his *wand of scorching ray*.

APL 8: See APL 6 and the following. Before engaging in melee combat (when not in a *web*) Lynerden casts *fire shield* (to protect him against fire attacks).

APL 10: See APLs 6 and 8 and the following. Lynerden targets a fighter type with *phantasmal killer*, but avoids using this spell against a paladin if the paladin is demonstrably a paladin. Another tactic of his is to follow up a *web* spell with a *cloudkill* assuming someone is caught in the *web*. Note that as an undead, Lynerden is immune to this effect and engages in melee within the cloud as normal. When he is run out of useful combat spells he resorts to his *staff of fire*.

APL 12: See APLs 6 to 10 and the following. Lynerden attempts to control a warrior type with *dominate person* and set that individual to fight his comrades as a diversion. He uses his *lesser metamagic rod of empower* to augment his *fireball*. In addition before melee combat he pairs *vampiric touch* with his incorporeal touch attack. Alternatively he may stack this spell along with *shocking grasp* on his familiar who he

instructs to strike a spellcaster; if cast on his familiar this spell is pre-cast before combat begins. Note, if all these spells are stacked on the familiar this is a very dangerous combination: the first attack will do 5d6 points of electrical damage, 5d6 damage from the *vampiric touch* and 1d4 points of damage from the imp's attack plus poison and Wisdom drain.

APL 14: See APLs 6 to 12 and the following. Lyrerden begins his attack with *prismatic spray*, followed up with *chain lightning* targeting obvious spellcasters. Dependant on circumstances he uses his *pearl of power* (5th level) to re-cast either *cloudkill* or *feblemind*.

Treasure: When he is finally slain the PCs may search the remains of Lyrerden Oberannin. For a breakdown of his equipment refer to the information below. At all APLs however Lyrerden possesses a fragment of an ancient scroll the details of which are replicated below and the *ebon lexicon of Gyrtulyndarrath*. Little of the original document remains. When the PCs examine the scroll give them *Player's Handout 1: A Fragmentary Scroll*. It is written in Ancient Flan.

"and when the great ones were slain that which was whole was rent asunder her devoted hid the five shards so that the lowlanders would never again profane them with their touch."

Ebon Lexicon of Gyrtulyndarrath: This weighty tome, covered in some kind of very thick, tough leathery skin was found at the Shrine of Gyrtulyndarrath. It is written in Draconic and only PCs who speak the language may read it. The tome deals with the strategies of dealing with dragons.

Individuals who own the book have access to several feats found in the *Draconomicon*, which they may learn in the normal way. Accessible feats include Dragonfriend, Dragonsong and Dragonthrall. In addition the book grants a +2 circumstance bonus to any check relating to dragons or dragonkind if the PC is able to consult it at the relevant time.

Additional treasure as described below can be found here:

APL 6: Magic: *Cloak of resistance +1* (83 gp), *wand of scorching ray* (54 gp), *wand of endure elements* (20 gp), *pearl of power* [1st level] (83 gp).

APL 8: Magic: *Cloak of resistance +1* (83 gp), *wand of scorching ray* (54 gp), *wand of endure elements* (20 gp), *pearl of power* [1st level] (83 gp), *pearl of power* [2nd level] (333 gp).

APL 10: Magic: *Cloak of resistance +2* (333 gp), *wand of scorching ray* (54 gp), *wand of endure elements* (20 gp), *pearl of power* [1st level] (83 gp), *pearl of power* [2nd level] (333 gp), *staff of fire* (592 gp)

APL 12: Magic: *Cloak of resistance +2* (333 gp), *wand of scorching ray* (54 gp), *wand of endure elements* (20 gp), *pearl of power* [1st level] (83 gp), *pearl of power* [2nd level] (333 gp), *staff of fire* (592 gp), *lesser metamagic rod of empower* (750 gp).

APL 14: Magic: *Cloak of resistance +2* (333 gp), *wand of scorching ray* (54 gp), *wand of endure elements* (20 gp), *pearl of power* [1st level] (83 gp), *pearl of power* [2nd level] (333 gp), *staff of fire* (592 gp), *lesser metamagic rod of empower* (750 gp), *pearl of power* [5th level] (2,083 gp).

Detect Magic Results: *Cloak of resistance +1* (Faint abjuration), *wand of scorching ray* (Faint evocation), *wand of endure elements* (Faint abjuration), *pearl of power* (Strong transmutation), *staff of fire* (Moderate evocation), *lesser metamagic rod of empower* (Strong [no school]),

The Sphere: It is likely that the PCs will attempt to discern more information regarding the sphere and its contents. The sphere hangs in mid air and is immobile. It has a radius of roughly five feet. It is impervious to all divination spells and other spell effects. Items can pass through the globe with impunity, but this could have dire effects on the individual perpetrating such acts.

A successful DC 15 + APL Knowledge (arcana) check will reveal that the black flecks moving across the surface of the globe are composed of some extra-planar substance. A subsequent DC 15 + APL Knowledge (the planes) check will reveal that this substance is similar to that which composes the shadow plane.

The whole sphere radiates Overwhelming abjuration magic.

Touching the Sphere: This is dangerous. Touching the sphere either with a body part or held item directly exposes the PC to the entity that has been sending the dreams encountered in the Dreaming.

The PC immediately receives a strong sensation of anger, rage, and frustration. This sensation is almost physical in nature. Only those who have experienced the Dreaming will be able to withstand this. All others are forced back from the sphere.

Individuals who have experienced the Dreaming also experience the following vision/waking dream:

The anger, rage, and frustration you initially experienced quickly recedes. Where once it threatened to overwhelm your sanity you sense that now somehow it is being held in check.

With a jolt you realize that you are no longer in the chamber, touching the sphere. Looking down, you can see the lands of Icespire far below, laid out like a patchwork quilt. You are not in control; some unseen force is guiding your movements. It gathers itself for a moment and then with a start catapults you toward the west.

Wind tears at your clothes and your hair as you scream across the sky at an incredible speed. Far below you, the tempestuous waters of the Gearnat pass. It seems like only a matter of minutes before you leave the waters of the Gearnat behind and begins to pass over the scorched and blasted landscape of the Bright.

Ahead of you a vast black cloud hangs motionless in the sky. The very fabric of your soul exults as you draw closer and while it is a disturbing and sinister sight you also see it as a thing of great beauty. Below the cloud

stands, half-buried among the dunes, stand row upon row of mausoleums, shrines and other ceremonial edifices. At the dead centre of the site towering over all the dunes and buildings surrounding it stands a black-hued ziggurat, the tip of which may intersect with the dark cloud hanging above.

As you take all this in a seductive voice laden with malice and longing purrs in your ear "Come..."

In a flash the vision is gone and you are surrounded once again by your companions. Barely a second has passed but you are exhausted.

A successful DC 18 Spot check indicates that the PC realizes that the makeup of the cloud is very similar to that of the wisps moving over the surface of the sphere.

Individuals touching the sphere a second time discover that the sphere is now solid and they receive no more sensations.

Reversing the Effects of Icespire: This is a simple task, the method of which should be self-evident. When Lynerden touched the sphere he breached its protections allowing whatever lurks within to partially escape its confinement. To restore the barrier's integrity the PCs must remove Lynerden hand from the barrier's surface. This is a simple matter and the PCs will suffer no ill effects from doing so. Once the PCs do so read the following:

Removing the corpse's hand from contact with the sphere is a simple matter. As soon as contact is broken between the sphere and the corpse's hand several things happen. You are all assaulted by an almost palpable blast of anger hurl from within the sphere. At the same moment the black wisps caressing the corpse's arm begin to wither and die, dissipating before your very eyes. Within a minute or two they have all disappeared and the surface of the sphere is once again unbroken. Dark matter swirls about the sphere, questing as if for some means of escape.

Troubleshooting: If the PCs choose to do nothing and to not remove Lynerden from contact with the sphere they will be unable to affect the conditions of the lands surrounding the shrine.

Development: Once the PCs have removed Lynerden's corpse from contact with the sphere and have looted any treasure from the chamber there is nothing more to achieve here.

Either continue to the Conclusion, or if the PCs have not yet encountered the dreamstealer will-o-wisps and/or the allips encountered in Encounter 4: Into the Frozen Lands run that encounter as the PCs journey out of the frozen lands. If they have already faced these creatures continue to the *Conclusion*.

CONCLUSION

This encounter follows directly from Encounter 12: The Insane Dead and takes place once they indicate that they are leaving the Hidden Shrine of Gyrtulyndarrath. If the

PCs have not yet encountered the dreamstealer will-o-wisps and/or the allips encountered in Encounter 4: Into the Frozen Lands run that encounter as the PCs journey out of the frozen lands.

Success

If the PCs removed Lynerden's hand from contact with the sphere read the following:

Leaving behind the perils of the hidden shrine you begin your tortuously slow journey back through the frozen lands of Icespire. You meet no more of the fearsome denizens that stalk these lands as you retreat to warmer climes. Ice and snow still beset these lands but you do notice a change in the feel of the winds blowing in from the Gearnat. It is warmer than before and once or twice during the journey sleet (not snow) falls on you.

Without doubt you have wrought a change by your actions and although a sudden reversal of the icy grip that holds these lands is unlikely you are sure that before long Beory will reassert her hold upon these lands.

Your arrival in Trennenport is in many ways an anti-climax. No throng of cheering citizens lines the forbidding gray walls circling the city or packs the streets to greet you with adulation. The gate guards admit you with only a cursory inspection. Brave followers of Hextor one and all they seem slightly muted as if they know that you succeeded where their comrades failed so long ago.

Failure

If the PCs did not remove Lynerden's hand from contact with the sphere read the following:

Leaving behind the perils of the hidden shrine you begin your tortuously slow journey back through the frozen lands of Icespire. It is with heavy hearts that you forge your way back to civilization. You have faced the terrors of Icespire, battled fearsome undead guardians and crazed undead creatures rarely encountered but ultimately you have failed and the lands of Icespire still remain in an icy grip.

Your arrival back in Trennenport is an anti-climax. The gate guards treat you in a derisory fashion, perhaps guessing from your stony faces or demeanor that the challenge of Icespire proved too much for you.

Treasure: if the PCs are successful, Remmannen rewards them:

APL 6: Coin: 1,200 gp

APL 8: Coin: 1,600 gp

APL 10: Coin: 2,000 gp

APL 12: Coin: 2,400 gp

APL 14: Coin: 2,800 gp

In addition followers of Zilchus and members of the Royal Guild of Merchants of Aerdy receive the following favor:

Contacts within the Royal Guild: The PC is in the good graces of Remmannen and Haragern. This may be of use in future adventures.

In addition any PC with sorcerer levels has been exposed to the Dreaming. PCs who have already been exposed suffer no additional effects.

The Dreaming: This PC has been subjected to The Dreaming. The player should send an email to creighton@greyworks.fsworld.co.uk including the name and email address of their DM. Player's who respond to this address will be put on a special, private in-character mailing list. Only sorcerers who have undergone The Dreaming are eligible for membership to this list.

CAMPAIGN CONSEQUENCES

This adventure has Campaign Consequences that is the events within it will affect events in future adventures. Once play has finished please email the author on creighton@greyworks.fsworld.co.uk with the answers to the below questions. General comments regarding the adventure are also welcome at this address.

1. At what APL was the adventure played?
2. Did any individual at the table have one or more levels of sorcerer?
3. Did the PCs find Lynerden's journal?
4. Did the PCs remove Lynerden's hand from contact with the sphere?
5. Were members of any the meta-organizations listed at the front of the adventure (the Jade Mask, the United Guild of Merchants of Aerdy, the Grey Watch or His Majesty's Secret Service present at the table? If so, which one(s)? Did they carry out their missions?
6. Did any PC present have the magical tattoo from *COR4-03 Redtide*? If so, did he carry out his mission?

EXPERIENCE POINT SUMMARY

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

Encounter 4: Into the Frozen Lands

Slaying the dreamstealer will-O'-wisp(s)

APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP
APL14	510 XP

Encounter 5: The Ruins of Kalinarn

Destroying the caryatid column(s)

APL6	180 XP
APL8	240 XP
APL10	300 XP
APL12	360 XP
APL14	420 XP

Encounter 6: The Slippery Stair

APL6	120 XP
APL8	180 XP
APL10	240 XP
APL12	300 XP
APL14	360 XP

Encounter 10: The Hall of Wyrms

Slaying the guardian wyrms

APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP
APL14	480 XP

Encounter 11: The Portal of Wyrms

APL6	180 XP
APL8	240 XP
APL10	300 XP
APL12	360 XP
APL14	420 XP

Encounter 12: The Insane Dead

APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP
APL14	510 XP

Facing the Perils of the Frozen Lands

All APLs	60 XP
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Discretionary Role-playing Award

APL6	180 XP
APL8	225 XP

APL10	270 XP
APL12	315 XP
APL14	360 XP

Total Possible Experience:

APL6	1,800 XP
APL8	2,250 XP
APL10	2,700 XP
APL12	3,150 XP
APL14	3,600 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

Total Treasure Possible by APL:

APL 6: 1,800 gp

APL 8: 2,600 gp
APL 10: 4,600 gp
APL 12: 6,600 gp
APL 14: 13,200 gp

Encounter 4: Into the Frozen Lands

APL 6: No usable treasure.

APL 8: No usable treasure.
APL 10: Magic: *ring of mind shielding* (667 gp).
APL 12: Magic: *dagger of venom* (691 gp).
APL 14: Magic: *orb of storms* (4,000 gp).

Encounter 7: The Icespire

APL 6: Magic: Lynerden Oberannin's spellbook (50 gp).
APL 8: Magic: Lynerden Oberannin's spellbook (117 gp).
APL 10: Magic: Lynerden Oberannin's spellbook (200 gp).
APL 12: Magic: Lynerden Oberannin's spellbook (300 gp).
APL 14: Magic: Lynerden Oberannin's spellbook (417 gp).

Encounter 11: The Portal of Wyrms

All APLs: Loot: 20 gp.

Encounter 12: The Insane Dead

APL 6: Magic: *Cloak of resistance +1* (83 gp), *wand of scorching ray* (54 gp), *wand of endure elements* (20 gp), *pearl of power* [1st level] (83 gp).

APL 8: Magic: *Cloak of resistance +1* (83 gp), *wand of scorching ray* (54 gp), *wand of endure elements* (20 gp), *pearl of power* [1st level] (83 gp), *pearl of power* [2nd level] (333 gp).

APL 10: Magic: *Cloak of resistance +2* (333 gp), *wand of scorching ray* (54 gp), *wand of endure elements* (20 gp), *pearl of power* [1st level] (83 gp), *pearl of power* [2nd level] (333 gp), *staff of fire* (592 gp)

APL 12: Magic: *Cloak of resistance +2* (333 gp), *wand of scorching ray* (54 gp), *wand of endure elements* (20 gp), *pearl of power* [1st level] (83 gp), *pearl of power* [2nd level] (333 gp), *staff of fire* (592 gp), *lesser metamagic rod of empower* (750 gp).

APL 14: Magic: *Cloak of resistance +2* (333 gp), *wand of scorching ray* (54 gp), *wand of endure elements* (20 gp), *pearl of power* [1st level] (83 gp), *pearl of power* [2nd level] (333 gp), *staff of fire* (592 gp), *lesser metamagic rod of empower* (750 gp), *pearl of power* [5th level] (2,083 gp).

📖 **Ebon Lexicon of Gyrtulyndarrath:** This weighty tome, covered in some kind of very thick, tough leathery skin was found at the Shrine of Gyrtulyndarrath. It is written in Draconic and only PCs who speak the language may read it. The tome deals with the strategies of dealing with dragons.

Individuals who own the book have access to several feats found in the *Draconomicon*, which they may learn in the normal way. Accessible feats include Dragonfriend, Dragonsong and Dragonthrall. In addition the book grants a +2 circumstance bonus to any

Knowledge check relating to dragons or dragonkind if the PC is able to consult it at the relevant time for a period no shorter than 10 minutes.

📖 **A Fragmentary Scroll:** This fragment of ancient scroll is written in Ancient Flan. It reads: "and when the great ones were slain that which was whole was rent asunder her devoted hid the five shards so that the lowlanders would never again profane them with their touch."

Conclusion

APL 6: Coin: 1,200 gp
APL 8: Coin: 1,600 gp
APL 10: Coin: 2,000 gp
APL 12: Coin: 2,400 gp
APL 14: Coin: 2,800 gp

👤 **Contacts within the Royal Guild:** The PC is in the good graces of Remmannen and Haragern. This may be of use in future adventures.

Total Possible Treasure

APL 6: Loot: 20 gp; Coin: 1,200 gp; Magic: 0 gp
APL 8: Loot: 20 gp; Coin: 1,600 gp; Magic: 0 gp
APL 10: Loot: 20 gp; Coin: 2,000 gp; Magic: 0 gp
APL 12: Loot: 20 gp; Coin: 2,400 gp; Magic: 0 gp
APL 14: Loot: 20 gp; Coin: 2,800 gp; Magic: 0 gp

Special

📖 **Ebon Lexicon of Gyrtulyndarrath:** This weighty tome, covered in some kind of very thick, tough leathery skin was found at the Shrine of Gyrtulyndarrath. It is written in Draconic and only PCs who speak the language may read it. The tome deals with the strategies of dealing with dragons.

Individuals who own the book have access to several feats found in the *Draconomicon*, which they may learn in the normal way. Accessible feats include Dragonfriend, Dragonsong and Dragonthrall. In addition the book grants a +2 circumstance bonus to any check relating to dragons or dragonkind if the PC is able to consult it at the relevant time.

📖 **A Fragmentary Scroll:** This fragment of ancient scroll is written in Ancient Flan. It reads: "and when the great ones were slain that which was whole was rent asunder her devoted hid the five shards so that the lowlanders would never again profane them with their touch."

📖 **Lynerden Oberannin Spellbook:** Although suffering from prolonged exposure to the supernatural cold of Icespire, a few spells are still readable:

APL 6: 3rd- *protection from energy*, *Leomund's tiny hut*.
APL 8: All of APL 6 plus: 4th- *fire shield*, *stone shape*.
APL 10: All of APLs 6-8 plus 5th: *break enchantment*, *cloudkill*.
APL 12: All of APLs 6-10 plus 6th- *control water*, *greater dispel magic*.

APL 14: All of APLs 6-12 plus 7th- *Mordenkainen's sword, prismatic spray*.

❖ **Lynerden Oberannin's Journal:** When the PCs find this heavily damaged book give them Player's Handout X. This book contains the daily musings of Lynerden and may be prove useful in the future.

☛ **Contacts within the Royal Guild:** The PC is in the good graces of Rennannen and Haragern. This may be of use in future adventures.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 6

- ❖ *Wand of endure elements* (Adventure; CL 1st; DMG).
- ❖ *Ebon lexicon of Gyrtulyndarrath* (Adventure, See above).
- ❖ Lynerden Oberannin's spellbook (Adventure; see above; 600 gp).
- ❖ *Wand of scorching ray* [6 chgs] (Adventure; CL 3rd; DMG; 648 gp).
- ❖ *Boots of the winterlands* (Adventure; CL 5th; DMG)
- ❖ *Shatterspike* (Any; CL 13th; DMG).
- ❖ *Pearl of power* [1st level] (Any; CL 17th; DMG).

APL 8 (All of APLs 2-6 plus the following)

- ❖ Lynerden Oberannin's spellbook (Adventure; see above; 1,400 gp).
- ❖ *Pearl of power* [2nd level] (Any; 7th; DMG).

APL 10 (All of APLs 2-8 plus the following)

- ❖ Lynerden Oberannin's spellbook (Adventure; see above; 2,400 gp).
- ❖ *Staff of fire* [20 chgs.] (Adventure; CL 8th; DMG).
- ❖ *Ring of mind shielding* (Any; CL 3rd; DMG).
- ❖ *Cloak or resistance +2* (Any; CL 5th; DMG).

APL 12 (All of APLs 2-10 plus the following)

- ❖ Lynerden Oberannin's spellbook (Adventure; see above; 3,600 gp).
- ❖ *Lesser metamagic rod of empower* (Any; 17th; DMG).
- ❖ *Dagger of venom* (Adventure; 5th; DMG).

APL 14 (All of APLs 2-12 plus the following)

- ❖ Lynerden Oberannin's spellbook (Adventure; see above; 5,000 gp).
- ❖ *Pearl of power* [5th level] (Any; 13th; DMG).
- ❖ *Orb of storms* (Adventure; 18th; DMG).

APPENDIX 1: APL 6

Encounter 4: Into the Frozen Lands (EL 8)

➤ **Dreamstealer Will-o'-Wisp (1):** CR 8; Small undead (incorporeal); HD 9d12; hp 54; Init +13; Spd Fly 50 ft. (perfect); AC 29, touch 29, flat-footed 20; Base Atk +6; Grp +3; Atk +16 melee touch (1d4 plus 2d8 electricity plus 1d6 Wisdom drain); Full Atk +16 melee touch (1d4 plus 2d8 electricity plus 1d6 Wisdom drain); Space/Reach 5 ft./5 ft.; SA Wisdom drain, wail of doom; SQ Darkvision 60 ft., immunity to magic, natural invisibility, unnatural aura, turn resistance, undead, incorporeal; AL NE; SV Fort +3, Ref +12, Will +9; Str -, Dex 29, Con -, Int 15, Wis 16, Cha 16.

Skills and Feats: Bluff +15, Diplomacy +5, Disguise +3 (+5 vs. acting), Intimidate +5, Listen +17, Search +14, Spot +17, Survival +3 (+5 following tracks); Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse^B.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 17 Will save or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests and must make a Fortitude save or awaken fatigued. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a DC 17 Will save or suffer 9d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 9 rounds.

Immunity to Magic (Ex): A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex): A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

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

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

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

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

Encounter 5: The Ruins of Kalinarn (EL 6)

➤ **Caryatid Column (1):** CR 6; Medium construct; HD 6d10+20; hp 53; Init +3; Spd 30 ft.; AC 22, touch 13, flat-footed 19; Base Atk +4; Grp +9; Atk +12 melee (1d10+9/19-20, +2 *bastard sword* [two-handed]) or +9 melee (1d4+7, slam); Full Atk +12 melee (1d10+9/19-20, +2 *bastard sword* [two-handed]), or +12 melee (1d10+7/19-20, +2 *bastard sword* [one-handed]) and +4 melee (1d4+2, slam) or +9/+9 melee (1d4+5, slam); Space/Reach 5 ft./5ft.; SA -; SQ Break weapon, column form, construct traits, hardness 8, magic weapon; AL N; SV Fort +2, Ref +5, Will -3; Str 20, Dex 16, Con -, Int 6, Wis 1, Cha 1.

Skills and Feats: Diplomacy -3, Sense Motive +4; Improved Sunder, Power Attack, Weapon Focus (bastard sword) (B).

Break Weapon (Su): A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a DC 13 Fortitude save or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's saver bonus or its own save bonus, whichever is better.

Nonmagic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a DC 13 Fortitude save to resist this effect.

Column Form (Ex): When at rest (not commanded, or waiting to fulfill a command), a caryatid column take the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (DC 15 Climb check).

A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (DC 25 Search check) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a DC 12 Knowledge (architecture and engineering) check notes that the column serves

no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (DC 15 Search check) or a keen eye (DC 20 Spot check) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonecunning received a free Search check as though actively looking when they pass within 10 feet of a caryatid column.

Changing forms is a free action, and a caryatid column can change once per round.

Construct Traits: A caryatid column is immune to mind-affecting effects, and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60 ft. range).

Hardness (Ex): Like an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical qualities.

If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

Encounter 10: The Hall of Wyrms (EL 8)

➤ **Young Adult White Dragon Skeleton (1):** CR 7; Large Undead (cold); HD 16d12; hp117; Init +5; Spd 60 ft., burrow 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk +8; Grp +16; Atk +12 melee 2d6+4, bite); Full Atk +12 melee (2d6+4, bite), +12 melee (1d8+2, 2 claws), +8 melee (1d6+2, 2 wings), +8 melee (1d8+6, tail slap); Space/Reach 10 ft./5ft. (10 ft. with bite); SA -; SQ Cold immunity, DR 5/Bludgeoning, undead, darkvision 60 ft.; AL NE; SV Fort +5, Ref +5, Will +7; Str 19, Dex 12, Con -, Int -, Wis 10, Cha 1.

Skills and Feats. Improved Initiative.

Cold Immunity: A creature immune to cold is particularly susceptible to fire. Such a creature takes an additional 50% damage whether any saving throw (if allowed) is successful.

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

massive damage. It cannot be raised, and resurrection works only if it is willing.

Encounter 12: The Insane Dead (EL 9)

➤ **Lynerden Oberannin:** male human dreamstealer Sor1/Wiz5: CR 8; Medium undead (incorporeal); HD 6d12; hp 47; Init +7; Spd 30 ft., fly 60 ft. (good); AC 18, touch 18, flat-footed 15; Base Atk +2, Grp -, Atk +2 melee (1d3 plus 1d6 Wisdom drain, incorporeal touch attack); Full Atk +2 melee (1d3 plus 1d6 Wisdom drain, incorporeal touch attack); Space/Reach 5 ft./5 ft.; SA Spells, Wisdom drain, wail of doom; SQ Summon familiar, unnatural aura, turn resistance, undead, incorporeal; AL NE; SV Fort +2, Ref +5, Will +5; Str -, Dex 16, Con -, Int 17, Wis 11, Cha 20.

Skills and Feats. Concentration +13, Decipher Script +13, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (Splintered Sun) +12, Knowledge (the planes) +6 Spellcraft +15; Craft Wand, Combat Casting, Improved Initiative, Improved Counterspell, Improved Familiar, Scribe Scroll.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 18 Will save or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests and must make a Fortitude save or awaken fatigued. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a DC 18 Will save or suffer 6d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 1 round per dreamstealer spawn Hit Dice.

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

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

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. Undead possess darkvision 60 ft.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, or supernatural abilities. It is immune to all non-magical attack forms and has a 50% chance to ignore any damage from a

corporeal source (except for force effects). It can pass through solid objects at will (but not force effects), and its own attacks pass through armor. Dexterity modifier applies to melee and range attacks. A dreamstealer spawn always moves silently.

Spells Prepared: (4/4/3/2: base DC = 13 + spell level): 0- *detect magic* (2), *open/close, read magic*; 1st- *burning hands, comprehend languages, shocking grasp, unseen servant*; 2nd- *knock, scorching ray, web*; 3rd- *dispel magic, fireball*.

Spells Known: (5/5; base DC = 15 + spell level): 0- *dancing lights, mage hand, message, prestidigitation*; 1st- *ray of enfeeblement, shield*.

Possessions: *Cloak of resistance +1, wand of scorching ray* [CL 3rd, 6 chgs.], *wand of endure elements* (CL 1st, 16 chgs.), *pearl of power* [1st level].

➤ **Fiendish Raven Dreamstealer Familiar:** CR -; Tiny undead (incorporeal); HD ¼d12; hp 24; Init +2; Spd 10 ft., fly 60 ft. (good); AC 15, touch 15, flat-footed 13; Base Atk +2, Grp -13; Atk +4 melee (1d2-5, incorporeal touch [claws]); Full Atk +6 melee (1d2-5, incorporeal touch [claws]); Space/Reach 2 ½ ft./ 0 ft.; SA Smite good, Wisdom drain, wail of doom;; SQ Low-light vision, darkvision, resistance to cold 5, fire 5, DR 5/magic, spell resistance 11, Alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, unnatural aura, turn resistance, undead, incorporeal; SV Fort +2, Ref +4, Will +8; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 10.

Skills and Feats: Listen +3, Spot +5; Weapon Finesse.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal an extra 8 hp of damage.

Alertness (Ex): The presence of a familiar sharpens its master's senses. While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spell: If the familiar is within 5 feet of the master when he casts a spell on himself he may have the spell effect the familiar as well. It stops affecting the familiar if it moves more than 5 feet away from its master. Additionally its master may cast a spell with the subject "You" on the familiar. Spells can be shared even if the spell would not normally affect the familiar.

Emphatic Link: The master has an emphatic link out to a distance of a mile.

Deliver Touch Spells: If the master and the familiar are in contact at the time the master casts a touch spell the familiar may deliver it for him.

Speak with Master (Ex): The familiar and its master can converse verbally as if they share a common language.

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

succeed at a DC 14 Will save or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests and must make a Fortitude save or awaken fatigued. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a DC 14 Will save or suffer 6d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 1 round per dreamstealer spawn Hit Dice.

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

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

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. Undead possess darkvision 60 ft.

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

APPENDIX 2: APL 8

Encounter 4: Into the Frozen Lands (EL 10)

➤ **Dreamstealer Will-o'-Wisp (1):** CR 8; Small undead (incorporeal); HD 9d12; hp 54; Init +13; Spd Fly 50 ft. (perfect); AC 29, touch 29, flat-footed 20; Base Atk +6; Grp +3; Atk +16 melee touch (1d4 plus 2d8 electricity plus 1d6 Wisdom drain); Full Atk +16 melee touch (1d4 plus 2d8 electricity plus 1d6 Wisdom drain); Space/Reach 5 ft./5 ft.; SA Wisdom drain, wail of doom; SQ Darkvision 60 ft., immunity to magic, natural invisibility, unnatural aura, turn resistance, undead, incorporeal; AL NE; SV Fort +3, Ref +12, Will +9; Str -, Dex 29, Con -, Int 15, Wis 16, Cha 16.

Skills and Feats: Bluff +15, Diplomacy +5, Disguise +3 (+5 vs. acting), Intimidate +5, Listen +17, Search +14, Spot +17, Survival +3 (+5 following tracks); Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse^B.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 17 Will save or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests and must make a Fortitude save or awaken fatigued. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a DC 17 Will save or suffer 9d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 9 rounds.

Immunity to Magic (Ex): A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex): A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

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

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

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

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

Encounter 5: The Ruins of Kalinarn (EL 8)

➤ **Advanced 10 HD Caryatid Column (1):** CR 7; Medium Construct; HD 10d10+20; hp 77; Init +3; Spd 30 ft.; AC 22, touch 13, flat-footed 19; Base Atk +5; Grp +10; Atk +13 melee (1d10+9/19-20, +2 *bastard sword* [two-handed]) or +9 melee (1d4+7, slam); Full Atk +13 melee (1d10+9/19-20, +2 *bastard sword* [two-handed]), or +13 melee (1d10+7/19-20, +2 *bastard sword* [one-handed]) and +5 melee (1d4+2, slam) or +10/+10 melee (1d4+5, slam); Space/Reach 5 ft./ 5ft.; SA -; SQ Break weapon, column form, construct traits, hardness 8, magic weapon; AL N; SV Fort +3, Ref +6, Will -2; Str 21, Dex 16, Con -, Int 6, Wis 1, Cha 1.

Skills and Feats: Diplomacy -3, Sense Motive +8; Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (bastard sword) (B).

Break Weapon (Su): A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a DC 15 Fortitude save or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's saver bonus or its own save bonus, whichever is better.

Nonmagic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a DC 15 Fortitude save to resist this effect.

Column Form (Ex): When at rest (not commanded, or waiting to fulfill a command), a caryatid column take the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (DC 15 Climb check).

A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (DC 25 Search check) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a DC 12 Knowledge (architecture and engineering) check notes that the column serves

no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (DC 15 Search check) or a keen eye (DC 20 Spot check) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonecunning received a free Search check as though actively looking when they pass within 10 feet of a caryatid column.

Changing forms is a free action, and a caryatid column can change once per round.

Construct Traits: A caryatid column is immune to mind-affecting effects, and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60 ft. range).

Hardness (Ex): Like an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical qualities.

If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

Encounter 10: The Hall of Wyrms (EL 10)

➤ **Young Adult White Dragon Skeleton (x):** CR 7; Large Undead (cold); HD 16d12; hp117; Init +5; Spd 60 ft., burrow 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk +8; Grp +16; Atk +12 melee (2d6+4, bite); Full Atk +12 melee (2d6+4, bite), +12 melee (1d8+2, 2 claws), +8 melee (1d6+2, 2 wings), +8 melee (1d8+6, tail slap); Space/Reach 10 ft./5ft. (10 ft. with bite); SA -; SQ Cold immunity, DR 5/Bludgeoning, undead, darkvision 60 ft.; AL NE; SV Fort +5, Ref +5, Will +7; Str 19, Dex 12, Con -, Int -, Wis 10, Cha 1.

Skills and Feats. Improved Initiative.

Cold Immunity: A creature immune to cold is particularly susceptible to fire. Such a creature takes an additional 50% damage whether any saving throw (if allowed) is successful.

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

massive damage. It cannot be raised, and resurrection works only if it is willing.

Encounter 12: The Insane Dead (EL 11)

➤ **Lynerden Oberannin:** male human dreamstealer Sor1/Wiz7: CR 10; Medium undead (incorporeal); HD 8d12; hp 61; Init +7; Spd 30 ft., fly 60 ft. (good); AC 18, touch 18, flat-footed 15; Base Atk +3, Grp -, Atk +3 melee (1d3 plus 1d6 Wisdom drain, incorporeal touch attack); Full Atk +3 melee (1d3 plus 1d6 Wisdom drain, incorporeal touch attack); Space/Reach 5 ft./5 ft.; SA Spells, Wisdom drain, wail of doom; SQ Summon familiar, unnatural aura, turn resistance, undead, incorporeal; AL NE; SV Fort +3, Ref +8, Will +6; Str -, Dex 16, Con -, Int 17, Wis 11, Cha 21.

Skills and Feats. Concentration +15, Decipher Script +15, Knowledge (arcana) +14, Knowledge (history) +12, Knowledge (Splintered Sun) +12, Knowledge (the planes) +8 Spellcraft +17; Craft Wand, Combat Casting, Improved Initiative, Improved Counterspell, Improved Familiar, Scribe Scroll.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 19 Will save or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests and must make a Fortitude save or awaken fatigued. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a DC 19 Will save or suffer 8d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 1 round per dreamstealer spawn Hit Dice.

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

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

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. Undead possess darkvision 60 ft.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, or supernatural abilities. It is immune to all non-magical attack forms and has a 50% chance to ignore any damage from a

corporeal source (except for force effects). It can pass through solid objects at will (but not force effects), and its own attacks pass through armor. Dexterity modifier applies to melee and range attacks. A dreamstealer spawn always moves silently.

Spells Prepared: (4/5/4/3/1: base DC = 13 + spell level): 0- *detect magic* (2), *open/close, read magic*; 1st- *burning hands* (2), *comprehend languages, shocking grasp, unseen servant*; 2nd- *knock, scorching ray, web* (2); 3rd- *dispel magic, fireball, protection from energy*; 4th- *fire shield*.*

Spells Known: (5/5; base DC = 15 + spell level): 0- *dancing lights, mage hand, message, prestidigitation*; 1st- *ray of enfeeblement, shield*.

Possessions: *Cloak of resistance +1, wand of scorching ray* [CL 3rd, 6 chgs.], *wand of endure elements* [CL 1st, 16 chgs.], *pearl of power* [1st level], *pearl of power* [2nd level].

Imp Dreamstealer Familiar: CR-; Tiny undead (incorporeal); HD 7; hp 30; Init +3; Spd 20 ft., fly 60 ft. (good); AC 19, touch 19, flat-footed 16; Base Atk +3; Grp -5; Atk +8 melee (1d4 plus poison plus Wisdom drain, incorporeal touch [sting]); Full Atk +8 melee (1d4 plus poison plus Wisdom drain, incorporeal touch [sting]); Space/Reach 2 -1/2 ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, Alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind, unnatural aura, turn resistance, undead, incorporeal; AL NE; SV Fort +3, Ref +6, Will +4; Str -, Dex 17, Con -, Int 10, Wis 12, Cha 18.

Skills and Feats: Diplomacy +10, Hide +17, Knowledge (the planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +10, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-Like Abilities: At will-*detect good, detect magic, invisibility* (self only); 1/day-*suggestion*. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th-level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat and boar.

Alertness (Ex): The presence of a familiar sharpens its master's senses. While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spell: If the familiar is within 5 feet of the master when he casts a spell on himself he may have the spell effect the familiar as well. It stops affecting

the familiar if it moves more than 5 feet away from its master. Additionally its master may cast a spell with the subject "You" on the familiar. Spells can be shared even if the spell would not normally affect the familiar.

Emphatic Link: The master has an emphatic link out to a distance of a mile.

Deliver Touch Spells: If the master and the familiar are in contact that the time the master casts a touch spell the familiar may deliver it for him.

Speak with Master (Ex): The familiar and its master can converse verbally as if they share a common language.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 17 Will save or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests and must make a Fortitude save or awaken fatigued. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a DC 17 Will save or suffer 6d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 1 round per dreamstealer spawn Hit Dice.

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

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

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. Undead possess darkvision 60 ft.

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

APPENDIX 3: APL 10

Encounter 4: Into the Frozen Lands (EL 12)

➤ **Advanced 17 HD Dreamstealer Will-o'-Wisp (1):** CR 10; Small undead (incorporeal); HD 17d12; hp 119; Init +13; Spd Fly 50 ft. (perfect); AC 29, touch 29, flat-footed 20; Base Atk +9/+4; Grp +8; Atk +18 melee touch (1d4 plus 3d8 electricity plus 1d6 Wisdom drain); Full Atk +18/+13 melee touch (1d4 plus 3d8 electricity plus 1d6 Wisdom drain); Space/Reach 5 ft./5 ft.; SA Wisdom drain, wail of doom; SQ Darkvision 60 ft., immunity to magic, natural invisibility, unnatural aura, turn resistance, undead, incorporeal; AL NE; SV Fort +5, Ref +14, Will +13; Str -, Dex 29, Con -, Int 15, Wis 16, Cha 18.

Skills and Feats: Bluff +15, Diplomacy +10, Disguise +5 (+7 vs. acting), Intimidate +14, Listen +24, Search +21, Spot +24, Survival +10 (+12 following tracks); Ability Focus (Wisdom drain), Alertness, Blind-Fight, Dodge, Improved Initiative, Improved Natural Attack, Weapon Finesse^B.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 24 Will save or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests and must make a Fortitude save or awaken fatigued. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a DC 22 Will save or suffer 17d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 17 rounds.

Immunity to Magic (Ex): A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex): A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

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

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

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

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

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

➤ **Dreamstealer Will-o'-Wisp (1):** CR 8; Small undead (incorporeal); HD 9d12; hp 54; Init +13; Spd Fly 50 ft. (perfect); AC 29, touch 29, flat-footed 20; Base Atk +6; Grp +3; Atk +16 melee touch (1d4 plus 2d8 electricity plus 1d6 Wisdom drain); Full Atk +16 melee touch (1d4 plus 2d8 electricity plus 1d6 Wisdom drain); Space/Reach 5 ft./5 ft.; SA Wisdom drain, wail of doom; SQ Darkvision 60 ft., immunity to magic, natural invisibility, unnatural aura, turn resistance, undead, incorporeal; AL NE; SV Fort +3, Ref +12, Will +9; Str -, Dex 29, Con -, Int 15, Wis 16, Cha 16.

Skills and Feats: Bluff +15, Diplomacy +5, Disguise +3 (+5 vs. acting), Intimidate +5, Listen +17, Search +14, Spot +17, Survival +3 (+5 following tracks); Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse^B.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 17 Will save or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests and must make a Fortitude save or awaken fatigued. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a DC 17 Will save or suffer 9d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 9 rounds.

Immunity to Magic (Ex): A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex): A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

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

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

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

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

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

Encounter 5: The Ruins of Kalinarn (EL 10)

➤ **Advanced 10 HD Caryatid Column (2):** CR 7; Medium construct; HD 10d10+20; hp 77; Init +3; Spd 30 ft.; AC 22, touch 13, flat-footed 19; Base Atk +5; Grp +10; Atk +13 melee (1d10+9/19-20, +2 *bastard sword* [two-handed]) or +9 melee (1d4+7, slam); Full Atk +13 melee (1d10+9/19-20, +2 *bastard sword* [two-handed]), or +13 melee (1d10+7/19-20, +2 *bastard sword* [one-handed]) and +5 melee (1d4+2, slam) or +10/+10 melee (1d4+5, slam); Space/Reach 5 ft./ 5ft.; SA -; SQ Break weapon, column form, construct traits, hardness 8, magic weapon; AL N; SV Fort +3, Ref +6, Will -2; Str 21, Dex 16, Con -, Int 6, Wis 1, Cha 1.

Skills and Feats: Diplomacy -3, Sense Motive +8; Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (bastard sword) (B).

Break Weapon (Su): A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a DC 15 Fortitude save or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's saver bonus or its own save bonus, whichever is better.

Nonmagic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a DC 15 Fortitude save to resist this effect.

Column Form (Ex): When at rest (not commanded, or waiting to fulfill a command), a caryatid column take the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (DC 15 Climb check).

A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (DC 25 Search check) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a DC 12 Knowledge (architecture and engineering) check notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (DC 15 Search check) or a keen eye (DC 20 Spot check) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonecunning received a free Search check as though actively looking when they pass within 10 feet of a caryatid column.

Changing forms is a free action, and a caryatid column can change once per round.

Construct Traits: A caryatid column is immune to mind-affecting effects, and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60 ft. range).

Hardness (Ex): Like an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical qualities.

If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

Encounter 10: The Hall of Wyrms (EL 12)

➤ **Young Adult White Dragon Skeleton (4):** CR 7; Large Undead (cold); HD 16d12; hp117; Init +5; Spd 60 ft., burrow 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk +8; Grp +16; Atk +12 melee 2d6+4, bite); Full Atk +12 melee (2d6+4, bite), +12 melee (1d8+2, 2 claws), +8 melee (1d6+2, 2 wings), +8 melee (1d8+6, tail slap); Space/Reach 10 ft./5ft. (10 ft. with bite); SA -; SQ Cold immunity, DR 5/Bludgeoning, undead, darkvision 60 ft.; AL NE; SV Fort +5, Ref +5, Will +7; Str 19, Dex 12, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Cold Immunity: A creature immune to cold is particularly susceptible to fire. Such a creature takes an additional 50% damage whether any saving throw (if allowed) is successful.

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

Encounter 12: The Insane Dead (EL 13)

➤ **Lynerden Oberannin:** male human dreamstealer Sor1/Wiz9: CR 12; Medium undead (incorporeal); HD 10d12; hp 75; Init +7; Spd 30 ft., fly 60 ft. (good); AC 18, touch 18, flat-footed 15; Base Atk +4, Grp -, Atk +4 melee (1d3 plus 1d6 Wisdom drain, incorporeal touch attack); Full Atk +4 melee (1d3 plus 1d6 Wisdom drain, incorporeal touch attack); Space/Reach 5 ft./5 ft.; SA Spells, Wisdom drain, wail of doom; SQ Summon familiar, unnatural aura, turn resistance, undead, incorporeal; AL NE; SV Fort +5, Ref +8, Will +8; Str -, Dex 16, Con -, Int 17, Wis 11, Cha 20.

Skills and Feats: Concentration +17, Decipher Script +17, Knowledge (arcana) +16, Knowledge (history) +12, Knowledge (Splintered Sun) +12, Knowledge (the planes) +10, Spellcraft +19; Craft Wand, Combat Casting, Improved Initiative, Improved Counterspell, Improved Familiar, Scribe Scroll, Spell Focus (evocation).

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 20 Will save or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests and must make a Fortitude save or awaken fatigued. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a DC 20 Will save or suffer 10d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 1 round per dreamstealer spawn Hit Dice.

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

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

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

effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. Undead possess darkvision 60 ft.

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

Spells Prepared: (4/5/5/4/2/1: base DC = 13 + spell level; base DC = 14 + spell level vs. evocation spells): 0- *detect magic* (2), *open/close*, *read magic*; 1st- *burning hands** (2), *comprehend languages*, *shocking grasp**; *unseen servant*; 2nd- *knock*, *scorching ray** (2), *web* (2); 3rd- *dispel magic*, *fireball**; *protection from energy*; 4th- *fire shield**; *phantasmal killer*; 5th- *cloudkill*.

Spells Known: (5/5; base DC = 15 + spell level): 0- *dancing lights*, *mage hand*, *message*, *prestidigitation*; 1st- *ray of enfeeblement*, *shield*.

*Evocation spell.

Possessions: *Cloak of resistance* +2, *wand of scorching ray* [CL 3rd, 6 chgs.], *wand of endure elements* [CL 1st, 16 chgs.], *pearl of power* [1st level], *pearl of power* [2nd level], *staff of fire* [CL 8th, 20 chgs.].

➤ **Imp Dreamstealer Familiar:** CR-; Tiny undead (incorporeal); HD 7; hp 37; Init +3; Spd 20 ft., fly 60 ft. (good); AC 19, touch 19, flat-footed 16; Base Atk +4; Grp -4; Atk +9 melee (1d4 plus poison plus Wisdom drain, incorporeal touch [sting]); Full Atk +9 melee (1d4 plus poison plus Wisdom drain, incorporeal touch [sting]); Space/Reach 2 -1/2 ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, Alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind, unnatural aura, turn resistance, undead, incorporeal; AL NE; SV Fort +4, Ref +7, Will +9; Str -, Dex 17, Con -, Int 10, Wis 12, Cha 18.

Skills and Feats: Diplomacy +10, Hide +17, Knowledge (the planes) +7, Listen +7, Move Silently +9, Search +6, Spellcraft +12, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-Like Abilities: At will-*detect good*, *detect magic*, *invisibility* (self only); 1/day-*suggestion*. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th-level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one

or two forms no larger than Medium. Common forms include monstrous spider, raven, rat and boar.

Alertness (Ex): The presence of a familiar sharpens its master's senses. While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spell: If the familiar is within 5 feet of the master when he casts a spell on himself he may have the spell effect the familiar as well. It stops affecting the familiar if it moves more than 5 feet away from its master. Additionally its master may cast a spell with the subject "You" on the familiar. Spells can be shared even if the spell would not normally affect the familiar.

Emphatic Link: The master has an emphatic link out to a distance of a mile.

Deliver Touch Spells: If the master and the familiar are in contact that the time the master casts a touch spell the familiar may deliver it for him.

Speak with Master (Ex): The familiar and its master can converse verbally as if they share a common language.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 17 Will save or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests and must make a Fortitude save or awaken fatigued. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a DC 17 Will save or suffer 6d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 1 round per dreamstealer spawn Hit Dice.

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

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

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. Undead possess darkvision 60 ft.

Incorporeal: A dreamstealer spawn can be harmed only by other incorporeal creatures, +1 or better magic

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

APPENDIX 4: APL 12

Encounter 4: Into the Frozen Lands (EL 14)

➤ **Advanced 17 HD Dreamstealer Will-o'-Wisp (3):** CR 10; Small undead (incorporeal); HD 17d12; hp 119; Init +13; Spd Fly 50 ft. (perfect); AC 29, touch 29, flat-footed 20; Base Atk +9/+4; Grp +8; Atk +18 melee touch (1d4 plus 3d8 electricity plus 1d6 Wisdom drain); Full Atk +18/+13 melee touch (1d4 plus 3d8 electricity plus 1d6 Wisdom drain); Space/Reach 5 ft./5 ft.; SA Wisdom drain, wail of doom; SQ Darkvision 60 ft., immunity to magic, natural invisibility, unnatural aura, turn resistance, undead, incorporeal; AL NE; SV Fort +5, Ref +14, Will +13; Str -, Dex 29, Con -, Int 15, Wis 16, Cha 18.

Skills and Feats: Bluff +15, Diplomacy +10, Disguise +5 (+7 vs. acting), Intimidate +14, Listen +24, Search +21, Spot +24, Survival +10 (+12 following tracks); Ability Focus (Wisdom drain), Alertness, Blind-Fight, Dodge, Improved Initiative, Improved Natural Attack, Weapon Finesse^B.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 24 Will save or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests and must make a Fortitude save or awaken fatigued. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a DC 22 Will save or suffer 17d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 17 rounds.

Immunity to Magic (Ex): A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex): A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

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

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

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

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

Encounter 5: The Ruins of Kalinarn (EL 12)

➤ **Advanced 14 HD Caryatid Column (3):** CR 8; Large construct; HD 14d10+30; hp 111; Init +1; Spd 30 ft.; AC 21, touch 11, flat-footed 20; Base Atk +7/+2; Grp +17; Atk +19 melee (2d8+17/19-20, +2 *bastard sword* [two-handed]) or +15 melee (1d4+15, slam); Full Atk +19/+14 melee (2d8+17/19-20, +2 *bastard sword* [two-handed]), or +19/+14 melee (2d8+12/19-20, +2 *bastard sword* [one-handed]) and +11 melee (1d6+5, slam) or +16/+16 melee (1d6+10, slam); Space/Reach 10 ft./10ft.; SA -; SQ Break weapon, column form, construct traits, hardness 8, magic weapon; AL N; SV Fort +4, Ref +5, Will -1; Str 30, Dex 14, Con -, Int 6, Wis 1, Cha 1.

Skills and Feats: Diplomacy -3, Sense Motive +12; Awesome Blow, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (bastard sword) (B).

Break Weapon (Su): A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a DC 17 Fortitude save or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's savor bonus or its own save bonus, whichever is better.

Nonmagic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a DC 17 Fortitude save to resist this effect.

Column Form (Ex): When at rest (not commanded, or waiting to fulfill a command), a caryatid column take the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (DC 15 Climb check).

A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (DC 25 Search check) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a DC 12 Knowledge (architecture

and engineering) check notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (DC 15 Search check) or a keen eye (DC 20 Spot check) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonemasonry received a free Search check as though actively looking when they pass within 10 feet of a caryatid column.

Changing forms is a free action, and a caryatid column can change once per round.

Construct Traits: A caryatid column is immune to mind-affecting effects, and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60 ft. range).

Hardness (Ex): Like an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical qualities.

If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

Encounter 10: The Hall of Wyrms (EL 14)

➤ **Gargantuan skeletal dragon (2);** CR 12; Gargantuan Undead (cold) HD 36d12+36; hp 270; Init +4; Spd 60 ft., burrow 30 ft.; AC 12, touch 6, flat-footed 4; Base Atk +36, Grp +61; Atk +45 melee (4d6+13, bite); Full Atk +45 melee (4d6+13, bite), +40 melee (2d8+6, 2 claws), +40 melee (2d6+6, 2 wings), +40 melee (2d8+19, tail slap); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA frightful presence, tail sweep; SQ blindsense 60 ft., damage reduction 5/bludgeoning, darkvision 120 ft., icewalking, immunity to cold, low-light vision, undead traits; AL N; Fort +20, Ref +22, Will +20; Str 37, Dex 10, Con -, Int -, Wis 10, Cha 18.

Skills and Feats: Improved Initiative.

Frightful Presence (Ex): 240 ft. radius, HD 35 or fewer, DC 32 Will negates. Creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. A

creature that saves vs. this effect remains immune to that dragon's frightful presence for 24 hours.

Blindsense (Ex): The dragon can sense the location of all creatures within 60 ft.

Icewalking (Ex): This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect.

Tail Sweep (Ex): Half-circle 30 ft. in diameter; Small or smaller opponents take 2d6+19 points of bludgeoning damage, Reflex DC 35 half.

Cold Immunity: A creature immune to cold is particularly susceptible to fire. Such a creature takes an additional 50% damage whether any saving throw (if allowed) is successful.

Encounter 12: The Insane Dead (EL 15)

➤ **Lynerden Oberannin:** male human dreamstealer Sor1/Wiz11: CR 14; Medium Undead (incorporeal); HD 12d12; hp 89; Init +7; Spd 30 ft., fly 60 ft. (good); AC 18, touch 18, flat-footed 15; Base Atk +5, Grp -, Atk +5 melee (1d3 plus 1d6 Wisdom drain, incorporeal touch attack); Full Atk +5 melee (1d3 plus 1d6 Wisdom drain, incorporeal touch attack); Space/Reach 5 ft./5 ft.; SA Spells, Wisdom drain, wail of doom; SQ Summon familiar, unnatural aura, turn resistance, undead, incorporeal; AL NE; SV Fort +5, Ref +8, Will +9; Str -, Dex 16, Con -, Int 17, Wis 11, Cha 21.

Skills and Feats: Concentration +19, Decipher Script +19, Knowledge (arcana) +18, Knowledge (history) +12, Knowledge (Splintered Sun) +12, Knowledge (the planes) +12 Spellcraft +21; Craft Staff, Craft Wand, Combat Casting, Improved Initiative, Improved Counterspell, Improved Familiar, Scribe Scroll, Spell Focus (evocation).

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 21 Will save or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests and must make a Fortitude save or awaken fatigued. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a DC 21 Will save or suffer 12d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 1 round per dreamstealer spawn Hit Dice.

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

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

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. Undead possess darkvision 60 ft.

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

Spells Prepared: (4/5/5/5/3/2/1: base DC = 13 + spell level; base DC = 14 + spell level vs. evocation spells): 0- *detect magic* (2), *open/close*, *read magic*; 1st- *burning hands** (2), *comprehend languages*, *shocking grasp**, *unseen servant*; 2nd- *knock*, *scorching ray** (2), *web* (2); 3rd- *dispel magic*, *fireball**, *protection from energy*, *vampiric touch* (2); 4th- *fire shield**, *phantasmal killer*, *shout**; 5th- *cloudkill*, *dominate person*; 6th- *greater dispel magic*.

Spells Known: (5/5; base DC = 15 + spell level): 0- *dancing lights*, *mage hand*, *message*, *prestidigitation*; 1st- *ray of enfeeblement*, *shield*.

*Evocation spell.

Possessions: *Cloak of resistance +2*, *wand of scorching ray* [CL 3rd, 6 chgs.], *wand of endure elements* [CL 1st, 16 chgs.], *pearl of power* [1st level], *pearl of power* [2nd level], *staff of fire* [CL 8th, 20 chgs.], *lesser metamagic rod of empower*.

➤ **Imp Dreamstealer Familiar:** CR-; Tiny undead (incorporeal); HD 7; hp 44; Init +3; Spd 20 ft., fly 60 ft. (good); AC 19, touch 19, flat-footed 16; Base Atk +5; Grp -3; Atk +10 melee (1d4 plus poison plus Wisdom drain, incorporeal touch [sting]); Full Atk +10 melee (1d4 plus poison plus Wisdom drain, incorporeal touch [sting]); Space/Reach 2 -1/2 ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, Alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind, unnatural aura, turn resistance, undead, incorporeal; AL NE; SV Fort +4, Ref +7, Will +10; Str -, Dex 17, Con -, Int 10, Wis 12, Cha 18.

Skills and Feats: Diplomacy +10, Hide +17, Knowledge (the planes) +9, Listen +7, Move Silently +9, Search +6, Spellcraft +14, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-Like Abilities: At will-*detect good*, *detect magic*, *invisibility* (self only); 1/day-*suggestion*. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th-level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat and boar.

Alertness (Ex): The presence of a familiar sharpens its master's senses. While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spell: If the familiar is within 5 feet of the master when he casts a spell on himself he may have the spell effect the familiar as well. It stops affecting the familiar if it moves more than 5 feet away from its master. Additionally it s master may cast a spell with the subject "You" on the familiar. Spells can be shared even if the spell would not normally affect the familiar.

Emphatic Link: The master has an emphatic link out to a distance of a mile.

Deliver Touch Spells: If the master and the familiar are in contact that the time the master casts a touch spell the familiar may deliver it for him.

Speak with Master (Ex): The familiar and its master can converse verbally as if they share a common language.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 17 Will save or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests and must make a Fortitude save or awaken fatigued. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a DC 17 Will save or suffer 6d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 1 round per dreamstealer spawn Hit Dice.

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

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

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis,

stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. Undead possess darkvision 60 ft.

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

APPENDIX 5: APL 14

Encounter 4: Into the Frozen Lands (EL 16)

➤ **Advanced 17 HD Dreamstealer Will-O'-Wisp (5):** CR 10; Small Undead (incorporeal); HD 17d12; hp 119; Init +13; Spd Fly 50 ft. (perfect); AC 29, touch 29, flat-footed 20; Base Atk +9/+4; Grp +8; Atk +18 melee touch (1d4 plus 3d8 electricity plus 1d6 Wisdom drain); Full Atk +18/+13 melee touch (1d4 plus 3d8 electricity plus 1d6 Wisdom drain); Space/Reach 5 ft./5 ft.; SA Wisdom drain, wail of doom; SQ Darkvision 60 ft., immunity to magic, natural invisibility, unnatural aura, turn resistance, undead, incorporeal; AL NE; SV Fort +5, Ref +14, Will +13; Str -, Dex 29, Con -, Int 15, Wis 16, Cha 18.

Skills and Feats: Bluff +15, Diplomacy +10, Disguise +5 (+7 vs. acting), Intimidate +14, Listen +24, Search +21, Spot +24, Survival +10 (+12 following tracks); Ability Focus (Wisdom drain), Alertness, Blind-Fight, Dodge, Improved Initiative, Improved Natural Attack, Weapon Finesse^B.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 24 Will save or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests and must make a Fortitude save or awaken fatigued. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a DC 22 Will save or suffer 17d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 17 rounds.

Immunity to Magic (Ex): A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex): A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

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

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

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

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

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

Encounter 5: The Ruins of Kalinarn (EL 14)

➤ **Advanced 18 HD Caryatid Column (4):** CR 9; Large-size Construct; HD 18d10+30; hp 135; Init +1; Spd 30 ft.; AC 21, touch 11, flat-footed 20; Base Atk +9/+4; Grp +18; Atk +21 melee (2d8+17/17-20, +2 *bastard sword* [two-handed]) or +17 melee (1d4+15, slam); Full Atk +21/+16 melee (2d8+17/17-20, +2 *bastard sword* [two-handed]), or +21/+16 melee (2d8+12/17-20, +2 *bastard sword* [one-handed]) and +13 melee (1d6+5, slam) or +18/+18 melee (1d6+10, slam); Space/Reach 10 ft./10ft.; SA -; SQ Break weapon, column form, construct traits, hardness 8, magic weapon; AL N; SV Fort +6, Ref +7, Will +1; Str 31, Dex 14, Con -, Int 6, Wis 1, Cha 1.

Skills and Feats: Diplomacy -3, Sense Motive +16; Awesome Blow, Blind-Fight, Improved Bull Rush, Improved Critical, Improved Sunder, Power Attack, Weapon Focus (bastard sword) (B).

Break Weapon (Su): A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a DC 19 Fortitude save or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's saver bonus or its own save bonus, whichever is better.

Nonmagic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a DC 19 Fortitude save to resist this effect.

Column Form (Ex): When at rest (not commanded, or waiting to fulfill a command), a caryatid column take the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (DC 15 Climb check).

A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (DC 25 Search check) reveals very faint and distorted lines that make the

pillar resemble a woman with a sword. Anyone who successfully makes a DC 12 Knowledge (architecture and engineering) check notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (DC 15 Search check) or a keen eye (DC 20 Spot check) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonemasonry received a free Search check as though actively looking when they pass within 10 feet of a caryatid column.

Changing forms is a free action, and a caryatid column can change once per round.

Construct Traits: A caryatid column is immune to mind-affecting effects, and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60 ft. range).

Hardness (Ex): Like an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical qualities.

If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

Encounter 10: The Hall of Wyrms (EL 16)

➤ **Gargantuan skeletal dragon (4);** CR 12; Gargantuan Undead (cold) HD 36d12+36; hp 270; Init +4; Spd 60 ft., burrow 30 ft.; AC 12, touch 6, flat-footed 4; Base Atk +36, Grp +61; Atk +45 melee (4d6+13, bite); Full Atk +45 melee (4d6+13, bite), +40 melee (2d8+6, 2 claws), +40 melee (2d6+6, 2 wings), +40 melee (2d8+19, tail slap); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA frightful presence, tail sweep; SQ blindsense 60 ft., damage reduction 5/bludgeoning, darkvision 120 ft., icewalking, immunity to cold, low-light vision, undead traits; AL N; Fort +20, Ref +22, Will +20; Str 37, Dex 10, Con -, Int -, Wis 10, Cha 18.

Skills and Feats: Improved Initiative.

Frightful Presence (Ex): 240 ft. radius, HD 35 or fewer, DC 32 Will negates. Creatures with 4 or less HD become panicked for 4d6 rounds and those

with 5 or more HD become shaken for 4d6 rounds. A creature that saves vs. this effect remains immune to that dragon's frightful presence for 24 hours.

Blindsense (Ex): The dragon can sense the location of all creatures within 60 ft.

Icewalking (Ex): This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect.

Tail Sweep (Ex): Half-circle 30 ft. in diameter; Small or smaller opponents take 2d6+19 points of bludgeoning damage, Reflex DC 35 half.

Cold Immunity: A creature immune to cold is particularly susceptible to fire. Such a creature takes an additional 50% damage whether any saving throw (if allowed) is successful.

Encounter 12: The Insane Dead (EL 17)

➤ **Lynerden Oberannin:** male human dreamstealer Sor1/Wiz13; CR 16; Medium Undead (incorporeal); HD 14d12; hp 103; Init +7; Spd 30 ft., fly 60 ft. (good); AC 18, touch 18, flat-footed 15; Base Atk +6/+1, Grp -, Atk +6 melee (1d3 plus 1d6 Wisdom drain, incorporeal touch attack); Full Atk +6/+1 melee (1d3 plus 1d6 Wisdom drain, incorporeal touch attack); Space/Reach 5 ft./5 ft.; SA Spells, Wisdom drain, wail of doom; SQ Summon familiar, unnatural aura, turn resistance, undead, incorporeal; AL NE; SV Fort +6, Ref +9, Will +10; Str -, Dex 16, Con -, Int 17, Wis 11, Cha 21.

Skills and Feats: Concentration +21, Decipher Script +21, Knowledge (arcana) +20, Knowledge (history) +12, Knowledge (Splintered Sun) +12, Knowledge (the planes) +14 Spellcraft +23; Craft Staff, Craft Wand, Combat Casting, Improved Initiative, Improved Counterspell, Improved Familiar, Scribe Scroll, Spell Focus (evocation).

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 22 Will save or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests and must make a Fortitude save or awaken fatigued. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a DC 22 Will save or suffer 6d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 1 round per dreamstealer spawn Hit Dice.

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

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

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. Undead possess darkvision 60 ft.

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

Spells Prepared: (4/5/5/5/4/3/2/1: base DC = 13 + spell level; base DC = 14 + spell level vs. evocation spells): 0- *detect magic* (2), *open/close*, *read magic*; 1st- *burning hands** (2), *comprehend languages*, *shocking grasp**, *unseen servant*; 2nd- *knock*, *scorching ray** (2), *web* (2); 3rd- *dispel magic*, *fireball**, *protection from energy*, *vampiric touch* (2); 4th- *enervation*, *fire shield**, *phantasmal killer*, *shout**; 5th- *cloudkill*, *dominate person*, *feeblemind*; 6th- *chain lightning*, *greater dispel magic*; 7th- *prismatic spray*.

Spells Known: (5/5; base DC = 15 + spell level): 0- *dancing lights*, *mage hand*, *message*, *prestidigitation*; 1st- *ray of enfeeblement*, *shield*.

*Evocation spell.

Possessions: *Cloak of resistance +2*, *wand of scorching ray* [CL 3rd, 6 chgs.], *wand of endure elements* [CL 1st, 16 chgs.], *pearl of power* [1st level], *pearl of power* [2nd level], *staff of fire* [CL 8th, 20 chgs.], *lesser metamagic rod of empower*, *pearl of power* [5th level].

Imp Dreamstealer Familiar: CR-; Tiny undead (incorporeal); HD 7; hp 54; Init +3; Spd 20 ft., fly 60 ft. (good); AC 19, touch 19, flat-footed 16; Base Atk +6/+1; Grp -3; Atk +11 melee (1d4 plus poison plus Wisdom drain, incorporeal touch [sting]); Full Atk +11/+6 melee (1d4 plus poison plus Wisdom drain, incorporeal touch [sting]); Space/Reach 2 -1/2 ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, Alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind, unnatural aura, turn resistance, undead, incorporeal; AL NE; SV Fort +5, Ref +8, Will +11; Str -, Dex 17, Con -, Int 10, Wis 12, Cha 18.

Skills and Feats: Diplomacy +10, Hide +17, Knowledge (the planes) +11, Listen +7, Move Silently

+9, Search +6, Spellcraft +16, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-Like Abilities: At will-*detect good*, *detect magic*, *invisibility* (self only); 1/day-*suggestion*. Caster level 6th, save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th-level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat and boar.

Alertness (Ex): The presence of a familiar sharpens its master's senses. While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spell: If the familiar is within 5 feet of the master when he casts a spell on himself he may have the spell effect the familiar as well. It stops affecting the familiar if it moves more than 5 feet away from its master. Additionally it s master may cast a spell with the subject "You" on the familiar. Spells can be shared even if the spell would not normally affect the familiar.

Emphatic Link: The master has an emphatic link out to a distance of a mile.

Deliver Touch Spells: If the master and the familiar are in contact that the time the master casts a touch spell the familiar may deliver it for him.

Speak with Master (Ex): The familiar and its master can converse verbally as if they share a common language.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a DC 17 Will save or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests and must make a Fortitude save or awaken fatigued. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a DC 17 Will save or suffer 6d4 points of damage. Affected creatures also suffer a -2 morale penalty on saving throws for 1 round per dreamstealer spawn Hit Dice.

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

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

Undead: A dreamstealer spawn is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning and disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. Undead possess darkvision 60 ft.

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

APPENDIX 5: RULES FOR FIGHTING IN ICE AND SNOW

Weather Types

Snow: Falling snow cuts visibility ranges in half, resulting in a -4 penalty on Spot and Search checks. Ranged weapon attacks and Listen checks are at a -4 penalty. A day of snowfall leaves 1d6 inches of snow on the ground. It costs two squares of movement to enter a snow-covered square. Falling snow has a 50% chance of extinguishing small, unprotected flames such as candles.

Heavy snow: Heavy snow obscures all forms of sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance) and all individuals suffer a -4 penalty on Spot and Search checks. Ranged weapon attacks and Listen checks are at a -4 penalty. A day of heavy snow leaves 1d4 feet of snow on the ground and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d3x5 ft. deep. Falling snow has a 50% chance of extinguishing small, unprotected flames such as candles.

Ice: Moving across slippery and/or icy areas can be perilous. Moving across such areas must spend 2 squares of movement to enter a square covered by ice and the DC for Balance and Tumble checks increases by +5.

If making a move action the DC to successfully move through the area is 5. Double moving through such an area requires a successful DC 10 Balance check. Failure indicates that the individual has fallen over.

Combatants may also charge in such conditions but must make a DC 10 Balance check for each multiple or (fraction thereof) of their normal move that they charge.

A Balance check suffers the effects of any Armour Check penalty the PC may be suffering.

Characters in prolonged contact with ice run the risk of taking damage from severe cold.

Cold Dangers

Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill Description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below -20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell.

APPENDIX 6: THE DREAMING

Dream One

Sorcerers experience this dream during their first night in the frozen lands.

A strange darkness envelops you, like so much thick fog. Comforting it may be at first, protecting you from the harsh light in which you were basking, but after an unknowable while however a strange cold starts to seep into your bones. Chilling unlike anything you have ever known, it begins to permeate your entire body, slowly shutting down your senses one by one.

Death rushes toward you on ebon wings summoned by the feeble thrashing of your soul crying out in the night for salvation. An even deeper shadow begins to form in front of you; your doom is upon you. As you watch, terrified beyond description, a tendril of darkness detaches itself from the shadow and extends itself toward you. As it is about to touch you, a second shadow as black as the deepest mine forms between you both, blocking the progress of the first. A mighty struggle seems to be taking place as the two creatures of darkness struggle against one another.

Suddenly you hear a woman's voice. It is as if she is standing behind you. "Join me" she whispers "I cannot hold your enemy at bay much longer...he is very strong."

As she finishes speaking there is a sudden rushing sound as the darkness implodes about you and you awake with a jolt in your bedroll.

Dream Two

Sorcerers experience this dream during their second night in the frozen lands.

A beautiful woman. A smoldering crater into which the sea is pouring. The feel of the wind through your wings. The exultation of the hunt and the kill. Hooded and cowled men, their faces obscured kneeling in worship before you. The feeling of power springing from toying with your victim. The blue sky. The face of your father as you rend his body apart.

These feelings and images flash through your consciousness one after another in a bewildering barrage of alien sensations.

Darkness. Sleep. Relief

Dream Three

Sorcerers experience this dream during their third night in the frozen lands.

With a shout the mass of warriors moves forward. Beyond them, clustered in a narrow, steep-sided valley stand a phalanx of heavily armored dwarven warriors who roar at their approach. The human warriors respond in kind. Crossbow bolts tear through their ranks but still they come on, driven as if the very

devils of hell are on their heels! With a mighty crash the two armies collide; the dwarvish line wavers, but stands firm.

Soon the dead carpet the ground in front of the dwarvish line. Hundreds lie dead and dying but still the orgy of slaughter continues.

As all looks to be lost a great exultation from above brings a momentary pause in the fighting. Above the two armies circles a great red-hued wyrm. As you watch it dives toward the struggle and opens its jaws.

You awake, the sounds of combat still ringing in your ears...

Encounter 9: Into Gyrtulyndarrath

A waking dream comes unbidden to you. As you gaze down the passageway translucent figures move at the very limit of your vision. As the vision comes more sharply into focus you see a group of spectral, cruel-faced Flan of fearsome and fell aspect processing down the corridor. Clad in robes of shapeless but archaic cut their bald heads are reflected in the guttering torch light.

A low muttering reminiscent of chanting reaches your ears but the words are unintelligible. With a start you feel something bump into you and suddenly the vision is swept away like leaves caught in a gust of autumnal wind.

Encounter 10: Hall of the Wyrms

Entering this ancient place you feel the weight of thousands of years of history bearing down upon you. This place is without doubt old, even those of elvish blood would count it a remnant of an elder time.

Your vision blurs for a moment and when it clears you see the chamber as it was ages ago. Again you see the translucent figures you saw earlier processing down between twin rows of dragonesque pillars. The walls are decorated with a series of massive tableaux depicting scenes of draconic combat. A subdued light fills this chamber and shadows pool deeply around the base of the pillars.

As you watch the spectral figures reach the ornately carved door at the end of the chamber and pass beyond it. As they disappear through the door the vision dissipates and with a jolt you are returned to the present.

Encounter 12: The Insane Dead

The anger, rage and frustration you initially experienced quickly recedes. Where once it threatened to overwhelm your sanity you sense that now somehow it is being held in check.

With a jolt you realize that you are no longer in the chamber, touching the sphere. Looking down, you can see the lands of Icespire far below, laid out like a

patchwork quilt. You are not in control; some unseen force is guiding your movements. It seems to gather itself for a moment and then with a start catapults you toward the west.

Wind tears at your clothes and your hair as you scream across the sky at an incredible speed. Far below you, the tempestuous waters of the Gearnat pass beneath you. It seems like only a matter of minutes before you leave the waters of the Gearnat behind and begin to pass over the scorched and blasted landscape of the Bright.

Ahead of you a vast black cloud hangs motionless in the sky. The very fabric of your soul exults as you draw closer and while it is a disturbing and sinister sight you also see it as a thing of great beauty. Below the cloud stands, half-buried among the dunes, stand row upon row of mausoleums, shrines and other ceremonial edifices. At the dead centre of the site towering over all the dunes and buildings surrounding it stands a black-hued ziggurat, the tip of which may intersect with the dark cloud hanging above.

As you take all this in a seductive voice laden with malice and longing purrs in your ear "Come..."

In a flash the vision is gone and you are surrounded once again by your companions. Barely a second has passed but you are exhausted.

APPENDIX 7: NEW RULES ITEMS

Caryatid Column

As presented in the *Fiend Folio*, p30.

Medium-Size Construct

Hit Dice: 6d10+20 (53 hp)

Initiative: +3

Speed: 30 ft.

AC: 22 (+3 Dex, +9 natural), touch 13, flat-footed 19

Base Attack/Grapple: +4/+9

Attack: +2 bastard sword +12 melee (two-handed) or slam +9 melee

Full Attack: +2 bastard sword +12 melee (two-handed) or +2 bastard sword +12 melee and slam +4 melee or 2 slams +9 melee

Damage: +2 bastard sword 1d10+9 (two-handed), or +2 bastard sword 1d10+7 and slam 1d4+2, or slam 1d4+7

Face/Reach: 5 ft./ 5 ft.

Special Attacks: --

Special Qualities: Break weapon, column form, construct traits, hardness 8, magic weapon

Saves: Fort +2, Ref +5, Will -3

Abilities: Str 20, Dex 16, Con --, Int 6, Wis 1, Cha 1

Skills: Diplomacy -3, Sense Motive +4

Feats: Improved Sunder, Power Attack, Weapon Focus (bastard sword) (B)

Climate/Terrain: Any

Organization: Solitary, corbel (2), or colonnade (4-24)

Challenge Rating: 6

Treasure: --

Alignment: Always neutral

Advancement: 7-10 HD (Medium); 11-21 HD (Large)

A caryatid column looks like a simple stone pillar until an unwary creature violates the strictures given to the construct by its creator. In the blink of an eye, the caryatid column becomes a silk-draped, beautiful female figure that wields a deadly magic weapon.

Caryatid columns are relentless opponents, and they are surprisingly agile despite their stone composition. They dance fearlessly into combat and expect feeble weapons to shatter against their marble skin. With martial skill uncommon in constructs, they attack and break their foe's weapons.

Caryatid columns are incapable of speech.

Combat

Caryatid columns are typically assigned to guard a particular doorway or room from intrusion. Sometimes these instructions are as simple as "Kill anyone but me who enters this room," but a caryatid column can understand more complicated instructions such as an order to "Eject anyone who does not perform the ritual observances upon entering this room."

Caryatid columns are often placed so that they take fighting form when a target is within reach, allowing the caryatid column to attack with surprise. Upon taking its normal fighting form, a caryatid column fights tirelessly to fulfill the wording of its command to the letter.

Break Weapon (Su): A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 13) or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its own save bonus, whichever is better.

Nonmagic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 13) to resist this effect.

Column Form (Ex): When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC 15).

A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (Search check DC 25) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonecunning received a free Search check as though actively looking when they pass within 10 feet of a caryatid column.

Changing forms is a free action, and a caryatid column can change once per round.

Construct Traits: A caryatid column is immune to mind-affecting effects, and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60 ft. range).

Hardness (Ex): Like an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 bastard sword, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical qualities.

If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

Skeletal Dragon

As presented in *Draconomicon: The Book of Dragons*, pages 192-3.

Skeletal dragons are created via the animate dead spell and function as normal skeletons in most ways, though they retain a few of their draconic abilities and qualities even after death. Despite a skeletal dragon's loss of sentience, the pinpoint of red light smoldering in its eye sockets betray the spark of unlike that still exists.

Like typical skeletons, skeletal dragons do not only what they are ordered to do. They can draw no conclusions of their own and take no initiative. Necromancers particularly prize skeletal dragons, because they make formidable guardians. They are sturdier than a typical skeleton of their size, and their added qualities strike terror into would-be intruders.

Powerful draconic spellcasters have even been known to animate the skeletons of their fallen rivals, or in the case of particularly vile dragons, family members who have passed away.

Creating a Skeletal Dragon

"Skeletal" is an acquired template that can be applied to any dragon (referred to hereafter as the base dragon). A skeletal dragon uses all the base dragon's statistics and special abilities except as noted here.

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

Hit Dice: The base dragon's Hit Dice remain the same, but it loses any Constitution bonus to its hit

points (see Abilities, below). However, a skeletal dragon gains bonus hit points equal to its HD.

Speed: The creature retains its land speed, but loses fly and swim speeds. If it has a burrow or climb speed, it retains that as well.

Armour Class: Replace the base dragon's existing natural armour bonus to AC with a new natural armour bonus based on its size.

Size	Natural Armour
Up to Tiny	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+6
Colossal	+10

Attacks: Same as the base dragon, except the skeletal dragon cannot make crush attacks.

Special Attacks: A skeletal dragon loses all supernatural and spell-like special abilities possessed by the base dragon. It retains any exceptional special attacks (such as frightful presence or improved grab).

Special Qualities: A skeletal dragon loses all supernatural and spell-like special qualities possessed by the base dragon. It retains any exceptional special qualities (such as immunities or blindsense). It loses any subtype it has, though if the base dragon had any immunities based on its subtype (such as immunity to fire for the fire subtype), it keeps those immunities despite losing the subtype. It also gains additional special qualities as noted below:

Damage Reduction (Ex): Skeletal dragons have damage reduction 5/bludgeoning

Immunity to Cold (Ex): Skeletal dragons have immunity to cold.

Undead Traits: A skeletal dragon is immune to mind-affecting effects, poison, magical sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save unless it works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion or death from massive damage. It cannot be raised and resurrection works only if it is willing. It has darkvision out to 60 feet (unless the dragon had a greater range).

Saves: As undead, skeletal dragons are immune to anything that requires a Fortitude save unless it affects objects.

Abilities: A skeletal dragon retains the base dragon's Strength, Dexterity and Charisma scores. Being undead, a skeletal dragon has no Constitution score. It also has no Intelligence score. Its Wisdom score becomes 10.

Skills: A skeletal dragon loses all skill ranks and racial skill bonuses possessed by the base dragon

Feats: A skeletal dragon loses all feats possessed by the base dragon. It gains Improved Initiative as a bonus feat.

Environment: Any.

Organization: Any.

Challenge Rating: Base dragon's CR X ½ (minimum 1).

Treasure: None.

Alignment: Always neutral.

Advancement: Up to +2 HD

Level Adjustment: -

Dreamstealer Spawn (Template)

As presented in the *Living Greyhawk Journal* issue 24 [*Dungeon* 106], pages 93—94.

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

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

Creating a Dreamstealer spawn

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

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

Hit Dice: All the base creature's Hit Dice become d12s. Do not increase class Hit Dice.

Speed: Dreamstealer spawn gain a fly speed of 60 feet (good), unless the base creature has a better fly speed.

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

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

Damage: The dreamstealer spawn's incorporeal touch attack deals 1d4 points of damage as well as any damage from its special attacks (see below).

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

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

succeed at a Will save or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests and must make a Fortitude save or awaken fatigued. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer may emit a bloodcurdling scream. All those within a 100 foot spread must make a Will save or suffer 5d4 points of damage or 1d4 points of damage per dreamstealer spawn Hit Dice, whichever is greater. Affected creatures also suffer a -2 morale penalty on saving throws for 1 round per dreamstealer spawn Hit Dice.

Special Qualities: A dreamstealer spawn has all the special qualities of the base creature and those listed below.

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

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

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

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

Saves: Same as the base creature.

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

Skills: Same as the base creature.

Feats: Same as the base creature.

Environment: Any land and underground

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

Challenge Rating: Same as base creature +2

Treasure: None

Alignment: Always neutral evil

Advancement: Same as the base creature

Feats

Dragonfriend [General]

You are a known and respected ally of dragons

Prerequisite: Cha 11, Speak Language (Draconic).

Benefit: You gain a +4 bonus to Diplomacy checks made to adjust the attitude of a dragon, and a +2 bonus on Ride checks made when you are mounted on a dragon.

In addition, you gain a +4 bonus on saves against the frightful presence of good dragons.

Special: You can't select this feat if you have already taken the Dragonthralld feat.

Dragonsong [General]

Your songs or poetics echo the power of the dragonsong, an ancient style of vocal performance created by dragons in the distant past.

Prerequisite: Cha 13, Knowledge (arcana) 4 ranks, Perform 6 ranks, Speak Language (Draconic).

Benefit: You gain a +2 bonus on Perform checks involving song, poetics or any other verbal or spoken form of performance.

In addition, the DC of any saving throw required by mind-affecting effects based on your song or poetics (such as bardic music) is increased by +2.

Dragonthralld [General]

You have pledged your life to the service of evil dragonkind.

Prerequisite: Speak Language (Draconic).

Benefit: You gain a +4 bonus to any Bluff check made against a dragon, and a +2 bonus on Ride checks made when you are mounted on a dragon.

You gain a +4 bonus on saves against the frightful presence of evil dragons.

You take a -2 penalty on saves against enchantment spells and effects cast by dragons.

Specials: You can't select this feat if you have already taken the Dragonfriend feat.

APPENDIX 8:

THE UNITED KINGDOM OF AHLISSA AT A GLANCE

Proper Name: United Kingdom of the Aerdy

Ruler: His Transcendent Imperial Majesty, Overking Xavener I, Grand Prince of Kalstrand, Crowned Head of House Darmen [NE hm Rog15]

Government: Feudal empire with hereditary rulership; principalities are loosely governed by monarch whose powers are limited by written agreements with major nobles

Capital: Kalstrand

Major Towns: Carnifand (pop. 4,800), Hexpools (pop. 12,700), Innspa (pop. 12,200), Jalpa (pop. 22,900), Kalstrand (pop. 24,000), Naerie City (pop. 6,300), Nulbish (pop. 17,100), Orred (pop. 5,800), Pardue (pop. 4,100), Prymp (pop. 17,400), Ralsand (pop. 2,500), Rel Deven (pop. 29,400), Sarndt (pop. 2,300), Torrich (pop. 27,500), Zelradton (pop. 12,900).

Provinces: Eight principalities, one capital principality, various marchlands, and numerous petty noble fiefs

Resources: Foodstuffs, livestock, cloth, silver, copper, gold, iron products, lumber, herbs, fine ale and beer, historical and magical knowledge

Coinage: [Modified Aerdy] nightingale (pp), crown (gp), noble (ep), penny (sp), common (cp)

Population: 3,836,100 - Human 79% (OSf), Halfling 9%, Elf 5% (sylvan 90%), Dwarf 2%, Gnome 2%, Half-elf 1%. Half-orc 1%, Orc 1%

Languages: Common, Old Oeridian, Orc, Halfling, Elven

Alignments: N, NE, LE, LN, CE, CN, LG

Religions: Zilchus, Hextor, the Velaeri (Oeridian agricultural gods), Xerbo, Fharlanghn, Olidammara, Kord, Norebo, Ralishaz, Procan, Kurell, orc pantheon, halfling pantheon, Boccob, Wee Jas, Delleb, Syrul, various goblinoid gods, Rudd, elf pantheon

Allies: Onnwal and Sunndi (grudgingly)

Enemies: Scarlet Brotherhood, North Kingdom, Iuz. Ahlissa is gravely distrusted by many realms, particularly those formerly part of or adjacent to the Great Kingdom. The Rhennee hate Ahlissa and do not travel there.

Overview: The most powerful and prosperous of successor state of the fiend-ridden and despotic Great Kingdom, Ahlissa is a fair and fertile land. While its borders extend from the Azure to the Aerdi Sea, from the Glorioles to the Flinty Hills, the heartland of the United Kingdom is the rich and densely populated floodplains of the Flamni and Thelly Rivers. Thanks to the pragmatic policies of their rulers, most of Ahlissa's mighty cities escaped the devastation of the Greyhawk Wars and the fragmentation of the Great Kingdom that followed. Its wealth and lands largely intact, Ahlissa has emerged as one of the foremost powers of the eastern Flanaess. Many attribute this to the enlightened rule of the charismatic Overking Xavener, who has extended the olive branch of peace to many of

Aerdy's old enemies, while investing the resources of his vast realm into commerce rather than conflict.

History: The history of the Great Kingdom of Aerdy is well known. Founded in fulfillment of the prophecy of Joyhdee, Aerdy came to encompass three-fourths of the Flanaess before it sank into decadence and decay. As the empire disintegrated, the princes of Aerdy warred among themselves for possession of the Malachite Throne. In a bloody civil war known as the Turmoil Between the Crowns, the "fiend-seeing" Celestial House of Naelax emerged supreme. Their tyrannical rule brought the Great Kingdom to ruin and collapse in the slaughter and madness of the Greyhawk Wars. With the Fall of Rauxes in 586 CY, the Sun of Aerdy splintered into several successor states. In 587 CY, Prince Xavener of Kalstrand gathered in conclave the princes of what had been southern heartlands of Aerdy and the South Province. Forging their disparate ambitions into one common interest – survival, Xavener emerged from the negotiations as the first overking of the United Kingdom of Ahlissa. Since Xavener's coronation, the city of Innspa has joined the realm, expanding the borders northward, while the forests of the Adri and Grandwood and the ruins of Chathold, Rauxes and large swaths of Medegia have been claimed as Marchlands.

Rulership and Law: The United Kingdom is a confederation of Aerdi princes, each ruling a vast fief and owing vassalage and obedience to Xavener of Kalstrand as overking. While Xavener has been given almost free reign with in the sphere of foreign policy, his power internally is in theory constrained by a Council of Princes, which has the power to veto or overrule his decrees on certain matters. In practice, however, power struggles between the Celestial Houses regularly deadlock the Council, giving the overking more room to maneuver than he might otherwise have. The support of the House of Darmen, the Church of Zilchus and the Royal Guild of Merchants of Aerdy, not to mention his considerable personal charisma, serve to elevate Xavener above the snapping piranha pit of Ahlissan princes.

The constituent principalities and marchlands of the United Kingdom with their capitals and rulers are listed below:

Capital Principality of Kalstrand,

Capital: Kalstrand

Ruler: Overking Xavener I (NE male human Rog15) of House Darmen

Principality of Ahlissa,

Capital: Zelradton

Ruler: Prince Reydrich (NE male human Wiz20) of House Naelax

Principality of Rel Deven,

Capital: Rel Deven
Ruler: Prince Carwend (N male human Wiz14) of House Cranden

Principality of Jalpa,

Capital: Jalpa
Ruler: Prince Farland (LE male human Ftr12) of House Darmen

Principality of Torrich

Capital: Torrich
Ruler: Prince Dilweg (LE male human Wiz16) of House Darmen

Principality of Nulbish,

Capital: Nulbish
Ruler: Prince Harnnad (NE male human Ftr11) of House Darmen

Principality of Naerie,

Capital: Naerie City
Ruler: Prince Barzhaan (LN male human Ftr13) of House Haxx

Principality of Innspa,

Capital: Innspa
Ruler: Princess Karasin (NE female human Wiz10) of House Garasteth

Principality of Rauxes,

Capital: Carnifand
Ruler: Baron Oswalden (NG male human Wiz15) of House Cranden

Marchland of the Adri Forest,

Capital: Innspa
Ruler: Prince Molil (LN male human Ftr9) of House Naelax

Marchland of the Grandwood Forest,

Capital: Torrich
Ruler: Princess Bersheba (CE female human Rog9) of House Darmen

Marchland of Medegia,

Capital: Nulbish
Ruler: Prince Gartrel (LE male human Ftr10) of House Darmen

Marchland of Chathold,

Capital: Rel Deven
Ruler: Marquis Karn Serrand (LG male human Pal13 - Rao) of House Cranden

Religion: The Church of Zilchus is the de facto state religion of Ahlissa. Enjoying the support of not only the overking but of the House of Darmen, the priests of the Great Guildmaster are respected now to a degree they could only dream about under the tyranny of the Great Kingdom. The rise of Zilchus has been mirrored

in a decline in the fortunes of Hextor. Once the preeminent faith of the Great Kingdom and still paramount in the rival Great Kingdom of Northern Aerdy, the allegiance of Hextor's clergy is widely regarded as suspect, especially in the Darmen lands.

Trade and Commerce: Commerce is Ahlissa's life's blood. With its favorable climate, fertile lands and strategic geographical position, the kingdom not only has vast surpluses to trade but control of many important trading routes, between the central Flanaess and the Solnor Coast. The Royal Guild of Merchants of Aerdy enjoys a monopoly over all commercial activities in Ahlissa. In partnership with the church of Zilchus, the Guild strives to strengthen and expand Ahlissa's already considerable commercial reach.

Conflicts and Intrigues: Ahlissa has recently signed the Naerie Compact with the Free State of Onnwal and the Kingdom of Sunndi. This accord guarantees peace between these nations and allows passage of Sunndian troops through the Principality of Naerie. Many see this pact as nothing but a sham and ponder at the wisdom of dealing with the old enemy. The Scarlet Brotherhood has even more reason to dislike the pact – a true alliance between these three nations could doom their occupation of Scant.

APPENDIX 9: TRENNEPORT AT A GLANCE

👑**Trenneport (Large Town):** Conventional; AL LE; 5,000 gp limit; Assets **xxxx** gp; Population 2,900; Mixed (human [OSf] 2291, half-orc 427, sahuagin 83, halfling 65, half-elf 34.

Authority Figures: Bortwimm (LE male human Wiz13)

Important Figures: Remmannen (LN male human Clr11 - Zilchus), High Priest of Zilchus, Ivshennadra (LE, female human Clr9 – Hextor), Captain of the Port Garrison, Turlarenn (LE male human Ftr8), Commander of the Trenneport Squadron.

Overview: Standing on the southern shores of Relmor Bay, Trenneport's proximity to Nyronnd and the Iron League states of Irongate and Onnwal have meant it has long been a well-garrisoned naval port. To landward, it is enclosed behind stout stone walls. To seaward, several sturdy keeps replete with siege engines ward the approaches to the harbor, while a squadron of the Imperial Ahlissan Navy rides at anchor in the harbor. Trenneport has prospered greatly under the rule of the United Kingdom of Ahlissa. Overking Xavener's investments in naval power and overseas trade have brought increased security and commerce to the port. As the last safe haven between Ahlissa and Hardby, Trenneport is an important stop on the sea route to Greyhawk City and the markets of the central Flanaess. From its sheltered harbor, convoys of merchantmen set sail for the west under the watchful eye of Imperial Ahlissan Navy escorts.

Rulership and Law: The mage Bortwimm (LE male human Wiz13) rules Trenneport with an iron grip and has done so for over three decades. A former vassal of the Chelors, the ill-fated hertzogs of the old South Province, he now serves Prince Reydrich of Ahlissa. Many have commented on Bortwimm's remarkable talent for survival, despite the volatility of the times. The truth may be far more mundane. Bortwimm is an efficient administrator who devotes his time and energy to running his fief, rather than engaging in court intrigues in Zelradton or further afield, a rare and valuable quality in the vassal of an Ahlissan prince.

Another factor in Bortwimm's favor is his rapport with the local sahuagin clans, which ensures not only that the coast and Ahlissan shipping have been secure from sea devil attacks, but also that Trenneport is defended from seaward attack as few other ports are. Nearly a decade ago, Bortwimm and the sahuagin spent the better part of a year constructing a mysterious structure under the waters of the harbor. Many suspect it is some unique magical defense, but as it has never been tested by a foe, none can say for sure.

The Trenneport Militia, backed up by the soldiers of the Port Garrison and the Marines of the naval squadron, enforce the rule of law with harshness

and vigor. Disorder is not tolerated and is crushed with overwhelming force. Bortwimm acts as Trenneport's Judge of the Sessions and is not renowned for his merciful disposition.

Religion: Several faiths are revered in Trenneport. In addition to the larger temples, shrines can be found with the town walls dedicated to Boccob (N, greater god of Magic, Arcane Knowledge, Foresight and Balance), Celestian (N (NG), Oeridian intermediate god of Intermediate Deity of Stars, the Heavens and Wanderers) and Kurell (CN, Oeridian lesser god of Jealousy, Revenge and Theft).

Hall of Battle: Dedicated to Hextor, the halls of this forbidding fortress-like temple echo almost constantly with the clash of weapons as the faithful practice their martial skills within. With its martial past, Trenneport has long been home to priests of Hextor. Unsurprisingly, the Champion of Hell enjoys the reverence of many warriors of the Garrison. At Reydrich's direction, Bortwimm had the former ranking Hextorite priest here executed for treason in 587 CY, replacing him with his deputy Ivshennadra. As Hextor is less marginalized here than in the Darman Lands, Ivshennadra is trusted enough to serve as commander of the Port Garrison.

Sanctuary of the Storm Lord: Dominating the waterfront, this complex of temple sanctuaries, sacred pools and private docks forms the heart of Trenneport's Quays. Given the storms that regularly whip up the waters of Relmor Bay, Procan is widely worshiped here by the sizable majority of the populace who make their living upon the waves, but is more feared than loved. Sacrifices of gold, salt and other items are made to appease the Storm Lord (and enrich the temple priests). Along with the Storm Coast of Onnwal, this part of Ahlissa shares the odd belief that Osprem is the wife of Procan, who soothes her husbands wrath with her songs. A small shrine to her is found within the Sanctuary precincts

The Guildmaster's Chapel: This "chapel" is anything but a humble place of worship. Wealth abounds here, from the golden doors to the jewel-encrusted idol of Zilchus that adorns the sanctuary. From these opulent surroundings, the priests and acolytes of the Great Guildmaster and the attendant Factors of the Royal Guild of Merchants of Aerdy control virtually all trade passing through Trenneport. The marble-floored nave is used as a brokerage, where shipping agents, ships' masters and merchants meet to haggle over deals, bid for contracts or tout for business, usually at the top of their voices.

Trade and Commerce: The port's strategic location on the Relmor Bay sea route has meant the Royal Guild Of Merchants of Aerdy has greatly expanded its interest

and brokerage house here, its various Writers, Agents and Factors trying to skim some profit from the out bound trade. Trennenport's recent increase in importance has enhanced the prestige of Remmannen, the local high priest of Zilchus. It has also increased his worries and responsibilities, as he works to ensure that nothing interferes with the trade that is Trennenport's life's blood. Most of the town's crafts and industries are devoted to the servicing of the naval squadron and the convoys of merchantmen. Any threat to the sea trade is therefore a threat to the port's livelihood (and Remmannen's personal fortune).

Districts and Locales: Trennenport is clustered around a sheltered bay that forms a breach in the otherwise forbidding cliffs of Ahlissa's Relmor Coast. The harbor is further protected from heavy seas by a massive granite breakwater. A smaller, but formidably fortified pier separates the naval docks from the commercial and fishing port, known locally as the Quays. Much of the life and commercial activity of Trennenport is concentrated around these granite piers and wooden wharfs. By order of Bortwimm, itinerant traders are banned from cluttering up the streets, which, while unpopular with wandering tinkers, is a boon to the local shopkeepers. Bortwimm administers his fief from a tall slender tower that stands at the end of a small promontory, just within the eastern wall of the town. The tower has no fortifications other than a hardy hedge of sea-holly and the fear of the consequences if anyone raised their hand against the mage.

Intrigues and Whispers

Bortwimm has a pact with an ice fiend. The mage sacrificed Icespire to the fiend in return for immortality!

Bortwimm knows some terrible secret of Prince Reydrich's past. He uses it to blackmail the archmage-prince. That's why he's held onto power, when the Chelors have come and gone.

Bortwimm IS Reydrich in disguise! Have you ever seen the two together at the same time?

Sahaugin live in the bay, dwelling in some submerged lair.

The Sea Devils have built a huge fortress under the harbor at Bortwimm's direction.

Bortwimm is in fact a sahaugin disguised as a human pretending to be Reydrich pretending to be Bortwimm.

Ivshendra and Turlarenn, the Commander of the Naval Squadron, had a falling out that almost came to blows. Afterwards, Turlarenn returned to his flagship angrily denouncing Ivshendra a traitor.

PLAYER'S HANDOUT 1: A FRAGMENTARY SCROLL

"and when the great ones were slain that which was whole was rent asunder her devoted hid the five shards so that the lowlanders would never again profane them with their touch."

PLAYER'S HANDOUT 2: LYNERDEN OBERANNIN'S JOURNAL

Fragments from the Journal of Lynerden Oberannin, mage to the Tower of Kalinarn, known otherwise as "The Sailor's Light".

Harvester 21, 564 CY. Arrived at Kalinarn this forenoon. I had set out at dawn to avoid the evening rains that brought yesterday's travel to an early and somewhat sodden end. About the 4th hour, I caught sight of the tower, still far off, the morning sun burnishing the pale stone. Yet even this fine sight could not lift the onerous weight that presses upon my heart, nor the isolation of my posting. If any token were needed to remind me of my disgrace – there is none more stark than the bleakness of this finger of land the local folk call "The Tusk". Scoured by wind and storm, no tree can find purchase here, only the coarsest of sedge grass – burnt yellow by the salt spray – and low stunted shrubs and bushes, bent double by the gales.

The aforementioned locals seem scarcely less stunted by the climate. They are an ill-favored folk – squint of eye, pale of hair and face – bleached like driftwood by the elements, one fancies. There is Suel blood in them without doubt, and all the madness and degeneracy that follows from such an inheritance. They are born on this benighted shore, live their entire lives untroubled by education, culture and the finer graces of civilization, and then, their short spans of unilluminated ignorance spent, they die. It is hard to credit that these wretches are of the self same stock that gave Nasran, Schandor and Ivid to the world. Such are to be my companions in purgatory...

Harvester 22, 584 CY. If further proof were needed of the depressing effect of this place on the human spirit, it is amply provided by the tale of the fate of my predecessor. The Constable of the tower, Allrynshen – a bluff native of Trennenport who served with the Provincial Marines before being posted ashore – took me to his chambers and over a tot of quite vile rum (which, given my recent arrival and subordinate position, I could not refuse) told me the strange tale.

The man, a fellow named Lovcravdenn, had taken up the post only this spring, after the previous fellow, a notorious drunkard, was removed from the post at Allrynshen's request (something about attempting to cook a side of giant eel with a fireball). Though he seemed a stable enough fellow when he arrived, Lovcravdenn's mental state quickly deteriorated. He claimed to have been haunted by visions, in sleeping and then in waking. He raved on about some woman of apparently limitless beauty. Allrynshen believes some wench had broken the poor man's heart and unhinged him. In the end, the fellow flung himself from the top of the tower, dashing his head open on the rocks below.

Allrynshen hoped that I was of sterner stuff and enquired, with touching delicacy, how my fortunes in matters of love had fared. I replied that he need have no worry about me on any account and affected an exit with as much haste as was seemly.

Patchwall 16, 584 CY. Again the most strange and vivid dreams. Unlike any other nightfancies I have had, these visions linger on long after waking and indeed, are now – many hours later – scarcely less immediate to me than they were when I awoke this morning.

Again the hills and again the black city. It is strange that these motifs recur in a landscape that is far removed from either. Perhaps it is this very deficiency, the longing for that which once gave such familiar pleasure that summons them forth from the dark, stilly depths of memory.

Yet, thinking on those midnight halls of the coldest obsidian, it is not pleasure that they call to mind, but a certain unease and nameless dread. No doubt it is a symptom of this dreary locale and the monotonous procession of the days, only lightened by the far-too-few and far-between letters from those of my kin who have not abandoned me in my fall from grace.

Needfest 4, 565 CY. I have found at last a worthy distraction to occupy my time and intellect. Just as the body of the prisoner wastes away within the confines of the dungeon cell, I feel my mind is slowly

ablating in the absence of intellectual stimulation, which the daily casting of divinations, observations of the weather (invariably stormy) and the nightly games of Crown of the Empire in no way provide.

While wandering in a state of some distraction this morning, pondering the Black City and its dark, seductive beauty (how strange it was that I found it an object of fear before) – I suddenly found myself at a blank cliff face. I had taken a path down from the tower, intending to go around toward the very tip of the Tusk – to a point from which that foam-skirted pinnacle of black stone that gives this place its name can be clearly seen just offshore. However, I found myself a distance south of the tower, on the western side of the head land, having apparently wandered unknowingly onto another path. I was about to retrace my steps when my eye happened upon a regularity in the midst of the natural chaos of the cliff face that bespoke the ordering hand of man. On closer inspection, I discovered a set of markings carved into the stone – runes of some forgotten tongue I have little doubt – etched here in darkest antiquity. I intend to return there on the morrow and record them, in an effort to divine their provenance and meaning.

Coldeven 6, 565 CY. Every night the city reveals more of itself to me – like a lover, strewing intimacies along the path to passion’s ultimate consummation. Instead of glimpses between the dagger-bladed hills, I now walk through the obsidian palaces and pavilions, passing among the bronze-skinned populace, proud and noble of mien. They welcome me as a guest, as an old friend who has traveled from afar. Through the hallowed halls of the temple they lead me to look upon Her face – the Beauty of which I have never before seen the like in sleeping or in waking. The Mistress, most fair, most wise, most puissant, most glorious and most terrible. The Mistress of the Five Names, Mother of Might, Empress of Caerdirealorae. My Terror, my Hope, my Love.

Coldeven 7, 565 CY. My correspondent in Rel Deven writes that the runes upon the cliff are archaic Flannae script. They speak of a “Hidden Shrine, where dwells Gyrtulndarrath”. I was surprised that the Flan would have had the sophistication to master runecraft of even the most rudimentary form, but my good sage informs me that ere they were brought in to the commonwealth of Aerdy, the Flan of Ahlissa had suffered under the tyranny of the Zelrad Suel (whose only surviving legacy and memorial is the name of Zelradton, capital of the South Province). From their slavemasters, the slaves learned their letters. I have enquired of my scholar as to the provenance or meaning of Caerdirealorae, whether it was a real place or a mere figment of my somnambulant imaginings.

11 Planting 565 CY. Last night they showed me the Idol, the Black Heart. It lies at Her Feet (why had I not seen it before?), as hideous to look upon as She is Fair. The eye cannot abide to behold it – misshapen and ill begotten as it is – a splinter of a more terrible world survived to prick a hole in this Creation. Gurrion Nur they name it in tones of hushed reverence, for from this supreme abhorrence they have, by the Will and Guidance of the Mistress and Her Childer, fashioned the singular beauty of Caerdirealorae – the sublime sprung from the profane.

27 Flocktime 565 CY. Another letter from my good sage, slaving away on my behalf (and a goodly fraction of my stipend) in the dusty book stacks of the Lyceum of Rel Deven. My inky friend informs me that, despite his utmost diligence, he can find no trace of Caerdialorae, but that if I have recorded the name correctly, that is undoubtedly of a Flannish origin. He dribbled on for two whole pages about the concordance of broad and narrow vowels, but I confess such turgid scholastic minutiae are beyond my capabilities to even feign an interest in. More encouragingly, ‘Gurrion Nur’ when rendered from an apparently rare dialect of Flan (note to self – enquire where this dialect is/was spoken?) into the Common tongue means “Hideous Idol”, an apt, if unimaginatively literal description.

Goodmonth 1, 565 CY. Finally after a through survey of nigh every inch of the cliffs surrounding this blasted tower, I have found something of interest. There is a series of sea caves to the south of the tower, not far from the inscription I found last year, but cut off from it by a cliff-walled inlet in the shoreline. A series of stone steps lead down toward them and some have found use as moorings for the villager’s

fishing boats, and I fancy hiding places for smuggled contraband (Allrynshen, I have discovered, receives a sizable bonus to his stipend to display a determined lack of curiosity in the comings and goings of the local's boats). Beyond them, where the shape of the cliff would suggest there to be another cave, there is a blank wall. When I studied this anomaly more closely and bent my Art upon it, I found the cliff face was an illusion, covering a worked stone arch, sealed by a graven stone block of immense size. This may indeed be the "Hidden Shrine of Gyrtulndarrath", though it is Hidden no more.

Goodmonth 4, 565 CY. A most extraordinary stroke of fortune today! I have for some time been engaged in trying to capture something of the sublime wonder of Caerdirealorae in the form of charcoal sketches. I confess I am no drawing master, but I feel I have managed to capture some essence of that enchanted and enchanting city. I was working this morning at a high window, just below the beacon itself, as is my wont, when Allrynshen, peering over my shoulder, asked when I had visited Onnwal? I have never set foot in that vile hive of rebellion and sedition. When I communicated this sentiment to the Constable, he looked surprised.

"Why, sir, for a man who has never been there, you have drawn a right good likeness of the Headlands!" he exclaimed, pointing to those dagger bladed hills that ring the Obsidian City.

At this I grew excited and pressed him for all he know of Onnwal. Allrynshen had visited the place but briefly, as is the habit of Provincial Marines, arriving by night to burn some rebels out of their beds. However, the Headlands were a familiar sight to all who sailed the waters of the western half of Dunhead Bay. Rain and river have shaped these hills into a most singular and unmistakable form – identical to that depicted in my sketches. Of Caerdirealorae, Allrynshen knew nothing, except that to his ear, it sounded somewhat like Killdeer, a port of little importance and less merit, which he and his erstwhile shipmates had evinced a fondness for setting fire to. I wrote immediately to my pet sage in R.D., informing him of my discovery and politely requesting that he might work to earn the coin I pay him.

Goodmonth 6, 565 CY. It is destroyed! Alas and alack! To have seen such a terrible sight! Oh the sorrow! I can scarcely write for the grief and heart's anguish. Though I know it was but a dream, its immediacy and passion have not yet left me. Moreover, my researches lead me to believe my visions are not merely the children of a idle brain, as some bards would have it, but an echo of real events.

I had come once more into the Obsidian City – but where before there was ease and joy, there was now only tension and fear. The wise of the city were gathered in the Temple of the Mistress, in a circle around the Gurrion Nur. They had cast a shroud over the face of the Mistress and were chanting some great ritual or invocation. Just as they reached the culmination of the rite, there came a storm of wings blowing through the city like a hurricano. At this the green eyes of the Caerdirealoraens burned with fear rather than exaltation. Their voices faltered and the chanting died. There was a single moment of silence. Then a scream that pierced me to the depths of my soul filled the world; a scream from another realm not lit by the golden rays of Solan – distant, alien and unholy.

In the next instant Caerdirealorae, its graceful places, the enchanting green flames of its ladies' eyes was scoured from the face of the Oerth, consumed in a holocaust of black fire that burned to nothingness everything it touched. This storm of Ebon Flame swirled around me, rolling outwards, flaring like a black star. As I looked on five comets blazed forth from the inferno. One, trailing blood-red fire, passed westwards. Another with a tail of white ice went east. Another went north, another south and one more blazed within the heart of the Ebon Flame.

And with a scream I awoke – tears of grief streaming down my face. Caerdirealorae is fallen and I am bereft. Yet my heart holds a faint hope that some kernel, some seed of that Obsidian City may yet survive, some essence of that midnight realm may yet live on. If so – then I must find it.

Goodmonth 11, 565 CY. My dreams are desolate now. The Obsidian City is no more. Yet I hear their voices calling to me from the darkness - beautiful sirens, singing to me tales of sorrow, laments for their lost city. Lost, but not beyond hope of redemption. They wove their song into sight and I beheld the world as the Gods must see it, rolled out before me like a mariner's chart. Five stars burned on the face of

the Oerth, forming between them a single star of four points. One shone in the midst of white sands, another upon the waves of a blue sea. A third blazed like fire beneath a fortress city fenced in upon three flanks by white foamed waves. The fourth burned within dagger-bladed hills and the last, oh joy! the last sparkled like sun on winter snows - a white ring upon a finger of land ending in a curving black tusk of rock and a beacon tower. I woke again in tears, but of joy this time, for now I know what I must do. I am the Presager, the One that Goes Before. In my steps the Golden One will follow. By my sacrifice shall the Obsidian City be restored!

PLAYER'S HANDOUT 3: THE DOOR OF WYRMS



DM'S MAP 1: THE UNITED KINGDOM OF AHLISSA AND THE NAERIE COMPACT

Scale: One hex equals 65 miles



DM'S MAP 2: TRENNENPORT AND ICESPIRE

Scale: One hex equals 65 miles

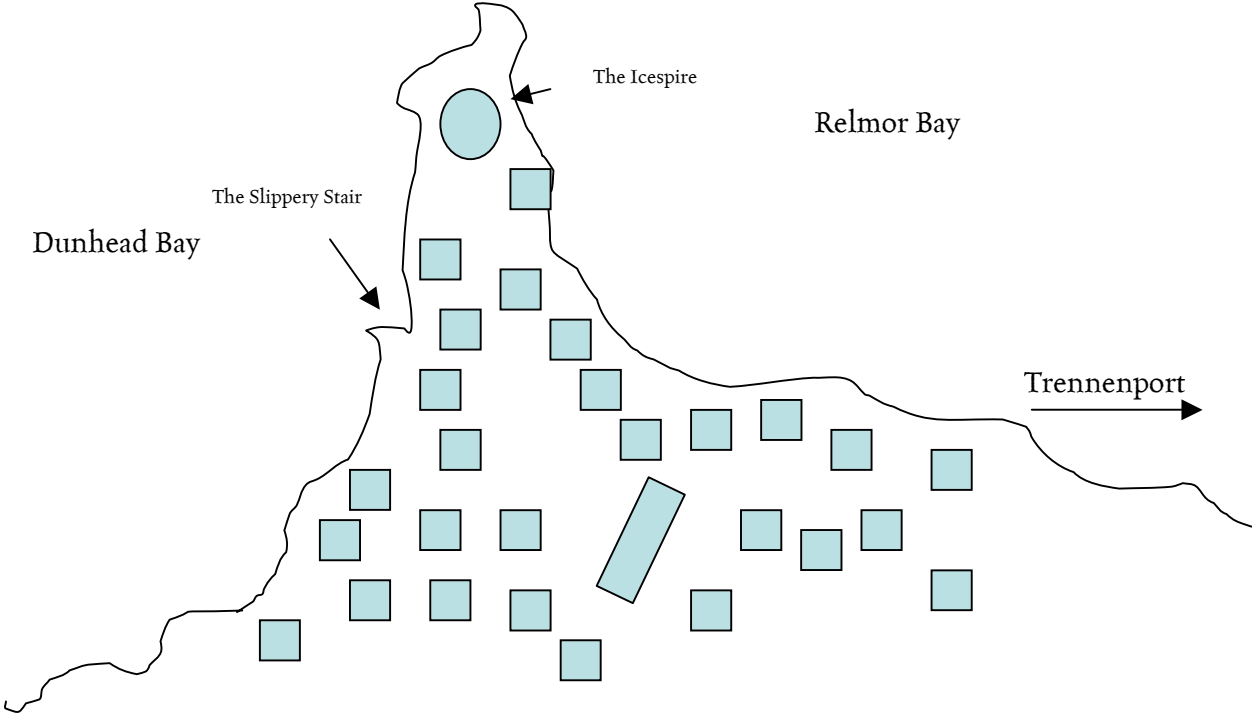
Legend

- Town/city
- Ruins
- Extent of the frozen lands

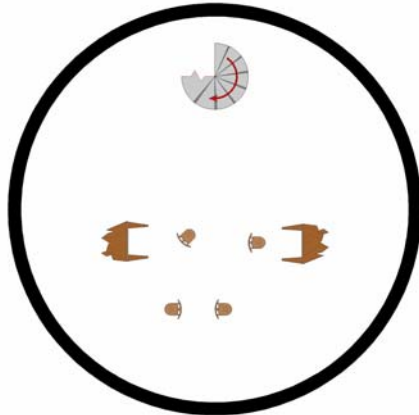


DM'S MAP 3: ICESPIRE

The Ruins of Kalinarn

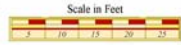


The Ice Spire

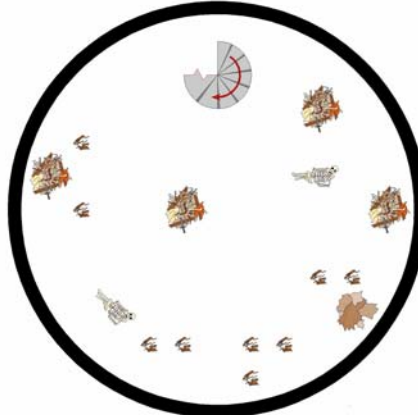


By Simon Butler
UK Onnwal Triad

Floor 1



The Ice Spire

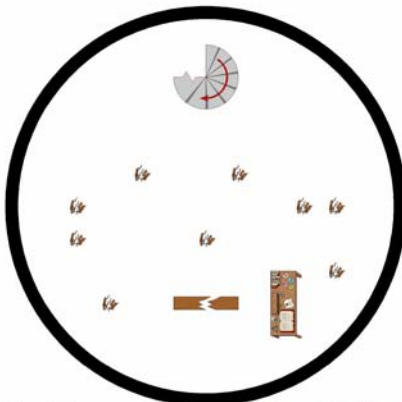


By Simon Butler
UK Onnwal Triad

Floor 2

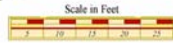


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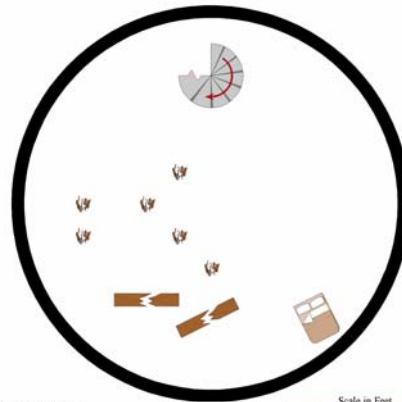


By Simon Butler
UK Onnwal Triad

Floor 3



The Ice Spire

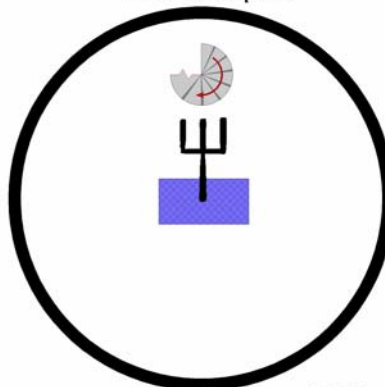


By Simon Butler
UK Onnwal Triad

Floor 4



The Ice Spire



By Simon Butler
UK Onnwal Triad

Roof



DM'S MAP 4:
THE HIDDEN SHRINE OF GYRULYNDARRTH

