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The Hidden Fortress

A One-Round D&D Core LIVING GREYHAWK Adventure

Version 1

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Fragments of a doom-laden prophesy, a millennia old map and the sanity of a man long-rescued compel you to return to the Bright Lands. A Core module for APLs 4-10. Part Two of The Sins of Ages Past.

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

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

Preparation

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

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

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

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

Keep in mind that you must have at least three 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 grey boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

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

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

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

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

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

Living Greyhawk Levels of Play

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

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

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

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

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

Time Units and Upkeep

This is a standard one-round Core adventure, set in the Bright Desert. All characters pay two Time Units to participate in the adventure. Adventurer's Standard Upkeep costs 24gp. Rich

Upkeep costs 100gp. Luxury Upkeep costs 200gp.

Campaign Consequences

This module has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to the Living Onnwal Team at creighton.broadhurst@ntlworld.com as soon as possible. General comments about the module are also welcomed at this address.

1. Did the PCs slay Ker-dorptoc?
2. Did the PCs discover the *prismatic sphere*?
3. What was the fate of Narthos?
4. Were the bones of Slanisar Bantu returned to Onnwal?
5. Did the party retrieve the strange black rock and the fragments of parchment found within the *wall of force* and return it to Marya?
6. At what APL was the module run?

Adventure Summary

This module is the second in the series that commenced with *The Future's Bright*. As such it would be desirable [but not essential] for all participants to have played through *The Future's Bright* prior to commencing play here. Events and individuals within *The Future's Bright* directly impact upon the course of this module.

Adventure Background

In *The Future's Bright*, adventurers rescued a single survivor from *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 a little mad by his ordeal, survived the attack. By the time the characters were put ashore several months later to explore the remnants of the shattered vessel 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.

A year has passed since the events described in *The Future's Bright* came to pass. 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.

Two weeks ago Marya cast a *divination*, seeking to gain an insight into how to heal her charge's afflictions. All she gained from the experience was a cryptic poem, seeming to have no relevance whatsoever to her plight and a feeling of deep dread. Additional magic including *commune* and *augury* all indicate that the Bright Desert is the focal point of the threat.

*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 research into the Bright Desert has unearthed an old map that purports 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 has resolved to contact the brave adventurers who originally rescued the survivor and beg them for aid.

Adventure Synopsis

Marya has contacted the adventurers and made them aware of what she has learnt. Being adventurers of stout heart and great moral convictions the PCs have agreed to undertake a journey back to the Bright Desert to uncover the mystery of what she has unearthed.

The adventure begins with the PCs aboard *The Wave Rider* a vessel riding at anchor a few hundred yards off the Bright Desert coast. It is

mid-afternoon and Captain Llarenden Farland is keen to put some distance between his vessel and the coast as quickly as possible.

All the encounters within this module have been written assuming the players are traveling by day. If the PCs elect to travel by night modify the read aloud text for each encounter where appropriate.

Encounter One: A Short Climb

In this encounter the PCs are deposited on the beach. A steep climb into the desert proper greets them.

Encounter Two: Attack of Ker-dorptoc

Atop the hills the PCs will be able to see for many miles in all directions. Ahead of them, several days travel away can be seen the cluster of hills that, according to the map, shelters the ancient tower thought to hold the key to Marya's charges sanity. It is here that Ker-dorptoc will first notice them. PCs should not be able to slay him during this encounter unless they are exceptionally lucky.

Encounter Three: Flight through the Hills

In this encounter the PCs begin their journey into the desert proper and may gain some insight into Ker-dorptoc from the norker Narthos.

Encounter Four: Duststorm

While travelling through the desert the group encounter a sandstorm. Only quick thinking (and quick feet) can save them.

Encounter Five: Onwards!

In this encounter the PCs will likely dig themselves out of the sand deposited by the sandstorm and continue onwards to the Hidden Fortress. They will encounter no other creatures during this phase of their journey except for possibly Ker-dorptoc.

Encounter Six: The Hidden Fortress

In this encounter the PCs finally reach their goal. The upper works of an ancient tower have been uncovered by the relentless winds of the desert. Within, several ancient traps still wait to catch the unwary. Here, the PCs will discover the body of Slanisar Bantu.

The tower is four stories tall. In the lowest level [which is actually below ground] the PCs discover a permanent *prismatic sphere*.

Encounter Seven: The Return Journey

If Ker-dorptoc has not yet been slain he will redouble his efforts to slay the PCs before they can return to the coast.

Conclusion

Once the PCs have braved the Hidden Fortress and discovered a little of what lurks within its depths they can return to their rendezvous with *The Wave Rider*. Unless they have already slain Ker-dorptoc he will attempt to slay the party after inflicting the maximum amount of suffering possible.

Travel in the Bright Desert

Travel in the Bright Desert is a hazardous affair. Most of the Bright Desert is nothing more than a wasteland of dune piled upon dune interspersed with a few scattered oases. Daily temperatures can reach as high as 130 degrees Fahrenheit (54 degrees Celsius) during midsummer, although the coastal regions are cooled by sea breezes blowing in off the Gearnat.

At night the temperature swiftly drops to near freezing point. In the coastal areas of the desert and upon its fringes the dunes so prevalent in the interior give way to patches of scrub desert. Here, hardy, stunted shrubs and old, sickly, twisted pine trees survive, nourished by the rocky soil and the occasional rainfall. Plant life in the interior is confined to the few trees and date palms dotted around the infrequent oases and a few lone cacti.

Travel Time to the Hidden Fortress

It will take the PCs roughly two days to travel from the beach to the Hidden Fortress and a similar amount of time to return.

This module is quite free flowing however and it is possible that the adventurers may travel during the day or night, or rest for additional time at some locations. Thus it is up to the DM to use the encounters provided in a flexible yet logical fashion. Notes appear in each of the encounters as to roughly when the PCs should undergo the challenges therein.

Whenever the PCs rest for the night any sorcerers amongst them will undergo the Dreaming. Refer to that section of the module for information regarding what the PC dreams.

It should be noted that the PCs vessel will only wait seven days for their return before Captain Llarenden Farland assumes they are lost and reports this to Marya Jernal. If PCs do not return in time for their rendezvous with *The*

Wave Rider they will have to wait for, and attract, a passing vessel. Notes on how to handle this can be found in the conclusion section.

Scouting and Familiars: Due to the nature of this module it is highly likely that PCs may use animal companions or familiars as scouts throughout this module. Ker-dorptoc will certainly attack flying scouts, but land-based familiars will escape his notice. It is highly likely that any scouts employed will be able to warn the party of approaching danger, such as the sandstorm. Amend your description of events accordingly.

Heat and Thirst Dangers

The Bright Desert is a harsh, unforgiving environment. DMs should familiarize themselves with the rules pertaining to Heat Dangers and Thirst Dangers. Abbreviated versions of these rules can be found below. The complete rules can be found in the DMG.

Heat Dangers: Heat deals subdual damage that cannot be recovered until the individual cools off by either reaching shade, being doused in water, being targeted by an *endure elements* spell or by surviving until nightfall. Once rendered unconscious the individual begins to suffer normal damage at the same rate (1d4 points of damage per hour).

A character in very hot conditions must make a Fortitude saving throw each hour (DC 15, +1 for each additional check) or sustain 1d4 points of subdual damage. Those wearing heavy clothing or armour of any sort have a –4 penalty to their saves. A character with Wilderness Lore can gain a bonus to his saving throw if he makes a skill check (DC 15). If successful he gains a +2 to the subsequent Fortitude saving throw. He may grant the same bonus to one other person for every point he exceeded the check by.

Frequency of Checks: In coastal regions PCs need only make one heat danger check every four hours as the winds blowing off the Gearnat have something of a cooling effect.

In inland regions PCs must make a heat danger check every hour, with the exception of the first two hours after dawn.

No heat danger checks need be made at night.

For more information on this subject refer to the *Dungeon Master's Guide*, page 86.

Thirst Dangers: A character can go without water for one day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10 +1 for each previous check) or sustain 1d6 points of subdual damage. Those

suffering subdual damage from lack of water are *fatigued*. (Those who are fatigued cannot run or charge and suffer an effective penalty of –2 to Strength and Dexterity).

Fatigued characters can get *exhausted* if they do something that would normally fatigue them. *Exhausted* characters move at half-normal speed, suffer an effective penalty of –6 to Strength and Dexterity). Damage taken in this way can only be recovered when a character gets water.

For more information on this subject refer to the *Dungeon Master's Guide*, page 86.

Frequency of Checks: Thirst Danger checks should be made when appropriate.

Sorcerers and the Dreaming

Individuals with levels of sorcerer will be exposed to a strange phenomenon when they attempt to sleep. As they travel further into the Bright Desert toward the Hidden Fortress 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 party will spend at least three nights in the Bright Desert. Each time they sleep take the relevant players aside and read aloud the appropriate text. If they spend additional nights in the desert use the most appropriate text as a base and improvise accordingly. When improvising use as the base text the descriptive passage provided for that leg of the journey. For example if the PCs take two days to reach the tower use as the base text the descriptive passage in Encounter Four. If PCs spend two days resting in the tower use the text provided in Encounter Six. Once the PC has begun his return journey to the coast he will have only one more dream. This is presented in Encounter Seven.

PCs who experience The Dreaming should have this marked on their Adventure Record.

The Dreams: Dependant on where the PCs rest for the night any sorcerers amongst them will undergo different intensities of dream.

If the PCs elect to stay in the shelter of the hills on their first nights rest relate to any sorcerers among them that they sleep very uneasily. It seems to them as if something is whispering to them but they cannot make out any words.

For subsequent nights spent in the desert as the party travel toward the Hidden Fortress use the following passage as a template to describe to the PCs what they dream:

Although asleep you sense that someone or something sinister is close by. It creeps slowly and carefully toward you as your companions slumber on, oblivious to the peril within their midst. Ignoring them as if they are nothing...it draws to within an arm's length of you.

It stretches out toward you. When it touches your skin you feel a cold despair sweep through you. You struggle to wake but cannot. It's touch seems to draw the warmth from your bones. As you wrestle with the ebon bonds of sleep, you hear for the first time that this thing is muttering in a fell language that touches the very fibre of your being.

Your soul cries out in anguish and terror, recoiling from the darkness that seems to emanate from this thing. Unknown words resonating with power fall from its mouth and are forgotten as soon as they are heard. These are words no human throat was ever fated to utter.

Have the PC make a Will save (DC 0). No matter the result continue:

With a supreme effort of will you manage to pull back from the thing that crouches over you and suddenly you are awake.

Any dreams encountered when the PCs are resting within the Hidden Fortress will be particularly vivid. The text for these dreams is provided in the Hidden Fortress portion of this module.

For dreams encountered during the return leg of the journey use the following text as a template:

Lurking in the darkness just beyond the fires of your campsite you sense the presence of something whose very presence nature abhors. Silently on wings of the deepest black it hovers above you. It's breath is upon your face and you sense its consciousness trying to battle down your mental defences.

Have the PC make a Will save (DC 0). Whatever the result continue:

It's cold touch is strangely diminished and you easily deflect it from it's purpose. Your mind is free of it's malign presence and as it withdraws you catch a briefest hint of words laden with power and ancient meaning insinuating themselves into your being. Then, all is quiet.

Ker-dorptoc

Ker-dorptoc is a ghostly blue dragon bound to this portion of the Bright Desert. A typical example of a blue dragon he is vicious, vain, cruel and sadistic. Extremely territorial he takes great interest in any group of individuals that invades "his" territory.

Ker-dorptoc was slain over a hundred years ago when the wurm Volte came to the Bright Desert from the Stark Mounds. Volte slew Ker-dorptoc and wrested his lair in Dagger Rock from him.

Tactics: He likes to tease his prey and will not immediately attack to kill. He is more likely to use his *destroy water* and *frightful moan* abilities to terrify and panic the party when he first encounters them. Unless exceptionally lucky, or clever, the party should not be able to kill Ker-dorptoc at this stage.

Although he can pass through solid objects at will Ker-dorptoc will not hide himself within or below the surface of the sand. In his final fight Volte slew him by collapsing a huge dune upon him and this experience has scarred him somewhat.

Although dead, some compulsion has drawn him to the tower. Intelligent enough to realise that whatever is binding him to this place probably lies with the tower he is happy for travellers to journey to the tower. If however they leave the tower he realises that they have failed to release him and will attempt to slay them in revenge.

Ker-dorptoc will not cross the hills that line the coast of the Bright Desert - he feels compelled to stay in the desert proper.

Appearance: Ker-dorptoc has a single great horn on his snout. His scales, polished by the blowing desert sands, are a deep azure in hue. Small discharges of electricity play around and off his body.

Treasure: Ker-dorptoc carries no items of note.

Death: If Ker-dorptoc is slain in an early encounter it is perfectly possible that he could return to harass the party in subsequent encounters. Ker-dorptoc possesses the

rejuvenation ability and will reform in 2d4 days if he makes a successful level check (DC16). PCs should only receive XP for killing him once however.

Player's Introduction

Once the players are settled read or paraphrase the following:

Several weeks ago you all received a missive from a follower of the Lady of the Waves named Marya Jernal. The lady has contacted you in order to beg for your aid in unravelling a strange and portentous mystery. The survivor of a ship wrecked on the Bright Desert coast was brought to her temple a year ago in dire need of healing. Although his physical wounds have long since healed he still remains trapped in his own madness and all available remedies, both magical and mundane, have failed.

Magical investigations have led Marya to believe that the key to healing her charge lies in an ancient tower located in the southern reaches of the Brass Hills. In her letter she has beseeched you to travel to the tower and retrieve for her any artefacts that you find within.

This is a good time for the PCs to introduce themselves to each other and to purchase any additional gear that they might require. In addition give them Player's Handouts One and Two.

The PCs have been contacted either because they were the ones who returned the survivor to Onnwal, or because Marya has heard tales of their exploits.

If a PC succeeds at a Religion check (DC 10) inform him that the title "Lady of the Waves" refers to Osprem, the Suel goddess of Sea Voyages, Ships and Sailors.

Once they have purchased any gear that they deem necessary and have asked any questions that they may have, read or paraphrase the following:

Your travel to the Bright Desert was uneventful. A boat was chartered for you at Marya's expense. The Wave Rider, captained by Llarenden Farland, is a stout vessel. A merchantman making the run between Onnwal and Greyhawk, the ship is a veteran of blockade running and her crew are no strangers to danger. Dropping anchor a scant 200 yards from the Bright Coast, one of

the ship's boats is dropped into the clear blue waters of the Gearnat with a splash. You and your gear are quickly loaded and then deposited on the shore.

As their boat is raised back onto the Wave Rider, Captain Farland words ring in your mind "I will return at daybreak, every day for a week. If you do not return in that time I will presume you slain by the denizens of that accursed land."

The PCs have truly arrived in the Bright Desert.

The sun beats down upon you and you quickly begin to perspire. A slight breeze blows in from the Gearnat making the temperature almost bearable. The temperatures away from the coast however must be excruciatingly hot; wearing any kind of metal armour or indeed heavy clothing seems like sheer folly. Ahead of you a series of low, but steep hills blocks your advance. Consulting your map you see that you have to traverse these hills to get to the desert beyond.

Several days travel out into the desert lies the tower that is your ultimate destination. Of course the farther you travel into the desert the deeper you will be travelling into the so-called Empire of the Bright Lands ruled over by the infamous Rary. (A powerful wizard and former member of the Circle of Eight it is whispered that Rary's magical might is unsurpassed). As you survey the hills ahead of you, you fervently hope that his gaze and the attention of his minions are focused far away from here.

When the PCs indicate they are ready to proceed continue to Encounter One.

Encounter One A Short Climb

Ahead of the PCs lies a range of low but steep hills.

Ahead of you a low range of hills bars your progress into the interior. Shouldering your pack and taking a long swig from your water flask you wearily take the first step in what promises to be a very long and very arduous trek. Several deep gullies pierce the hills in front of you. Which one will you take?

The three ravines ahead of the PCs are all essentially the same; each is between fifteen and thirty feet wide, steep sided and roughly forty feet deep. Once the PCs have made their decision as to which one to traverse continue:

The deep ravines twist and turn as they wind further into the hills. It is cooler here but the knee-deep sand that has been blown into these narrow passages makes the going hard. As the ravine climbs through the hill the going becomes easier and soon you must only concern yourself with keeping the sand that is constantly being blown into the ravine from above out of your eyes.

If the PCs make a Listen check (DC 10) tell them that they hear the muffled sound of hooves from around the next tight turn, and that they appear to be getting closer! If the PCs do not hear his approach Argaveno, a desert centaur, will surprise them. If he catches the party flat-footed he will draw his bow and demand to know who the PCs are.

All APLs

🐾 **Argaveno, centaur:** 26 hp. See *Monster Manual* page 33.

Argaveno

Argaveno will only fight if attacked. He will be more interested in discovering why a group of strangers are trekking through the Bright Desert.

Appearance: Smaller and more muscular than a normal centaur Argaveno is handsome, noble looking and heavily tanned. His great shoulders bare many scars. He is unarmoured but carries a light lance. Across his back are strapped a composite short bow, a quiver of arrows and a scimitar.

Development: Argaveno is one of those allied against the forces of Rary the Traitor. Although initially wary, if the PCs profess not to be allied with Rary he will converse with the PCs but will remain guarded. As are many of his kind he distrusts spell casters and instead will prefer to converse with a fighter or ranger.

If the PCs tell Argaveno the reason for their presence (and he will definitely ask) he will confirm that such a tower exists (at least in the legends of his people). He knows not what lies within the confines of the tower as among his people dark legends shroud the hills upon which it supposedly stands.

Tales dating back to before the time of Sulm imbued the tower with a sinister aura of menace and foreboding. Although the legends are unspecific as to the nature of the threat that lurks within the tower they are unequivocal in their warnings.

At all times Argaveno will deal with the PCs in an honourable fashion and will warn them of both the strange man-scorpion creatures that infest the desert and that yesterday he also came across the tracks of many small humanoids. They seemed to be heading out into the desert.

Once the PCs have reached the summits of these hills move on to Encounter Two.

Heat Danger Checks: If the PCs are travelling during the day have them each make two heat danger checks during the course of this encounter.

Encounter Two

Attack of Ker-dorptoc

This encounter follows directly on from Encounter One. When the PCs have crested this low range of hills read the following.

Ahead of you, stretched out to the horizon, lies the Bright Desert. At the base of the low, arid hills upon which you stand can be seen endless ranks of dunes that seem to march on into infinity. Too numerous to count these dunes are the dominant feature of this sun baked landscape. Rearing out of the dunes several days journey hence stand a cluster of hills. The map indicates that they shelter the tower which apparently holds the answers to the questions you seek.

Behind you glitters the Gearnat in the afternoon light. You can just make out the sails of The Wave Rider as it retreats from the blasted coastline on which its master deposited you.

Long shadows cast by the afternoon sun cloak the jagged crags and deep clefts of the hills below you. At least the cool depths of those sheltered valleys hint at some relief from the oppressive heat.

While the PCs survey the landscape and plan their route, Ker-dorptoc, a ghostly blue dragon, first notices them.

APL 4 (EL 5)

🔥 **Ker-dorptoc, ghostly very young blue dragon:** hp 68; see Appendix One.

APL 6 (EL 7)

🔥 **Ker-dorptoc, ghostly young blue dragon:** hp 78; see Appendix Two.

APL 8 (EL 9)

🔥 **Ker-dorptoc, ghostly juvenile blue dragon:** hp 97; see Appendix Three.

APL 10 (EL 10)

🔥 **Ker-dorptoc, ghostly young adult blue dragon:** hp 128; see Appendix Four.

Ker-dorptoc's Tactics: While ethereally soaring over the desert sands Ker-dorptoc will first notice the party as they survey their route to the goal. He will circle the party invisibly for several minutes observing them for any obviously weaknesses.

Once it becomes evident that the party is going to start down into the desert proper he will manifest himself about 100 feet ahead of the party and unleash a *frightful moan* (that will have no affect on the party due to range). His initial goal is too terrify the party.

He will circle the party for several rounds, unless effectively attacked, before over flying them twice at a height of about twenty feet. When he passes over the PCs he will use his *destroy water* ability in an attempt to ruin the party's water supplies.

He will then disappear from sight.

Treasure: The PCs will not come across any treasure in this encounter.

Development: If the PCs indicate that they wish to proceed down the hills into the Bright Desert proper proceed to Encounter Three. If they indicate that they wish to return to the beach area describe the desolation and lack of shelter apparent there from both the heat and the attentions of Ker-dorptoc.

Ker-dorptoc will harass the party for the balance of their journey through the desert. His main goal is terrify and toy with the PCs. Once they have visited the tower and are on their return journey his attacks will become more serious as he attempts to kill the PCs. For more information about Ker-dorptoc's tactics refer to the Ker-dorptoc section at the beginning of this module.

Heat Danger Checks: During the course of this encounter the PCs do not need to make any heat danger checks.

Encounter Three Flight Through the Hills

Once the PCs have surveyed their route they will no doubt want to descend into the hills, either as the first stage of their journey to the tower or as a means of escaping Ker-dorptoc.

Once the PCs start to journey into the desert proper they will come across the remains of a norker patrol. All are dead, but one set of tracks leads off over a dune.

Your descent through the hills passes without incident and all too soon you have left the shaded confines of the gorge behind you.

Some wasted shrubs and the occasional sickly tree still survive but their frequency is diminishing rapidly as you travel further into the interior.

Ahead of you through the blazingly hot air, in the lee of a small dune, you can see what appear to be the heaped bodies of over a score of small red-skinned humanoids. They lie here and there, some in groups others on their own. All seemed to have died fighting. You cannot make out any more details without getting closer.

Lying scattered about are the lightning-blasted remains of roughly a score of norkers slain by Ker-dorptoc. Once the PCs get closer read the following:

As you get closer you detect the stench of ozone in the air. Getting closer also allows you to make a more detailed examination of the area. All the creatures seem to have been killed by some kind of electrical attack. The ground is churned up with tracks leading all over the place.

The creatures themselves resemble red-skinned goblins except that their canine teeth are longer than a man's finger! Hairless and clad only in a loincloth a few have pouches or skulls tied to their belts. Scattered about this place lie a variety of weapons including crude clubs and iron-shod javelins.

All the creatures here are dead. PCs who take the time to give the area more than a cursory examination, may notice one set of tracks leading off to the west and many tracks leading into the area from the east.

A successful Spot or Wilderness Lore check, for those with tracking, (DC 7) indicates that the PC has noticed the westward tracks and has ascertained that the individual who made them was small in size and obviously wounded in one leg. The tracks leading in from the east are obviously that of the warband.

Treasure: In all the PCs can retrieve seventeen javelins and a like number of undamaged clubs. The creature's pouches contain little of interest. All are filled with odds and ends of an unsavoury fashion.

All APLs: L: 2gp; C: 0gp; M: 0gp

Development: If the PCs elect to follow the tracks leading away from the massacre site they will come across an injured norker lying face down in the sand. His left leg is horribly burnt and the creature is unconscious. Narthos currently has 1 hp and is *exhausted*. (See "Heat and Thirst Dangers" for details)

If the PCs elect to kill or abandon the norker then the encounter is over.

If the PCs decide to revive him they will need to give the creature food and water as well as healing. Narthos is a particularly intelligent norker speaking both a dialect of Goblin and Orc. If questioned he will be able to relate how his company came to ruin. Narthos and his tribe are "allied" with the forces of Rary and were ordered to patrol this part of the desert.

Several days ago a ghostly dragon attacked his band. The dragon stalked them for several days killing stragglers and attacking the survivors periodically. When the final attack came Narthos fled in the confusion and was not noticed. [Narthos can describe Ker-dorptoc's ghostly abilities and breath weapon in alarming detail. He can also relate, if asked, that their water supplies inexplicably turned to dust at the same time as the dragon first appeared]. Narthos has had enough of the desert and Rary and will, if given the chance, accompany the PCs out of the desert. A particularly thoughtful and intelligent, but impressionable, norker he will form a strong bond to the PC who was kindest to him in their initial encounter. If Narthos survives the adventure it may be possible for that PC to gain Narthos as a cohort (see the Treasure Section for more information).

Heat Danger Checks: If the PCs are travelling during the day have them each make two heat danger checks during the course of this encounter. If they go after Narthos have them make three checks in total for this encounter.

Encounter Four

Sandstorm

This encounter occurs as the PCs are journeying toward the Hidden Fortress. Ker-dorptoc should not attack the PCs during the storm, although they may think that they hear his moaning above the wind.

For the last several hours the terrain that you have travelled through has slowly changed. Initially you encountered a small amount of shrubs and the occasional sickly tree which managed to survive here, nourished by the seasonal storms driven in off the Gearnat.

As you have travelled further inland however vegetation has become scarcer until all you can now see is the rising and falling dunes of the desert stretching to the horizon itself. Heat shimmers rise all around as you trek through a desolate wasteland punctuated only by the occasional remains of some long dead desert denizen.

The almost tangible heat of the desert seems to suck the very breath from your lungs as you crest the top of a particularly high dune. Stumbling down the ever-shifting flank of the dune you curse the heat of this gods-forsaken place.

The monotony of your journey is finally broken. Ahead of you roughly two hundred feet away and partially buried by the flank of a large dune can be seen the remains of a stone structure. The roof has fallen in and some of the walls seem to have collapsed but enough remains to afford some shelter against the sun.

Once the PCs have determined what they wish to do read the following:

As you start toward the ruin the wind suddenly picks up, plucking at your sweat soaked clothing. You look to the horizon and a sight that chills your very soul greets you. Surging toward you at what seems an impossible speed comes a veritable wall of wind-tossed sand. Stretching as far as you can see to either side of you and reaching

hundreds of feet into the air, death itself is hurtling towards you.

The sandstorm will strike the party in three rounds. The PCs have that long to find or erect some kind of shelter or they will surely perish. Go round the table and determine in which direction, if any, individual PCs are going to move. If the PCs split up handle each group separately.

The Ruins: If the PCs can get to the ruins ahead of them these will protect them from the worst of the storm's affects. The ruins are in fact only 150 feet away and are large enough to shelter the entire party. There is nothing of value in these ruins and no clue as to their original purpose remains.

PCs sheltering in the ruins can act as normal if they wish, (however standing up will expose them to the full affect of the storm). The ruins will grant them a +4 circumstance bonus to any saving throws or Constitution checks they need to make during the storm. In addition they will only take 1d3-1 points of subdual damage per round. Conversation between PCs in the same or adjacent spaces is possible. Leaving the shelter of the ruins will expose the PC to the full effect of the storm.

Shelter in the Dunes: If the PCs return the way they came and take shelter behind the dune they have just crossed this will afford them some protection from the sandstorm. The top of the dune is only ninety feet away.

PCs sheltering behind the dune act as normal if they wish, (however standing up will expose them to the full affect of the storm). The dunes will grant them a +2 circumstance bonus to any saving throws or Constitution checks they need to make during the storm. In addition they will only take 1d3-1 points of subdual damage per round. Conversation between PCs in the same or adjacent spaces is possible. Leaving the shelter of the dune will expose the PC to the full effect of the storm.

Staying Put: PCs staying put are likely to suffer the full effects of the storm unless they employ magic such as *rope trick* or *leomund's secure shelter*.

Straight Up: Some PCs may elect to avoid the sandstorm by flying above it. The sandstorm is 150 feet high and can easily be avoided by *fly* and similar magics.

The Sandstorm

The sandstorm that strikes the party is a particularly large and powerful one. It has the following effects:

- Any unprotected flames are automatically smothered.
- Any protected flames have a 50% chance of being smothered by the sand and a 75% chance of being blown out by the wind.
- Listen checks are at –8 penalty due to the howling of the wind.
- The sandstorm will deposit 2d3-1 feet of sand throughout the area, possibly burying equipment, possessions and PCs.
- Normal ranged missile attacks are impossible due to the wind.
- Small or smaller-sized creatures are blown away; Fortitude save (DC 18) to avoid. PCs who fail their save are blown 1d4 x10 feet away per round and suffer 1d4 points of subdual damage per 10 feet. (Flying creatures are blown back 2d6 x 10 feet and sustain a total of 2d6 points of subdual damage. Unattended equipment will be blown away, buried and likely lost.
- Medium-sized creatures are knocked prone by the force of the wind.
- Large or Huge-sized creatures are unable to move forward against the wind. Flying creatures are blown back 1d6x10 feet.
- Those caught out in the open without any substantial cover suffer 1d3 points of subdual damage per round.
- Choking hazard. All characters can hold their breath for a number of rounds equal to twice their Constitution score. After this period of time the character must make a Constitution check (DC 10) every round in order to continue holding his breath. Every round the DC increases by 1. When a character fails a Constitution check he falls unconscious (0 hp). In the following round he drops to –1 hp. In the third round he dies. PCs who place a scarf or similar protection across their face do not start to choke until a number of rounds equal to ten times their Constitution score.

Storm Duration

The storm will last a differing number of rounds depending upon the APL of the table.

APL 4: 4 rounds.

APL 6: 6 rounds.

APL 8: 8 rounds.

APL 10: 10 rounds.

After the storm has passed and the PCs indicate that they wish to continue proceed to Encounter Five. If PCs loose any items of equipment during the storm they are likely to attempt to try and retrieve them. Items will probably be scattered over a wide area and buried. Without magic such as *locate object* it is highly unlikely that they will retrieve any lost equipment.

Encounter Five Onwards!

This encounter takes place after the PCs have survived the sandstorm and spent any time they deem necessary looking for lost equipment or companions.

The balance of the PC's journey to the tower will be uneventful apart from the possible appearance of Ker-dorptoc. Refer to his entry at the beginning of this module for more information on the tactics he may employ to harass the party.

It will take the PCs four hours to reach the hills wherein the tower stands.

Heat Danger Checks: If the PCs are travelling during the day have them each make four heat danger checks during the course of this encounter.

Encounter Six The Hidden Fortress

The tower, which the PCs seek, is actually the centrepiece of a sprawling set of fortifications that spread out over the original valley floor. The tower itself was constructed atop a small hill roughly in the centre of the valley. Currently the top level of the tower is the only portion of the fortress standing above the level of the ever-shifting sands of the Bright Desert. The top level of the tower rises twenty feet into the desert sky.

The tower and surrounding fortifications were constructed several thousand years ago by a tribe of Flan fleeing the destruction of their kingdom.

Over sixty feet tall and containing four distinct stories the tower is forty feet in diameter. Below those, cut into the rock of the valley floor, are an additional two sub-levels.

It is extremely unlikely that the PCs will ever discover the rest of the complex buried deep beneath the sand.

The letter "T" prefixes all encounter areas within the tower.

The Dreaming: Remember that when asleep any sorcerer is subject to The Dreaming. The dreams that the PC faces within the fortress will be far more intense than previous dreams. If the PCs do not rest within the fortress use the text below as the basis for the next dream that they undergo. Read the following:

The exertions of the day have exhausted you and you are asleep quickly. Once again you somehow know that something is stalking you. A huge shadow blacker than the soul of a devil is suddenly upon you. Seemingly larger and more powerful than before your soul shrinks from the implacable evil that radiates from it in an almost tangible aura.

It stretches out to touch you and again cold sweeps through your body. You cry out but none of your companions hear.

Have the PC make a Will save (DC 0). No matter the result continue:

With a jerk you realise that you are no longer in the tower and are no longer surrounded by your companions. A chill wind is hurled into your face and it is all you can do to breath. Faster and faster comes the wind and you realise that although you can see no stars you are flying at an impossible speed.

After a timeless period you begin to spiral downwards. Screams fill the dark and below you a city is dying. Flan soldiers wage a futile struggle in the streets as wyrms swarm through the city. Streets once opulent are now choked with the dead, the dying and the ruins of a civilisation.

A great edifice rears up in the centre of the city and as you watch its roof falls in, surely crushing hundreds. There is a great explosion; buildings and wyrms are swept aside in a final orgy of destruction and suddenly you are back in your bedroll as if nothing had happened.

Gaining Entry to the Tower: The exposed walls of the tower are unbroken by windows or arrow

slits and thus the PCs will have to gain access via the roof. PCs will have to scale twenty feet of wall with a successful Climb check (DC 15) to gain access to the roof.

Features of the Tower

The tower is forty feet in diameter and sixty feet in height. A single spiral staircase penetrates the tower through its centre. The tower itself has four levels each radiating out from the staircase.

The following features are common to the Hidden Fortress. Unless otherwise noted in the text the particulars for features such as doors and walls are as follows:

Ceilings: Unless otherwise noted ceilings are fifteen feet high.

☒ **Ceilings:** 1 ft. thick; hardness 8; hp 90; AC 5; break DC 35; Climb DC 25.

Floors: Floors in the tower are uniformly flat and paved. Near outside windows and doors piles of sand blown in by the wind have drifted up against the walls.

☒ **Floors:** 2 ft. thick; hardness 8; hp 130; AC 5; break DC 35; Climb DC 15.

Doors: Originally the doors in this tower were of strong construct but time and the encroaching elements have weakened them. All doors in the Hidden Fortress, unless otherwise noted, are warded with *arcane lock* and hidden by a glamor so as to appear as a solid wall.

☒ **Wooden Doors:** 2 in. thick; hardness 5; hp 15; AC 5; break DC 26.

Exterior Walls: Once finely crafted of interlocking blocks in the ancient Flan style these walls are now falling into decay.

☒ **Exterior Walls:** 2 ft. thick; hardness 8; hp 130; AC 5; break DC 35; Climb DC 15.

Interior Walls: Constructed of interlocking stone blocks these walls have resisted the onslaught of time well.

☒ **Interior Walls:** 1 ft. thick; hardness 8; hp 90; AC 5; break DC 35; Climb DC 20.

Light: Unless otherwise noted in the text the interior of the tower is unlit.

Heat Danger Checks: Whilst in the tower the PCs do not need to make any heat danger checks.

Guards and Wards

The entire tower is affected by a permanent *guards and wards* effect and radiates strong magic of the Abjuration school. A *dispel magic* (DC 28) cast on a specific effect, if successful, removes only that effect. The following effects are active throughout the tower.

Arcane Locks: All doors in the tower are *arcane locked*. (Spell resistance: No).

Webs: Webs fill all stairs from top to bottom. These strands are identical to those created by the *web* spell, except that they regrow in 10 minutes if they are burned or cut away. (Spell resistance: Yes).

Confusion: Where there are choices in direction – such as a corridor intersection – a minor *confusion*-type spell functions so as to make it 50% probable that intruders believe they are going in the exact opposite direction from the one they actually chose. This is an enchantment (mind-affecting) effect. (Spell resistance: Yes).

Lost Doors: Unless otherwise noted, all the doors in the tower are covered by a glamor to appear as if they were a plain wall. (Spell resistance: No).

Stinking Cloud: Both *stinking cloud* effects have been placed in the sloping passageway described in T7.

T1 The Roof

This is the first encounter area that the PCs will enter when they begin their exploration of the tower.

Pitted and scarred battlements ring the roof of this ancient and strange tower. In the centre of the sand-choked roof squats a half dome. Set into the dome is cut a narrow, low door. Above the door the remnants of a pictorial carving can barely be made out. What the carving was, or what it represented is impossible to say. The door below it is partially open but half choked with drifting sand.

If a PC takes the time to examine the carvings and succeeds at a Search check (DC 23) he will gain the impression that the carvings once represented some kind of winged creature, although specifically what type of creature is impossible to say.

Clearing the door of the drifted sand will take about five minutes. Once the sand has been cleared away read or paraphrase the following:

Beyond the partially buried door lies a small circular chamber roughly the same diameter as the half dome. The wind has forced sand into much of this room. In the very centre of the floor has been cut a circular hole, which

is now choked with sand and thick fibrous webs. About ten feet to your right, slumped against the wall, rests the desiccated body of what appears to have once been a human.

A spiral staircase pierces the floor in the very centre of the room. The whole stairway is choked with a *web* affect. Refer to the *Guards and Wards* section for more information regarding this.

The PCs have finally discovered the final resting place of Slanisar Bantu, famed Onnwalon adventurer of high repute.

What Has Gone Before: Slanisar was a powerful sorcerer hailing from the Storm Coast region of Onnwal. He survived the destruction of his vessel in 591 CY not by dint of his prodigious magical abilities but rather seemingly by chance.

Some inner compulsion drew him to this place and exploring it, he discovered the strange doors in the lowest level of this place but dared not open them. He arrived at the tower with his food and water supplies all but gone. Unwilling to risk the desert and Ker-dorptoc again he instead elected to remain here in hopes of eventual, but unorthodox rescue.

It was here that he died. Slanisar's plan was simple. He knew that if he wandered off into the desert his remains would likely never be found, but he also knew that the strange compulsion that had lured him to his death would also ensnare others. Doomed to die he reasoned that at least if he were to die here his remains would more than likely eventually be found. Slanisar is gambling that he will be discovered by adventurers and that such folk will either contact him using a *Speak with Dead* spell or will read the missive that he penned before he perished.

Development: It is possible that the PCs will attempt to contact Slanisar for more information regarding what desert terrors lurk in the tower. If such a course of action is embarked on Slanisar can relate the following:

- He can describe in general detail the inner layout of the tower. He only really explored however the stairway and the room with the rune graven door.
- Slanisar did not discover any of the hidden doors nor did he break down the graven doors as he feared what he would release if he did so.

- Slanisar will be quite vocal in his desire to be returned to Onnwal so that he can be resurrected by his comrades.
- If question about how he came to be here he will relate to the PCs that his vessel, the *Azure Warden*, was destroyed in the Spring of 591 CY. Compelled to travel inland he survived the depredations of Ker-dorptoc and discovered this place.
- He does not know what destroyed his vessel nor does he know the identity of the single survivor, although he will express joy that one of his crew survived.

Treasure: The only treasure in this area is the equipment lying scattered about Slanisar's remains. PCs searching his body will immediately and automatically discover an ivory scroll tube clutched in Slanisar's bony hand. Once the PCs indicate that they wish to open the scroll give them Player's Handout Four

APL 4: L: 26gp; C: 54gp; M: +1 *dagger* (191gp), +1 *shortspear* (191gp), *wand of keen edge* [5th lvl, 7ch. (131gp).

APL 6: L: 26gp; C: 54gp; M: +1 *dagger* (191gp), +1 *shortspear* (191gp), *wand of keen edge* [5th lvl, 7ch. (131gp), *slippers of spider climbing* (167gp)

APL 8: L: 26gp; C: 34gp; M: +2 *dagger* (692gp), +1 *shortspear* (191gp), *wand of keen edge* [5th lvl, 7ch. (131gp), *slippers of spider climbing* (167gp).

APL 10: L: 26gp; C: 54gp; M: +2 *dagger* (692gp), +2 *shortspear* (692gp), *slippers of spider climbing* (167gp), *wings of flying* (458gp)

T2

The First Landing

Once the stairs have been cleared of webs the PCs can proceed to this area. Because the door on this level is disguised by a glamor effect to resemble a featureless part of the wall it is highly possible that the PCs will not even notice that they are passing an encounter area. If they do not notice the glamor or state that they are not searching the area simply continue to the next encounter.

A successful Search check (DC 21) in the area of the door will reveal the door.

If the PCs discover the door and manage to open it describe to them a series of empty, dust-strewn rooms ringing the stairway. There are no windows here and none of the rooms seem to have a definite purpose. The PCs will encounter nothing of interest here. The DM should do all he can to move the PCs through these areas swiftly.

T3

Second Landing

Once the stairs have been cleared of webs the PCs can proceed to this area. Because the door on this level is disguised by a glamor effect to resemble a featureless part of the wall it is highly possible that the PCs will not even notice that they are passing an encounter area. If they do not notice the glamor or state that they are not searching the area simply continue to the next encounter.

A successful Search check (DC 21) in the area of the door will reveal the door.

If the PCs discover the door and manage to open it describe to them a series of empty, dust-strewn rooms ringing the stairway. There are no windows here and none of the rooms seem to have a definite purpose. The PCs will encounter nothing of interest here. The DM should do all he can to move the PCs through these areas swiftly.

T4

Third Landing

Once the stairs have been cleared of webs the PCs can proceed to this area. Because the door on this level is disguised by a glamor effect to resemble a featureless part of the wall it is highly possible that the PCs will not even notice that they are passing an encounter area. If they do not notice the glamor or state that they are not searching the area simply continue to the next encounter.

A successful Search check (DC 21) in the area of the door will reveal the door.

If the PCs discover the door and manage to open it describe to them a series of empty, dust-strewn rooms ringing the stairway. There are no windows here and none of the rooms seem to have a definite purpose. The PCs will encounter nothing of interest here. The DM should do all he can to move the PCs through these areas swiftly.

T5

Fourth Landing

This level houses the original main entrance of the tower. Long-since choked and blocked with tons of sand nothing has passed this way for some time.

To your left a ten feet wide, web free passage, stretches off into the darkness. The ceiling in the corridor is quite low and mist obscure your vision beyond the first five feet of the passageway. The stairs continue spiralling downwards into the darkness.

The stairs continue downwards for another thirty feet. If the PCs go down the stairs proceed to T6.

If the PCs investigate the passageway read or paraphrase the following:

The ceiling here is low, being barely six feet in height. The corridor continues on a straight course for about twenty feet before ending in a stoutly bound door. A small amount of sand has collected at the base of the door.

This was the original entranceway to the tower. Now of course it is hopelessly blocked by tons of sand. Any PC foolish enough to open the door will be buried in a sudden deluge of sand as the weight of sixty foot worth of sand forces itself into the corridor.

All APLs

➤ **Sandtrap:** CR2; no attack roll necessary (4d6); Reflex save (DC 20) for half damage; Search (DC 20); Disable Device (DC 20). PCs within ten feet of the door are caught in the bury zone and sustain 4d6 points of damage. A successful Fortitude save (DC 15) results in only half damage being taken. They are subsequently pinned. (Pinned PCs take 1d6 points of subdual damage every minute. If a pinned PC falls unconscious he must make a Constitution check (DC 15) or take 1d6 points of normal damage per minute until freed or dead.

PCs within twenty feet of the door are caught in the slide zone and sustain 2d6 points of damage, or no damage with a successful Reflex save (DC 15). Those who fail their saves are pinned. Individuals fleeing the sand could possibly fall down the stairs in their haste to escape. Any PC successfully fleeing the area

should make a Balance check (DC 15) or fall down the stairs suffering 2d6 points of damage. Alternatively if the web is still present this will arrest the fall of any fleeing characters.

Development: Although PCs may spend some time attempting to excavate this area they will continually be hindered by the unstable sand and will make little or no progress.

T6

Sub-Level One

This area is the first of the underground portions of the chambers beneath the Hidden Fortress. The PCs may notice as they continue that the character of their surroundings change slightly and this may give them a clue that they are now underground.

As you continue down the stairs you notice a subtle change in your surrounds. Although the stairs are much as they were before the fitted stone walls that you have become accustomed to have given way to what appears to be solid rock.

After a few more dizzying turns the stairs come out into a small rough-hewn chamber. Light is provided here by several balls of dimly glowing light hovering in midair near the ceiling. The chamber is good thirty foot in diameter and is roughly circular in shape. Against the far wall you can barely make out what appears to be an opening in the rock.

A Spellcraft check (DC 21) will reveal the glowing balls of light to be very dim *dancing lights*.

The passage way opposite the stairs slopes gently downwards to T7.

T7

Sloping Passageway

The sloping passageway that connects T6 and T8 together is roughly sixty feet long. The whole corridor is protected by a permanent version of *stinking cloud* running for the full length of the passageway.

Upon closer inspection you discover that the opening in the rock opposite the spiral staircase is filled with a thick fog. How deep the opening goes is impossible to say without further investigation.

A Spellcraft check (DC 23) will reveal the cloud to be a *stinking cloud*. The *stinking cloud* obscures all vision beyond five feet. Individuals moving through the cloud can only move at half speed, possibly necessitating several successful Fortitude saves (DC 18) to successfully move through the area without being affected by the cloud's affects.

The Dreamstealers in T9 are immune to the affects of the *stinking clouds* located here.

T8

Rune Graven Doors

Once the PCs reach this area read or paraphrase the following:

Several very faint hovering balls of light dimly illuminate this whole area. Through the gloom you can make out that a largish antechamber lies ahead of you.

The chamber is roughly twenty feet high and thirty feet square. The walls are painted in a lurid mixture of intermingled whites, blacks, greens, blues and reds. To the left of you the floor is a dark grey in colour and to the right it is blue-green in hue. Ahead of you a five feet wide, purple-coloured path stretches toward a large set of double doors.

A Spellcraft check (DC 21) will reveal the glowing balls of light to be very dim *dancing lights*.

Until they move closer or introduce more illumination into the room the PCs will not be able to make out any more details of the doors.

The pair of double doors fully ten feet high is graven in silver with many arcane and mystical symbols. About the handles of the doors is hung a silver chain with links as big as a babies fist.

Above the door, carved into a massive stone block, is a stylised representation of a five-headed dragon. The image has an aura of sinister beauty about it and is incredibly well carved. 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.

When the PCs examine the door give them Player's Handout Four. A separate Knowledge (arcana) check (DC 19 + APL) for each symbol

will allow them to decipher the runes upon the door. Find below the meanings of the symbols. Bracketed meanings are what the PC will think the symbol means if they fail their Spellcraft check.



Warning/danger (treasure)



Danger/dangerous/deadly (elemental)



Thrall/prisoner (truth/sword)



Darkness (light)



Death (modified earth sign – exact meaning unclear)



Evil/evil prisoner (time)

If *detect magic* is cast a Spellcraft check (DC 21) reveals that the doors radiate a strong aura of Abjuration magic while the chain radiates a strong aura of or Necromancy.

Trap: The silver chain on the door has been trapped with a *greater glyph of warding*. The glyph is set to activate as soon as someone touches the chain.

APL 4

↗ *Greater glyph of warding*: CR 5; individual touching the chain is targeted by an *Inflict Critical Wounds* cast at 8th level (4d8+8); Fortitude save (DC 15) for half damage; Search (DC 28); Disable Device (DC 28).

APL 6

↗ *Greater glyph of warding*: CR 6; individual touching the chain is targeted by a *circle of doom* cast at 14th level (1d8+14); Fortitude save (DC 18) for half damage; Search (DC 30); Disable Device (DC 30).

APLs 8-10

↗ *Greater glyph of warding*: CR 7; individual touching the chain; no save; individual is

targeted by a *harm* spell, loosing all but 1d4 hp; Search (DC 31); Disable Device (DC 31).

Treasure: There is no treasure to be had here except for the silver chain, which is worth 20gp.

All APLs: L: 20gp; C: 0gp; M: 0gp

Beyond the rune-graven doors lies the PCs ultimate goal. Once the PCs have activated or avoided the traps on the doors proceed to T9.

T9

The Final Chamber

This area leads directly on from The Graven Doors. Once the PCs have opened the doors read or paraphrase the following:

Opening the doors you discover a much larger chamber beyond. Bathed in a cacophony of multi-hued light this chamber is accessible via a wide staircase leading steeply downward to the cavern floor.

Roughly seventy feet in diameter and at least forty feet in height this chamber houses five huge stones, easily thirty feet in height. Seemingly set into the rock of the floor these stone behemoths surround a twenty feet wide sphere of wildly flashing and swirling colours.

A Spellcraft check (DC 29) identifies the sphere as a *permanent image* designed to resemble a *prismatic sphere*. A failed Spellcraft check identifies the sphere as a *prismatic sphere*. Unlike a normal *prismatic sphere* the illusionary example here does not cause blindness in individuals of fewer than 8 HD.

Depending on the APL several creatures lurk in this chamber. When the PCs encounter the Dreamstealers show them Player's Handout Five.

APL 4 (EL 5)

👉 **Dreamstealer** (1): hp 36; see Appendix One.

APL 6 (EL 8)

👉 **Dreamstealers** (3): hp 43 each; see Appendix Two.

APL 8 (EL 10)

👉 **Dreamstealers, Advanced** (3): hp 76 each see Appendix Three.

APL 10 (EL 10)

🔦 **Dreamstealers, Advanced** (4): hp 87 each; see Appendix Four.

Tactics: When the PCs enter the chamber the dreamstealers will each be skulking twenty feet up in one of the rearmost five rocks. Alerted by the sounds of the doors opening they will lurk there until it is evident that the party has entered the chamber and that at least a few of the PCs are standing within the area surrounded by the rocks.

When they attack they will try and keep themselves between the exit and any PCs within the chamber. If any PCs haven't entered the chamber they will be priority targets as the denizens of this chamber will be loath to let any survivors escape to tell of what they saw. They will pursue fleeing PCs up the stairs but will not leave the tower.

Treasure: There is no treasure here of appreciable value.

🔦 **The Five Rocks:** Each of the rocks has veins of different colour – white, black, green, blue and red - rock running through it and appear to be limestone in origin. Thirty feet high they are five feet square and extremely smooth to the touch.

🔦 **The “prismatic sphere”:** Refer to the Player's Handbook, page 238 for a full physical description of the sphere. The illusion has been set here to guard a permanent spherical wall of force. The wall of force surrounds what appears to be a many-hued curtain of grey light that hangs in the centre of the area protected by the wall of force. The curtain is a ragged circle in shape and about ten feet in diameter.

🔦 **The “Grey Curtain”:** If the PCs managed to bring down the wall of force (disintegrate) or tunnel under it, they will discover that the grey curtain of light is unaffected by any spell cast upon it (although it radiates strongly of Abjuration magic) and that nothing can pass through it. The curtain goes all the way to the floor. If the PCs somehow manage to get over it, they will see that there is nothing behind it.

🔦 **The “Scroll and Stone”:** Visible if the permanent illusion is dispelled, on the ground near the curtain of light can be seen the withered and near unreadable fragments of a scroll. Only one word and a short phrase is visible. About half way down the scroll the word “Unaagh” can be made out and a little after that the phrase “...bridge into darkness...” can be seen. If handled roughly the parchment disintegrates before the party's eyes.

Atop the scroll is a single fist-sized shard of rock of black hue flecked with blue-green and purple wisps. The rock does not radiate of magic, is of a type unknown to any in the party and has consistency and texture similar to pumice. Marya will claim these items if they are mentioned to her when the party tell of their exploits.

Encounter Seven The Return Journey

After the PCs have explored the tower they will no doubt wish to return to the coast. The return journey will take them the best part of two days. Unless previously slain Ker-dorptoc will do his utmost to slay them during this time. For more information regarding his tactics refer to the Ker-dorptoc section at the front of the module.

While journeying back to the coast the PCs will encounter no other hostile creatures.

The Dreaming: Remember that when asleep any sorcerer is still subject to The Dreaming. The dreams that the PC faces here will lessen in intensity the further the PCs get from the Hidden Fortress. Refer to the Dreaming section at the front of this module for further information regarding this dream.

On Time

If the PCs have taken less than seven days to return to the coast read or paraphrase the following:

With the coming of dawn the Wave Rider hoves into view. A boat is put over the side and quickly makes its way to the beach. The sailors seem unwilling to tarry long on this cursed stretch of forsaken coastline and so you are quickly on your way.

Once you are all safely onboard, the Wave Rider quickly puts about and, riding a freshening wind, surges out into the Gearnat. For the first time in days you have a chance to wash the sand from your hair and to reflect upon the horrors that you have witnessed and overcome. Who built the strange tower buried deep in the desert? What do the fell inscriptions you discovered represent and above all what is hidden deep within the strange and magical sphere that resisted all your attempts to breach its defences. Above all, how does all this fit together with the sanity of a man no one seems able to cure?

You have no doubt that soon you will return to this sun-blasted spot, and that when you do you will come armed with the means to overcome the defences of the sphere and to lay to rest once and for all the mystery of what lies within it.

The adventure is effectively over for the PCs. Captain Farland has instructions to convey the PCs to Onnwal where they are to give their report to Marya first hand. Once the PCs have reported on what they have found she will award each of them a *Medallion of the Waves*. Alternatively, she will offer each of the PCs one free *restoration* spell to be cast immediately.

She will claim the withered parchment and black rock, as she believes they may hold the key to restoring her charge's sanity. If there is sufficient time remaining this encounter can be roleplayed if desired.

If asked Marya will also be able to impart to the PCs that Eljayess is a follower of Trithereon who based in Killdeer. She will offer to make certain that Slanisar's bones are sent to him if the PCs so desire.

Once they have given their report Farland will return them to any port of their choice on the Gearnat or Woolly Bay.

Late

If the PCs have taken longer than seven days to return to the beach The Wave Rider will have sailed without them and they will be marooned until help arrives. The PCs have two options: they can follow the coast northward until they cross through the Abbor-Alz or they can await a passing vessel.

If they elect to wait for a passing vessel they will be rescued after one week (mark an additional 1 TU off each PCs Adventure Record). If they elect to march out they will take two weeks to pass through the Abbor-Alz (mark an additional 2 TU off each PCs Adventure Record). Do not tell the PCs what the penalties are for each course of action, have them decide their actions before detailing the exact TU cost.

Once they have successfully left the desert they can then return to Marya Jernal as detailed above.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished and assign the experience award accordingly. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters. Award the total value (objectives + roleplaying) to each character

Encounter Four: Sandstorm

APL 4:	60 XP
APL 6:	90 XP
APL 8:	120 XP
APL 10:	150 XP

Encounter T8: Rune Graven Doors

APL 4:	150 XP
APL 6:	180 XP
APL 8:	210 XP
APL 10:	210 XP

Encounter T9: The Final Chamber

APL 4:	150 XP
APL 6:	240 XP
APL 8:	300 XP
APL 10:	360 XP

Slaying Ker-dorptoc

APL 4:	150 XP
APL 6:	210 XP
APL 8:	270 XP
APL 10:	360 XP

Discretionary Role-playing Award

APL 4:	135 XP
APL 6:	180 XP
APL 8:	225 XP
APL 10:	270 XP

Total possible experience

APL 4:	645 XP
APL 6:	900 XP
APL 8:	1095 XP
APL 10:	1350 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 bodies, 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 the characters can go back to loot the bodies, and those bodies are there (that is not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve the loot. If 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*, *analyse dweomer*, or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts etc) and the item is used before the end of the adventure. Its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter, add it up and that it's the number of gold pieces a character's total and coin values increase by at the end of the adventure. Write the total in the GP Gained field of the Adventure Record.

Maximum Treasure Totals

The maximum amount of treasure that a player character is able to take from this module is linked to the APL at which the module is played. These totals are:

APL 4: 595gp
APL 6: 762gp
APL 8: 1,243gp
APL 10: 2091gp

Treasure Key

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

Encounter 3: Flight Through the Hills

All APL: L: 2gp, C:0, M:0

T1 The Roof

APL 4: L: 26gp; C: 54gp; M: +1 *dagger* (191gp), +1 *shortspear* (191gp), *wand of keen edge* [5th lvl, 7ch. (131gp).

APL 6: L: 26gp; C: 54gp; M: +1 *dagger* (191gp), +1 *shortspear* (191gp), *wand of keen edge* [5th lvl, 7ch. (131gp), *slippers of spider climbing* (167gp)

APL 8: L: 26gp; C: 34gp; M: +2 *dagger* (692gp), +1 *shortspear* (191gp), *wand of keen edge* [5th lvl, 7ch. (131gp), *slippers of spider climbing* (167gp).

APL 10: L: 26gp; C: 54gp; M: +2 *dagger* (692gp), +2 *shortspear* (692gp), *slippers of spider climbing* (167gp), *wings of flying* (458gp)

Items for the Adventure Record

This certificate can be awarded to only one PC per table.

Narthos: This PC had befriended Narthos, a norker encountered in the Bright Desert. Narthos is sick and tired of his life in the desert serving Rary and has decided to travel with the PC who owns this certificate.

Whilst adventuring the example of goodness and nobility set by this PC will begin to rub off on Narthos. For every adventure that Narthos participates in with the PC award him one alignment shift point. Five points shifts him one step closer to the PCs alignment. Once he reaches the PC's alignment stop awarding alignment shift points (unless the PC subsequently shifts alignment).

Narthos is a loyal, but not especially brave companion. If Narthos is slain and not brought back from the dead strike through this entry.

A PC needs the Leadership feat to make use of this cert and can only claim Narthos as a cohort at the end of this table. If Narthos is not claimed as a cohort at the end of the adventures strike through this entry. Narthos gains experience points in the standard fashion for a cohort.

If a PC chooses to have Narthos as a Cohort or Follower she gains a +1 Fairness and Generosity bonus to their leadership score. This bonus does not stack with other Fairness or Generosity bonuses. If Narthos is a cohort, the PC also incurs a –1 alignment penalty until the alignments are the same.

Narthos: male norker War1: CR 1/2; Small humanoid (goblinoid); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 19 [touch 12, flat-footed 18]; Atk +2 melee (1d6, club) and –3 melee (1d4, bite) or +3 ranged (1d6 javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +1, Will –1; Str 10, Dex 13, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +1, Listen +3, Move Silently +5, Spot +3; Alertness.

Possessions: Loincloth, club, javelin.

Appearance: Narthos resembles a red-skinned goblin except that he has long canine teeth longer than a man's finger! Hairless and clad only in a loincloth his belt holds a pouch and a small skull.

The Dreaming: This certificate can be awarded to as many sorcerers as there were on the table.

This PC has been subjected to The Dreaming. The player should send an email to creighton.broadhurst@ntlworld.com 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.

Medallion of the Waves: As a token of thanks Marya has gifted this PC with a medallion crafted out of coral into the shape of a whale. The medallion has the abilities of a *quaal's feather token (fan)* useable once per week and grants the wearer a +2 on all Swim and Profession (sailor) checks whilst worn.

Item Access

APL 4:

Wand of Keen Edge (Adventure)
Potion of Lesser Restoration (Adventure)
Wand of Cure Light (Adventure)

APL 6:

Slippers of Spider Climb (Adventure)
Potion of Restoration (Adventure)

APL 8:

Wand of Cure Moderate (Adventure)

APL 10:

Wings of Flying (Adventure)

Player's Handout One

A Letter from a Lady

Greetings Brave Adventurer

I beseech your aid in unravelling a strange mystery. Over a year ago the survivor of a shipwreck was brought to my temple. Driven mad by his ordeal on the Bright Coast his body nevertheless quickly returned to health. All my skill and magic however has been unable to save him from his madness. I recently resorted to using powerful magic to gain knowledge of how I may further aid this poor wretch. Such is the power of my patron, The Lady of the Waves, that I received an answer, but it was not the answer I had hoped to receive. All I received was the following verse of some old prophecy or poem:

*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.*

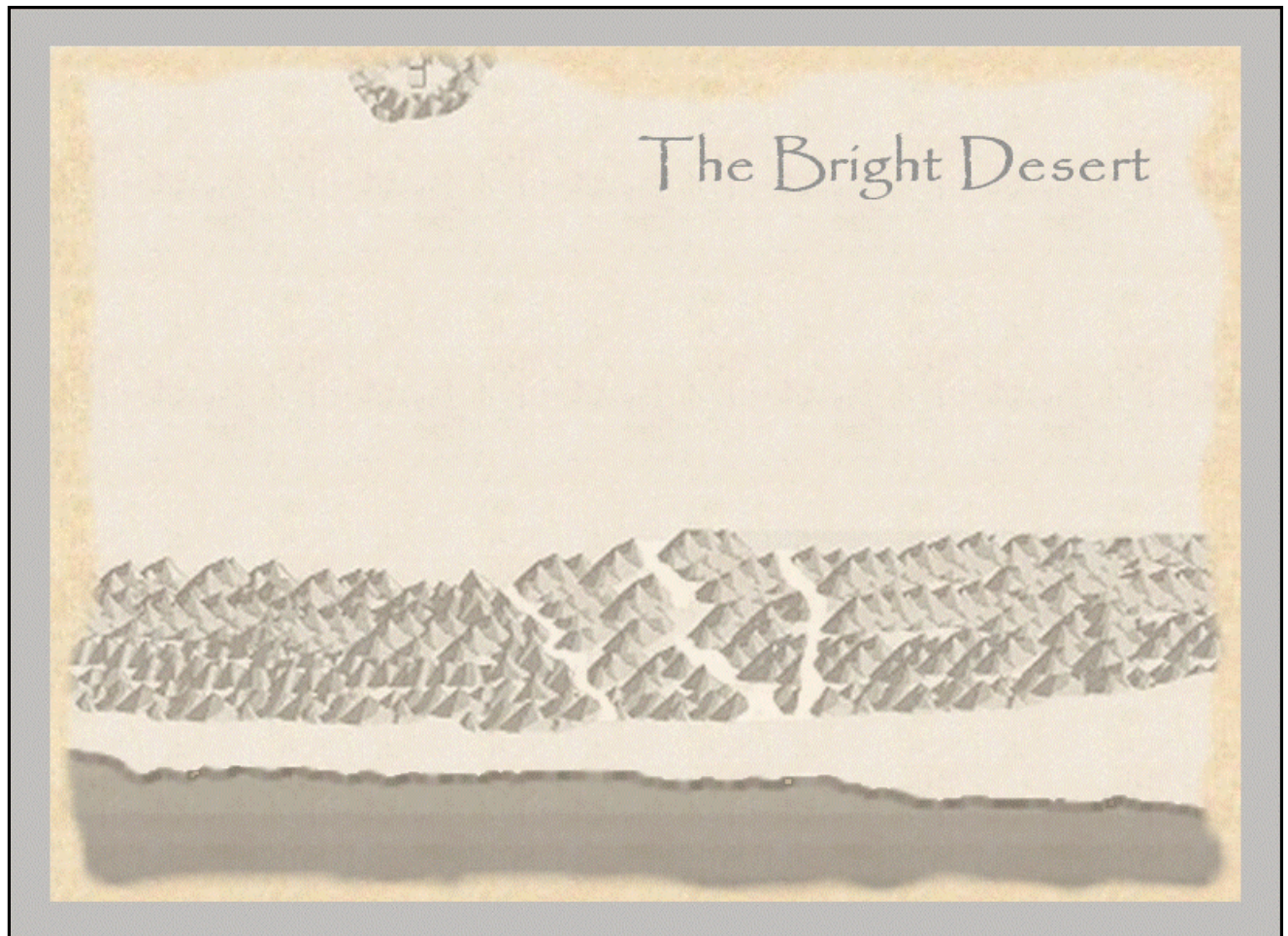
No other magicks have been of use in determining what this could portend. Clues within the rhyme led me to a very old map of the region now known as the Bright Lands. My research has lead me to conclude that answers to my dilemma may be found in a tower that stands deep with the Bright Desert. I have enclosed a copy of this map so that you might investigate this tower. Please bring me any artefacts you find within the tower as these could hold the key to relieving the suffering of the poor soul brought to me so many moons ago.

While traversing the desert be wary of the Traitor and his forces – he now claims the whole area – and no doubt will deal harshly with those on the side of good.

I have placed at your disposal The Wave Rider that will convey you to your destination. Her captain, Llarenden Farland, is a stout captain and devote follower of my Lady worthy of your trust and respect. Once you have succeeded in your quest return to me in Killdeer so that I may heal my charge and thank you in person for undertaking such perilous risks for a man you do not know,

Marya Jernal

Player's Handout Two



Player's Handout Three

Greetings brave and noble explorer –

By the time you come to the read these words I, a victim of my own folly, will be long dead. Know you that my name is Slanisar Bantu and that I am counted one of the bravest and most powerful of those who struggle against the followers of the scarlet sign within my native land of Onnwal. How did one of the sons of the Dragonshead come to lie here far from the war that rages across his land? My own stupidity and a nameless compulsion that has no doubt brought you also to this fell tower have brought me to ruin.

I counsel you to leave this place and to disturb not the doors that you will surely find in the lowest level of this ruin. The doors and the symbols of power that are found upon them fill me with a nameless curiosity that whispers to the very fibre of my being. I dared not disturb them but I also knew that to venture back into the desert would mean my death – a victim of either this accursed heat or the ghostly tormenter that hounded me here.

My food and water are long since gone and what little remains of my strength will soon be spent. The scratching in my mind grows ever stronger and fear of them consumes my every waking moment.

I beseech you to return my remains to Eljayess so that I may continue my struggle to topple the scarlet banner from the walls of my beloved Scant. Take what you will of my possessions as payment for this task as they are but trinkets and are of little use to me now,

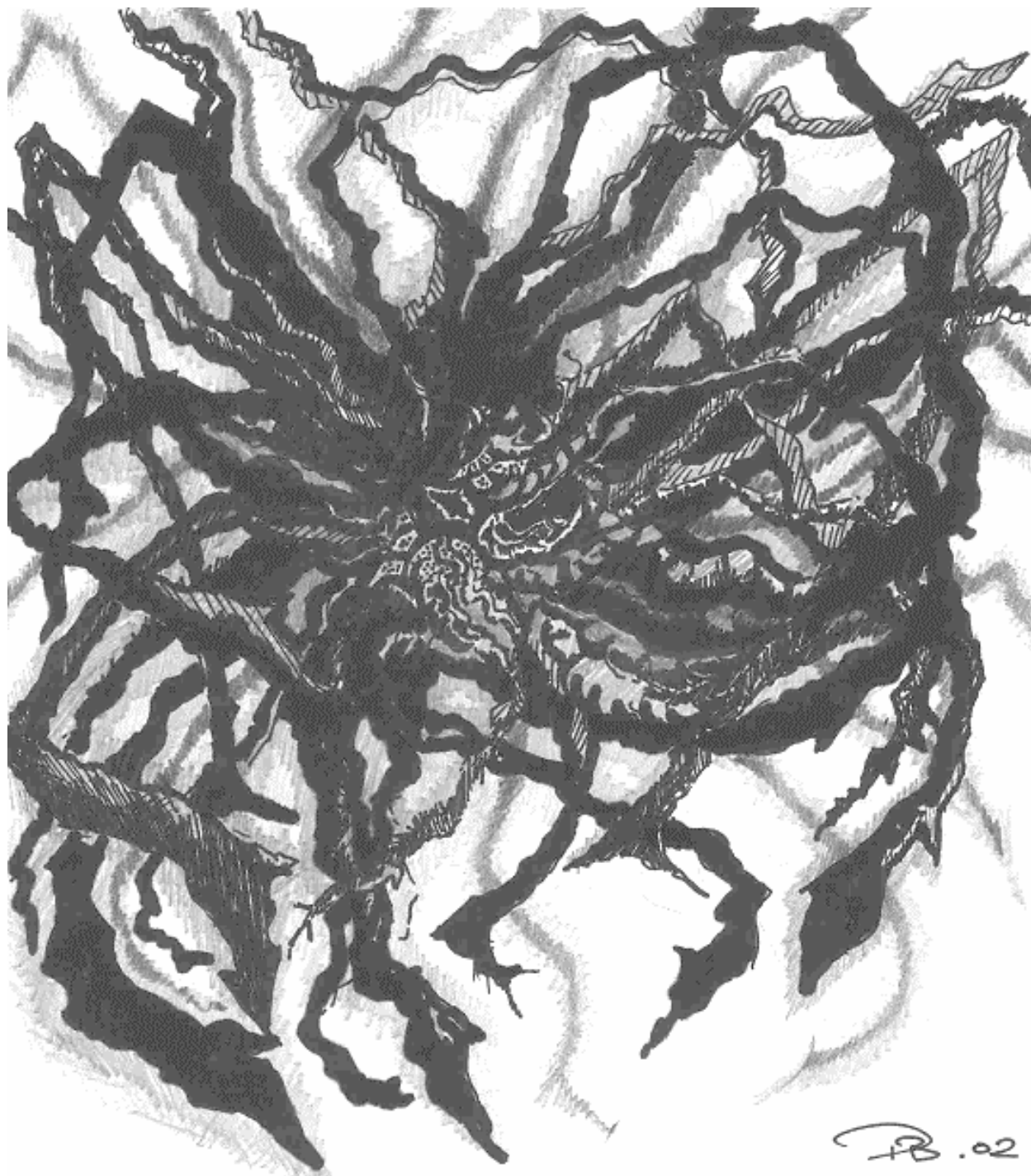
'Ware the Breakers –

 *Slanisar Bantu*

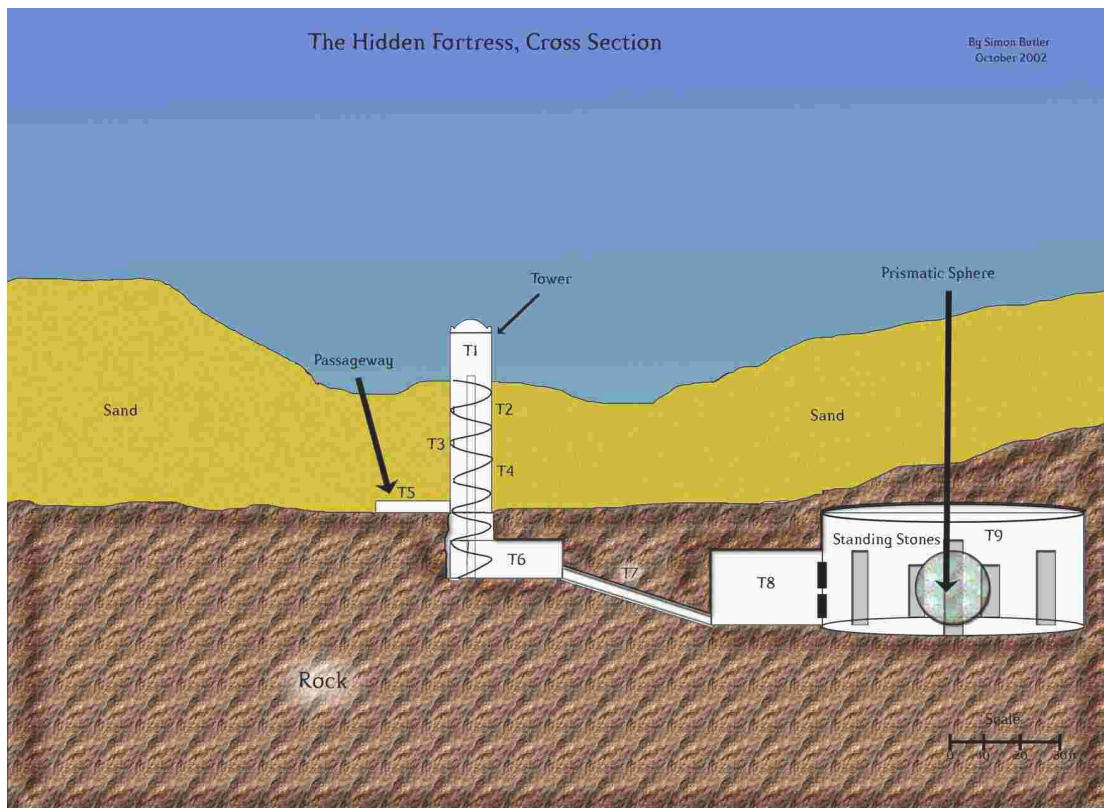
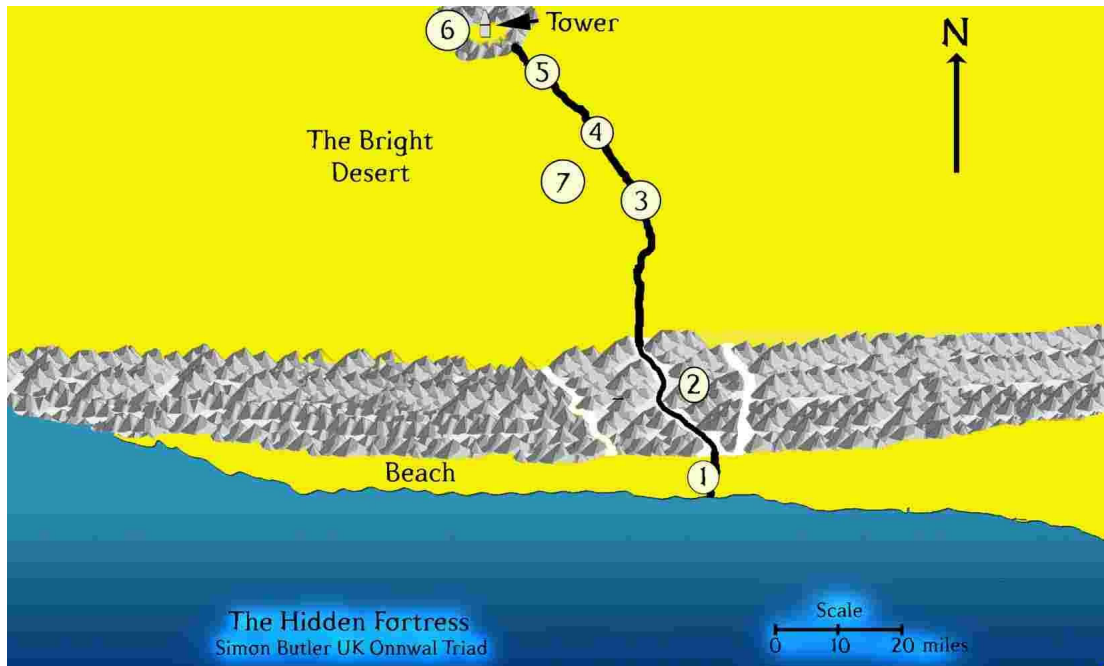
Player's Handout Four Rune Graven Door



Player's Handout Five



Maps



Appendix One

APL 4

Encounter Two: Attack of Ker-dorptoc

Ker-dorptoc: ghost, male very young blue dragon: CR 5; Medium-sized dragon (5 ft. long); HD 9d12; hp 58; Init +4 (+4 Improved Initiative); Spd 40 ft., fly 150 ft. (perfect), burrow 20 ft.; AC 12 (ethereal 21, touch 12, flat-footed 12); Atks +11 melee (1d8+2 [vs. ethereal] or 1d4, bite), +6 melee (1d6+1 [vs. ethereal] or 1d4, claw x2), +6 melee (1d4+1 [vs. ethereal] or 1d4, wing buffet x2); SA Create/destroy water, breath weapon, sound imitation, frightful moan, corrupting touch; SQ Immune to electricity, blindsight 60 ft., keen senses, darkvision 200 ft., manifestation, turn resistance, skills, rejuvenation, undead, incorporeal; AL LE; SV Fort +8, Ref +6, Will +6; Str 15, Dex 10, Con -, Int 10, Wis 11, Cha 14.

Skills and Feats: Bluff +7, Diplomacy +7, Hide +7*, Listen +9*, Knowledge (Bright Desert) +8, Scry +5, Search +9*, Spot +9*. Flyby Attack, Hover, Improved Initiative.

Keen Sense (Ex): Ker-dorptoc can see four times as well as a human in low-light conditions and twice as well in normal light.

Create/Destroy Water (Sp): As *create water*, useable three times per day. Magic items and items in a creature's possession must succeed at a Will save (DC 16). Unattended liquids are automatically spoiled.

Breath Weapon (Su): A line of lightning 60 ft. long. 4d8 points of electrical damage; Reflex save (DC 16) for half. Usable once every 1d4 rounds, using a breath weapon is a standard action.

Sound Imitation (Ex): Ker-dorptoc can mimic any voice or sound he has heard, anytime he likes. Listeners must succeed at a Will save (DC 16) to detect the ruse.

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They ignore mind-influencing effects charms, compulsions, phantasms, patterns and morale effects). Undead are not subject to critical hits, subdual damage, ability damage, ability drain or energy drain. They are immune to anything requiring a Fortitude saving throw (unless it affects objects).

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons and spells, spell-like abilities, or supernatural abilities. Immune to all nonmagical attack forms. Even when hit by spells or magical weapons he has a 50% chance of ignoring any

damage from a corporeal source (except from force effects such as *magic missile*, or attacks made with *ghost touch* weapons. The physical attacks of an incorporeal creature pass through armour unless it is made of force. Incorporeal creatures can pass through solid objects at will. It moves silently and cannot be heard if it doesn't wish to.

Manifestation (Su): When Ker-dorptoc manifests he becomes visible but incorporeal. His spells can affect targets on the Material Plane unless that spell relies on touch.

Frightful Moan (Su): All living creatures within a 30 ft. spread must succeed at a Will save (DC 16) or become panicked for 2d4 rounds. Those saving are immune to this effect for one day. It is a sonic, necromantic, mind-affecting fear effect. Using a *frightful moan* is a standard action.

Corrupting Touch (Su): When Ker-dorptoc strikes a living creature he deals 1d4 points of damage.

Rejuvenation (Su): A destroyed ghost is able to restore itself in 2d4 days if it makes a successful level check 1d20+9 (DC16).

Turn Resistance (Ex): A ghost has a +4 turn resistance.

Skills: ghosts gain a +8 racial bonus to Hide, Listen, Search and Spot checks.

Encounter Three: Flight Through the Hills

Narthos: male norker War1: CR 1/2; Small humanoid (goblinoid); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 19 [touch 12, flat-footed 18]; Atk +2 melee (1d6, club) and -3 melee (1d4, bite) or +3 ranged (1d6 javelin); SQ Darkvision 60 ft.; AL CE (N); SV Fort +4, Ref +1, Will -1; Str 10, Dex 13, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +1, Listen +3, Move Silently +5, Spot +3; Alertness.

Possessions: Loincloth, club, javelin.

Encounter Six: T9 The Final Chamber

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

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

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

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

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

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

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

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

Appendix Two

APL 6

Encounter Two: Attack of Ker-dorptoc

Ker-dorptoc: ghost, male young blue dragon: CR 7; Medium-sized dragon (5 ft. long); HD 12d12; hp 78; Init +4 (+4 Improved Initiative); Spd 40 ft., fly 150 ft. (perfect), burrow 20 ft.; AC 13 (ethereal 22, touch 13, flat-footed 13); Atks +15 melee (1d8+3 [vs. ethereal] or 1d4, bite), +10 melee (1d6+1 [vs. ethereal] or 1d4, claw x2), +10 melee (1d4+1 [vs. ethereal] or 1d4, wing buffet x2); SA Create/destroy water, breath weapon, sound imitation, frightful moan, corrupting touch; SQ Immune to electricity, blindsight 90 ft., keen senses, darkvision 300 ft., manifestation, turn resistance, skills, rejuvenation, undead, incorporeal; AL LE; SV Fort +10, Ref +8, Will +9; Str 17, Dex 10, Con -, Int 12, Wis 13, Cha 16.

Skills and Feats: Bluff +11, Diplomacy +11 Hide +7*, Listen +10*, Knowledge (Bright Desert) +12, Scry +6, Search +13*, Spot +13*. Flyby Attack, Hover, Improved Initiative, Power Attack.

Keen Sense (Ex): Ker-dorptoc can see four times as well as a human in low-light conditions and twice as well in normal light.

Create/Destroy Water (Sp): As *create water*, useable three times per day. Magic items and items in a creature's possession must succeed at a Will save (DC 19). Unattended liquids are automatically spoiled.

Breath Weapon (Su): A line of lightning 60 ft. long. 6d8 points of electrical damage; Reflex save (DC 18) for half. Usable once every 1d4 rounds, using a breath weapon is a standard action.

Sound Imitation (Ex): Ker-dorptoc can mimic any voice or sound he has heard, anytime he likes. Listeners must succeed at a Will save (DC 19) to detect the ruse.

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They ignore mind-influencing effects charms, compulsions, phantasms, patterns and morale effects). Undead are not subject to critical hits, subdual damage, ability damage, ability drain or energy drain. They are immune to anything requiring a Fortitude saving throw (unless it affects objects).

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons and spells, spell-like abilities, or supernatural abilities. Immune to all nonmagical attack forms. Even when hit by spells or magical

weapons he has a 50% chance of ignoring any damage from a corporeal source (except from force effects such as *magic missile*, or attacks made with *ghost touch* weapons. The physical attacks of an incorporeal creature pass through armour unless it is made of force. Incorporeal creatures can pass through solid objects at will. It moves silently and cannot be heard if it doesn't wish to.

Manifestation (Su): When Ker-dorptoc manifests he becomes visible but incorporeal. His spells can affect targets on the Material Plane unless that spell relies on touch.

Frightful Moan (Su): All living creatures within a 30 ft. spread must succeed at a Will save (DC 19) or become panicked for 2d4 rounds. Those saving are immune to this effect for one day. It is a sonic, necromantic, mind-affecting fear effect. Using a *frightful moan* is a standard action.

Corrupting Touch (Su): When Ker-dorptoc strikes a living creature he deals 1d4 points of damage.

Rejuvenation (Su): A destroyed ghost is able to restore itself in 2d4 days if it makes a successful level check 1d20+12 (DC16).

Turn Resistance (Ex): A ghost has a +4 turn resistance.

Skills: ghosts gain a +8 racial bonus to Hide, Listen, Search and Spot checks.

Encounter Three: Flight Through the Hills

Narthos: male norker War1: CR 1/2; Small humanoid (goblinoid); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 19 [touch 12, flat-footed 18]; Atk +2 melee (1d6, club) and -3 melee (1d4, bite) or +3 ranged (1d6 javelin); SQ Darkvision 60 ft.; AL CE (N); SV Fort +4, Ref +1, Will -1; Str 10, Dex 13, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +1, Listen +3, Move Silently +5, Spot +3; Alertness.

Possessions: Loincloth, club, javelin.

Encounter Six: T9 The Final Chamber

Dreamstealers (3): CR 5; Medium-size undead (incorporeal); HD 5d12; hp 43; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (touch 15, flat-footed 12); Atk +5 incorporeal touch (1d4 and 1d6 permanent Wis drain); SA Wisdom drain, *wail of doom*; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, limited range; AL CE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

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

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

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

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

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

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

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

Appendix Three

APL 8

Encounter Two: Attack of Ker-dorptoc

Ker-dorptoc: ghost, male juvenile blue dragon: CR 9; Large-sized dragon (10 ft. long); HD 15d12; hp 97; Init +4 (+4 Improved Initiative); Spd 40 ft., fly 150 ft. (perfect), burrow 20 ft.; AC 13 (ethereal 23, touch 13, flat-footed 13); Atks +18 melee (2d6+4 [vs. ethereal] or 1d4, bite), +13 melee (1d8+2 [vs. ethereal] or 1d4, claw x2), +13 melee (1d6+2 [vs. ethereal] or 1d4, wing buffet x2) or +13 melee (1d8+6 [vs. ethereal] or 1d4, tail slap); Face/Reach 5 ft. x 10 ft./10 ft.; SA Create/destroy water, breath weapon, sound imitation, horrific appearance, frightful moan, corrupting touch; SQ Immune to electricity, blindsight 120 ft., keen senses, darkvision 400 ft., manifestation, turn resistance, skills, rejuvenation, undead, incorporeal; AL LE; SV Fort +12, Ref +9, Will +11; Str 19, Dex 10, Con -, Int 14, Wis 15, Cha 18.

Skills and Feats: Bluff +14, Diplomacy +17, Hide +8*, Listen +20*, Knowledge (Bright Desert) +14, Scry +18, Spellcraft +19, Search +29*, Spot +29*. Flyby Attack, Hover, Improved Initiative, Power Attack.

Keen Sense (Ex): Ker-dorptoc can see four times as well as a human in low-light conditions and twice as well in normal light.

Create/Destroy Water (Sp): As *create water*, useable three times per day. Magic items and items in a creature's possession must succeed at a Will save (DC 21). Unattended liquids are automatically spoiled.

Breath Weapon (Su): A line of lightning 80 ft. long. 8d8 points of electrical damage; Reflex save (DC 20) for half. Usable once every 1d4 rounds, using a breath weapon is a standard action.

Sound Imitation (Ex): Ker-dorptoc can mimic any voice or sound he has heard, anytime he likes. Listeners must succeed at a Will save (DC 21) to detect the ruse.

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They ignore mind-influencing effects charms, compulsions, phantasms, patterns and morale effects). Undead are not subject to critical hits, subdual damage, ability damage, ability drain or energy drain. They are immune to anything requiring a Fortitude saving throw (unless it affects objects).

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic

weapons and spells, spell-like abilities, or supernatural abilities. Immune to all nonmagical attack forms. Even when hit by spells or magical weapons he has a 50% chance of ignoring any damage from a corporeal source (except from force effects such as *magic missile*, or attacks made with *ghost touch* weapons. The physical attacks of an incorporeal creature pass through armour unless it is made of force. Incorporeal creatures can pass through solid objects at will. It moves silently and cannot be heard if it doesn't wish to.

Manifestation (Su): When Ker-dorptoc manifests he becomes visible but incorporeal. His spells can affect targets on the Material Plane unless that spell relies on touch.

Frightful Moan (Su): All living creatures within a 30 ft. spread must succeed at a Will save (DC 21) or become panicked for 2d4 rounds. Those saving are immune to this effect for one day. It is a sonic, necromantic, mind-affecting fear effect. Using a *frightful moan* is a standard action.

Horrific Appearance (Su): Any living creature within 60 feet that views the ghost must succeed at a Fortitude save (DC 21) or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity, and 1d4 points of Constitution drain. A creature that successfully saves against this effect cannot be affected by the same ghost's *horrific appearance* for one day.

Corrupting Touch (Su): When Ker-dorptoc strikes a living creature he deals 1d4 points of damage.

Rejuvenation (Su): A destroyed ghost is able to restore itself in 2d4 days if it makes a successful level check 1d20+15 (DC16).

Turn Resistance (Ex): A ghost has a +4 turn resistance.

Skills: ghosts gain a +8 racial bonus to Hide, Listen, Search and Spot checks.

Sorcerer Spells (5/4; base DC = 14 + spell level): 0- *dancing lights*, *detect magic*, *mage hand*, *prestidigitation*, 1st- *obscuring mist*, *true strike*.

Encounter Three: Flight Through the Hills

Narthos: male norker War1: CR 1/2; Small humanoid (goblinoid); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 19 [touch 12, flat-footed 18]; Atk +2 melee (1d6, club) and -3 melee (1d4, bite) or

+3 ranged (1d6 javelin); SQ Darkvision 60 ft.; AL CE (N); SV Fort +4, Ref +1, Will -1; Str 10, Dex 13, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +1, Listen +3, Move Silently +5, Spot +3; Alertness.

Possessions: Loincloth, club, javelin.

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

Encounter Six: T9 The Final Chamber

Dreamstealers, Advanced (3): CR 7; Medium-size undead (incorporeal); HD 10d12; hp 76; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (touch 15, flat-footed 12); Atk +8 incorporeal touch (1d4 and 1d6 permanent Wis drain); SA Wisdom drain, *wail of doom*; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, limited range; AL CE; SV Fort +3, Ref +6, Will +9; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

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

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

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

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

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

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

Appendix Four

APL 10

Encounter Two: Attack of Ker-dorptoc

Ker-dorptoc: ghost, male juvenile blue dragon: CR 12; Large-sized dragon (10 ft. long); HD 18d12; hp 128; Init +4 (+4 Improved Initiative); Spd 40 ft., fly 150 ft. (perfect), burrow 20 ft.; AC 13 (ethereal 26, touch 13, flat-footed 13); Atks +23 melee (2d6+6 [vs. ethereal] or 1d4, bite), +18 melee (1d8+2 [vs. ethereal] or 1d4, claw x2), +18 melee (1d6+2 [vs. ethereal] or 1d4, wing buffet x2) or +18 melee (1d8+6 [vs. ethereal] or 1d4, tail slap); Face/Reach 5 ft. x 10 ft./10 ft.; SA Create/destroy water, breath weapon, sound imitation, horrific appearance, frightful moan, corrupting touch; SQ Immune to electricity, blindsight 150 ft., keen senses, darkvision 500 ft., damage reduction 5/+1, manifestation, turn resistance, skills, rejuvenation, undead, incorporeal; SR 19; AL LE; SV Fort +15, Ref +11, Will +13; Str 23, Dex 10, Con -, Int 14, Wis 15, Cha 18.

Skills and Feats: Bluff +14, Concentration +9, Diplomacy +17, Hide +8*, Listen +23*, Knowledge (Bright Desert) +14, Scry +18, Spellcraft +19, Search +32*, Spot +32*; Flyby Attack, Hover, Improved Initiative, Power Attack, Quicken Spell-Like Ability.

Keen Sense (Ex): Ker-dorptoc can see four times as well as a human in low-light conditions and twice as well in normal light.

Create/Destroy Water (Sp): As *create water*, useable three times per day. Magic items and items in a creature's possession must succeed at a Will save (DC 23). Unattended liquids are automatically spoiled.

Breath Weapon (Su): A line of lightning 80 ft. long. 10d8 points of electrical damage; Reflex save (DC 23) for half. Usable once every 1d4 rounds, using a breath weapon is a standard action.

Sound Imitation (Ex): Ker-dorptoc can mimic any voice or sound he has heard, anytime he likes. Listeners must succeed at a Will save (DC 23) to detect the ruse.

Frightful Presence (Ex): Creatures within 150 ft. of Ker-dorptoc can be unsettled by his presence unless they succeed at a Will save (DC 23). Those successfully saving are immune to this affect for one day. On a failure creatures with fewer than 4 HD become panicked for 4d6 rounds and those with 5 HD or more become shaken for 4d6 rounds.

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They ignore mind-influencing effects charms, compulsions, phantasms, patterns and morale effects). Undead are not subject to critical hits, subdual damage, ability damage, ability drain or energy drain. They are immune to anything requiring a Fortitude saving throw (unless it affects objects).

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons and spells, spell-like abilities, or supernatural abilities. Immune to all nonmagical attack forms. Even when hit by spells or magical weapons he has a 50% chance of ignoring any damage from a corporeal source (except from force effects such as *magic missile*, or attacks made with *ghost touch* weapons. The physical attacks of an incorporeal creature pass through armour unless it is made of force. Incorporeal creatures can pass through solid objects at will. It moves silently and cannot be heard if it doesn't wish to.

Manifestation (Su): When Ker-dorptoc manifests he becomes visible but incorporeal. His spells can affect targets on the Material Plane unless that spell relies on touch.

Frightful Moan (Su): All living creatures within a 30 ft. spread must succeed at a Will save (DC 23) or become panicked for 2d4 rounds. Those saving are immune to this effect for one day. It is a sonic, necromantic, mind-affecting fear effect. Using a *frightful moan* is a standard action.

Horrific Appearance (Su): Any living creature within 60 feet that views the ghost must succeed at a Fortitude save (DC 23) or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity, and 1d4 points of Constitution drain. A creature that successfully saves against this effect cannot be affected by the same ghost's *horrific appearance* for one day.

Corrupting Touch (Su): When Ker-dorptoc strikes a living creature he deals 1d4 points of damage.

Rejuvenation (Su): A destroyed ghost is able to restore itself in 2d4 days if it makes a successful level check 1d20+15 (DC16).

Turn Resistance (Ex): A ghost has a +4 turn resistance.

Skills: ghosts gain a +8 racial bonus to Hide, Listen, Search and Spot checks.

Sorcerer Spells (6/6; base DC = 14 + spell level): 0- *dancing lights*, *daze*, *detect magic*, *mage hand*, *prestidigitation*, 1st- *obscuring mist*, *shield*, *true strike*.

Encounter Three: Flight Through the Hills

Narthos: male norker War1: CR 1/2; Small humanoid (goblinoid); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 19 [touch 12, flat-footed 18]; Atk +2 melee (1d6, club) and -3 melee (1d4, bite) or +3 ranged (1d6 javelin); SQ Darkvision 60 ft.; AL CE (N); SV Fort +4, Ref +1, Will -1; Str 10, Dex 13, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +1, Listen +3, Move Silently +5, Spot +3; Alertness.

Possessions: Loincloth, club, javelin.

Encounter Six: T9 The Final Chamber

Dreamstealers, Advanced (4): CR 7; Medium-size undead (incorporeal); HD 10d12; hp 87; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (touch 15, flat-footed 12); Atk +8 incorporeal touch (1d4 and 1d6 permanent Wis drain); SA Wisdom drain, *wail of doom*; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, limited range; AL CE; SV Fort +3, Ref +6, Will +9; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

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

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

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

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

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

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

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

Appendix Five

New Rules

Norkers

Small Humanoid (goblinoid)

Hit Dice: 1d8+2 (6 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 19 (+1 size, +1 Dex, +7 natural)

Attacks: Club +2 melee, and bite -3 melee; or javelin +3 ranged

Damage: Club 1d6, bite 1d4; or javelin 1d6

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

Special Qualities: Darkvision 60 ft.

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

Abilities: Str 10, Dex 13, Con 14, Int 9, Wis 9, Cha 8

Skills: Listen +3, Move Silently +5, Spot +3

Feats: Alertness

Climate/Terrain: Temperate and warm land and underground

Organization: Gang (4-9), or band (10-40 plus 50% non-combatants plus 1 3rd-level boss per 20 adults and one leader of 4th-6th level).

Challenge Rating: ½.

Treasure: Standard

Alignment: Usually chaotic evil.

Advancement: By character class.

Norkers are related to goblins and hobgoblins. They forsake armour because their hide is incredibly tough. They are unreliable troops and tend to quarrel with each other, which keeps their numbers low compared to goblins.

Norkers resemble goblins, except that they have three-inch long canine teeth and no hair. Their skin ranges from reddish brown to dark grey. A norker usually wears only a loincloth and belt, tying its favourite possessions and trophies to its belt.

Norkers speak Goblin. Those with Intelligence scores of 12 or above also speak Orc.

Most norkers encountered outside their homes are warriors; the information in the static block is for one of 1st level. (See page 39 in the DUNGEON MASTER's Guide for more about the warrior class).

Combat

Norkers enjoy swarming tactics. Their weapons are simple and crudely made, but they are not

averse to taking better weapons from their fallen foes. When bullied into submission by hobgoblins, they can use basic military tactics, but they lapse into their old ways when not supervised.

Skills: Norkers have a +4 racial bonus to Move Silently checks.

Norker Society

Norkers are tribal, although the leader's influence only extends about as far as his reach. This means their tribes are much smaller than a typical goblin tribe. They raid and steal from other humanoids, as they are too lazy to do their own hunting.

Their lairs are usually caves, old ruins, or villages taken by conquest. They can't cooperate well enough to build anything more than a fence around their lair, perhaps with a gate and a narrow walkway. A lair has one-and-a-half times as many females as males and twice as many young as males.

Different tribes of norkers rarely meet, but when they do the conflict often becomes bloody, with the victors taking the fangs of the losers as trophies. These conflicts rarely result in the complete loss of males on one side, as they occur to establish who is the dominant leader.

When powerful groups of hobgoblins command norkers, they often equip their lesser cousins with scale mail and shields. In these situations, the norkers are used as shock troops, absorbing the brunt of enemy attacks while the hobgoblins use their superior intelligence, tactics, and equipment to break up the enemy forces.

Norkers worship Maglubiyet, the god of goblins and hobgoblins.

Norker Characters

A norker's favoured class is rogue, but norker leaders tend to be fighters. Norker clerics worship Maglubiyet and can choose two of the following domains: Chaos, Evil, and Trickery.

Source: LIVING GREYHAWK Journal #3, page 24

The Dreamstealer

Medium-Size Undead (Incorporeal)

Hit Dice: 5d12 (32 hp)

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

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

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

Attacks: Incorporeal touch +5 melee

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

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

Special Attacks: Wisdom drain, *wail of doom*

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

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

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

Skills: Hide +10, Intimidate +10, Intuit Direction +5, Listen +10,

Search +9, Sense Motive +7, Spot +10

Feats: Alertness, Combat Reflexes, Improved Initiative

Climate/Terrain: Any land and underground

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

Challenge Rating: 5

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 6-10 HD (Medium-size)

Dreamstealers appear as vaguely man-sized spider-like shadows.

Combat

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

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

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Dreamstealer at a distance of 30 feet. They will not willingly approach nearer than

that and panic if forced to do so; they remain panicked as long as they are within that range.

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

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

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

Source: ONW2-05 To Hunt a Traitor by Stuart Kerrigan and Paul Looby. Used with permission.

Wail of Doom as present in Song and Silence

Evocation [Sonic]

Level: Brd 5

Components: V

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

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

Source: Song and Silence, p96