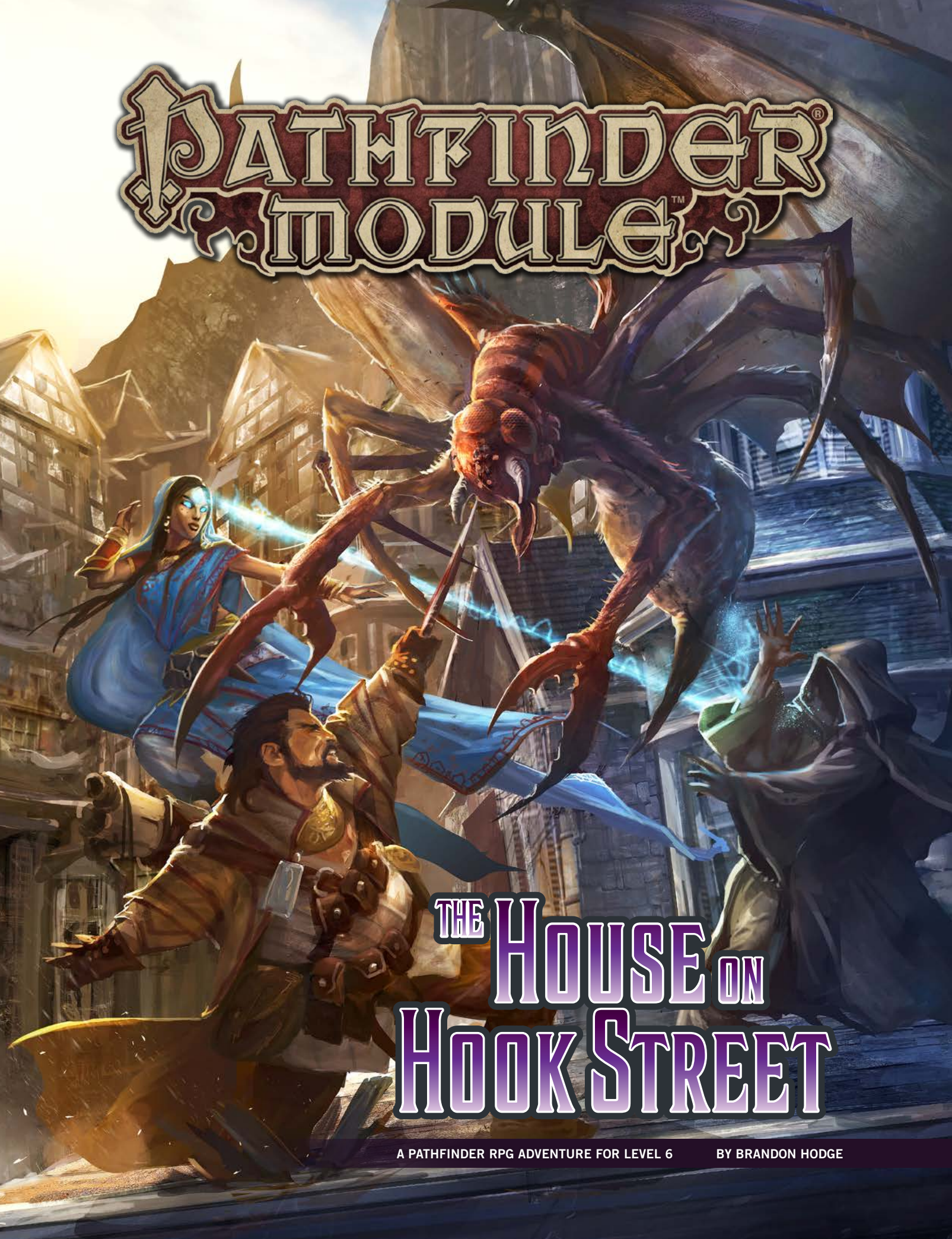


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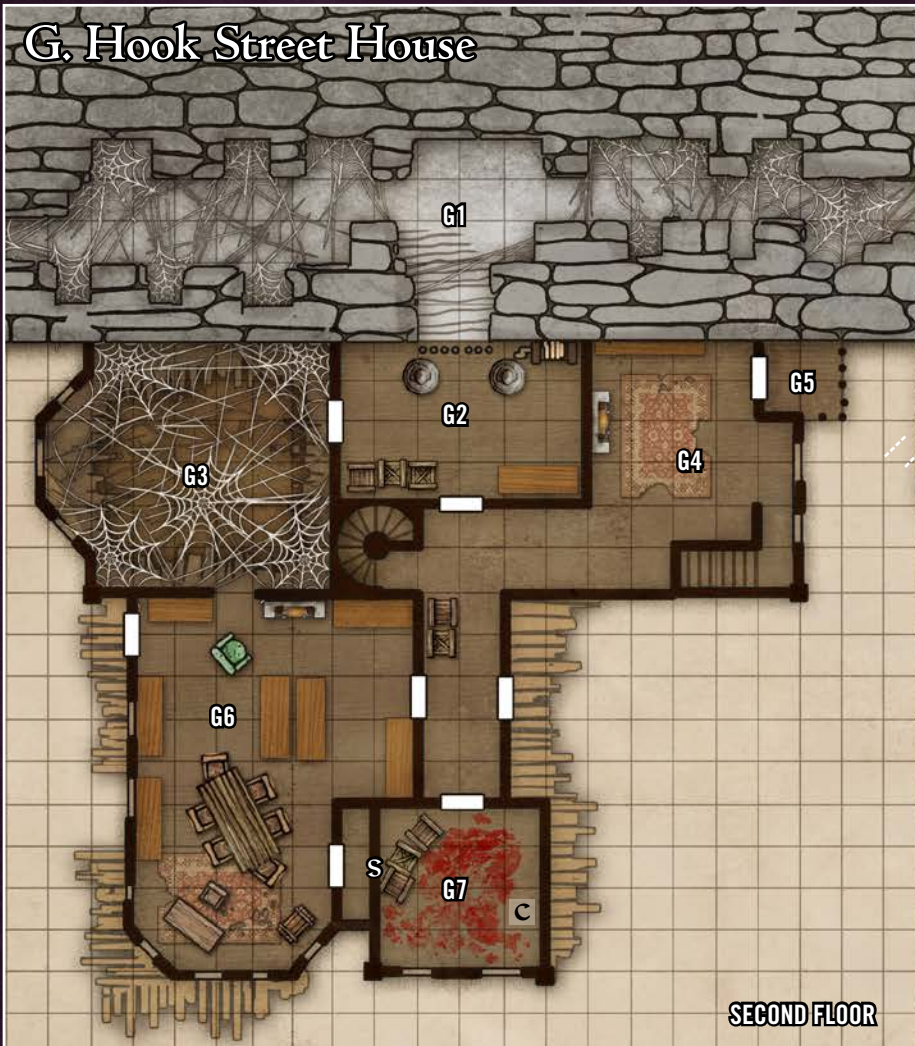


THE HOUSE ON HOOK STREET

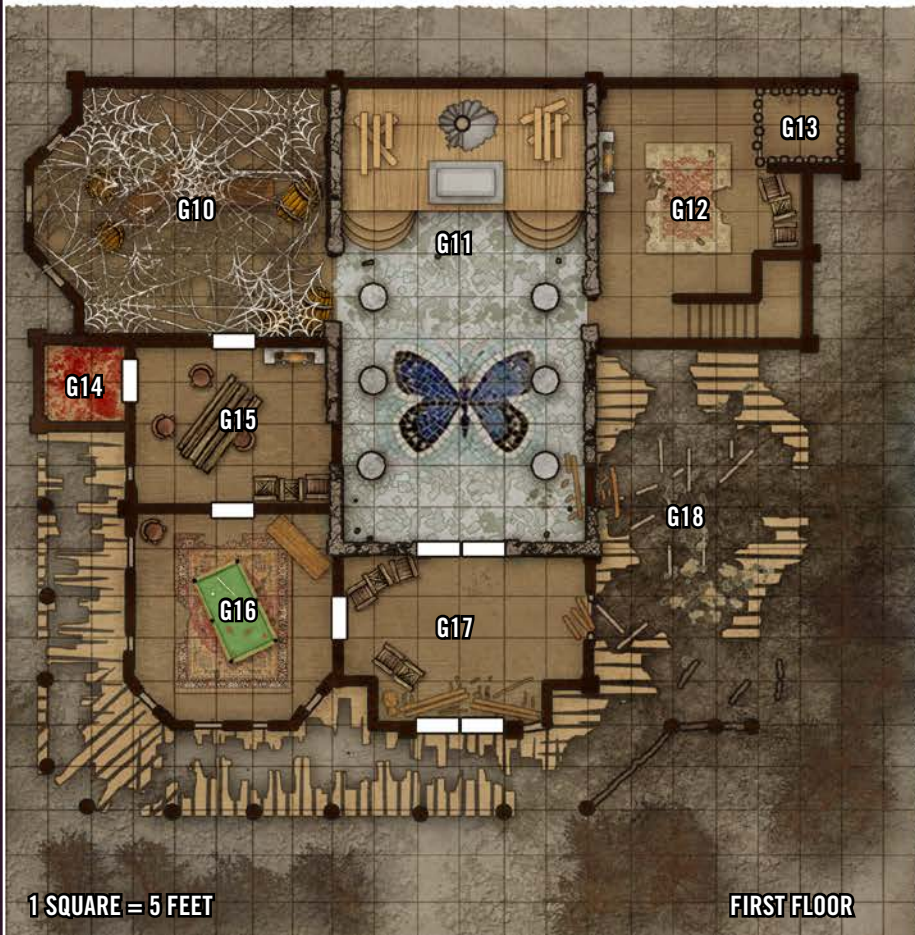
A PATHFINDER RPG ADVENTURE FOR LEVEL 6

BY BRANDON HODGE

G. Hook Street House



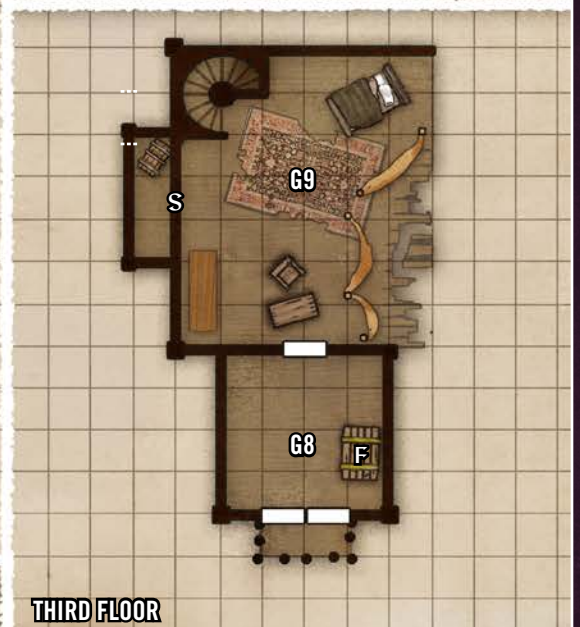
SECOND FLOOR



1 SQUARE = 5 FEET

FIRST FLOOR

CATACOMB LEVEL



THIRD FLOOR



DROWNED PRESBYTERY

PATHFINDER MODULE

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ON THE COVER



A spider eater and a cultist attack Mavaro and Rivani on the balcony of the titular House on Hook Street in Alberto Dal Lago's exciting cover art.



THE HOUSE ON HOOK STREET

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REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, though these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Ultimate Equipment</i>	UE
<i>Occult Adventures</i>	OA	<i>Ultimate Magic</i>	UM
<i>Ultimate Combat</i>	UC		



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PATHFINDER MODULE



THE HOUSE ON HOOK STREET

ADVANCEMENT TRACK

The House on Hook Street is designed for four characters and uses the medium XP track.

6

The PCs begin the adventure at 6th level.

7

The PCs should reach 7th level before they confront Myra Lombroso in the cult's secret compound.

8

The PCs should reach 8th level before entering the dream realm version of the house on Hook Street.

9

The PCs should be 9th level at the end of the adventure, after defeating Nahum and banishing the *dreamstone*.

ADVENTURE SUMMARY

In *The House on Hook Street*, a group of heroes enters the occult underworld of Old Korvosa to investigate a series of murders and the source of a nightmare-inflicting illness. Encountering a strange world of seances, shiver addicts, and corrupt authorities, the heroes uncover and infiltrate an insidious dream-cult whose idol's upcoming holy day may be motivating the murders. But when the disappearances continue after the cult's destruction, they begin to suspect an elaborate double-cross by the Korvosan authorities. As the line between the dreaming and waking worlds blurs, the heroes must infiltrate the powerful gang's hideout to send the *dreamstone* back to its rightful realm and confront those who seek to usurp the dreams of the living and leave only nightmares of the dead.



ADVENTURE BACKGROUND

The events of Earthfall affected not only Golarion, but also portions of the Dimension of Dreams where the falling fragments were no less deadly. The goddess Desna intervened on that plane in ways not possible in other realities. Yet one meteor, silent and slow, plunged into an ephemeral demiscape, where it tore through one reality and into another, coming to rest not in the realm of dreams, but in the waking world. Desna's emissaries on Golarion clandestinely collected this fragment from a deep crater in the Mindspin Mountains. This *dreamstone* passed secretly among her clergy for thousands of years, their actions recorded in a secret journal known as the *Paginarum Lethargica*. The taint of nightmare could not be entirely erased from the reality-warping stone, however, and the dangerous meteorite was locked away in a shrine in Korvosa 2 centuries ago.

Those few aware of the stone's existence sought it desperately. One such entity was Mog-Lathar, a Leng spider who slipped through the weak borders of reality around the meteorite's flooded crater. The creature's efforts were thwarted by the deadly spears of stone giant hunters, and its slain body settled into the crater's sediment, where it waited, dead but dreaming, bathing in the warped energies of the *dreamstone*.

Two decades ago, an obsessive collector and occultist named Nahum Caligaro rediscovered the *Paginarum Lethargica* in his family's library. Nahum, his lover, Myra Lombroso, and the son of their aristocratic sponsor, Stainton Drune, soon set out on an expedition to unearth lingering fragments from the meteorite's impact crater. Though they found none, they uncovered the fossilized remains of Mog-Lathar. Soon the warped remnants of the petrified Leng spider awakened and began whispering foul temptations to its saviors, promising immortality in exchange for freedom.

They chiseled the fossil free and packed it for return to Korvosa, where it was to be put on display at the Jeggare Museum, but the relic never arrived. Nahum and Myra succumbed to the temptations of the spider's promising whispers. They abandoned Stainton and the others and secreted the fossil away, establishing the Brotherhood of the Spider, a cult formed around the idol's worship.

Since that time, the scorned Stainton Drune has grown old and bitter at the unfulfilled offer of immortality. He has risen through the ranks of Korvosa's political realm, and in the wake of the riots in Old Korvosa he was named Magistrate of Civic Order. Drune has since used his influential position to seek out the hidden cult.

The Brotherhood of the Spider has grown, becoming cunning and potent. In return for worship and supplication, the idol Mog-Lathar has gifted its followers with their promised rewards, including immortality to its most faithful. The Brotherhood has also gained significant influence over Korvosa's shiver trade, using the profits earned by selling the drug to fund increasingly elaborate ceremonies of supplication to the hungry idol.

WHERE ON GOLARION?



The House on Hook Street takes place almost entirely in the Varisian city of Korvosa—specifically in the Bridgefront neighborhood in the district of Old Korvosa. Bridgefront is more fully detailed in the gazetteer on page 54.

As part of his obsessive study, Nahum discovered that the *dreamstone's* final resting place lay just below the foundation of his family's ancestral manse—now his cult's headquarters. Nahum found the object shielded in a deep well. Mog-Lathar grew jealous and feared Nahum might use the stone's power to destroy the Leng spider's remains. Secretly, the idol ordered his high priestess, Myra, to betray her lover by disrupting an occult ritual meant to awaken the *dreamstone*. As a result, Nahum, his initiates, and the *dreamstone* itself were drawn into the Dimension of Dreams, cut off from the *Paginarum Lethargica* and an important ritual component known as the *Clavis Somnus* in the waking world. Both the book and the key were soon stolen by the cult's new hired enforcers, Barvasi's Band. Without the tome's knowledge of the *dreamstone* and the mithral key needed to reverse the ritual, the artifact has grown wildly out of control, and Nahum and his initiates have warped into nightmarish forms flush with power. They seek revenge on their former cult and the recovery of the *Paginarum Lethargica* so that they may return to the material world and again take both the *dreamstone* and the petrified idol as their own.

Nahum and his group are now using the stone's power to reclaim their old cult by murdering its acolytes within their nightmares. Now, the stone's strange world-merging energies have brought dreams too close to reality, and reality too close to dreams, creating a stable pocket dimension. The dreamscape is twisting beyond Nahum's control, and bizarre, inexplicable deaths have caused Bridgefront's residents to suspect some strange new nightmare plague. Worse yet, the district's desperate shiver addicts have found their lucid dreaming gives them surprising control over the new dreamscape, and the *dreamstone's* new masters find themselves fighting a war on two fronts: on the streets of Old Korvosa, where they battle to assume control over their former cult's enterprise, and in the dream realm, where the nightmare creatures who carry out their bidding are forming plans of their own.

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SPIDERS AND FLIES

CHAPTER 2:
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CHAPTER 3:
RETURN TO THE HOUSE
ON HOOK STREET

APPENDIX 1:
BRIDGEFRONT

APPENDIX 2:
NEW MONSTER





CHAPTER 1

SPIDERS AND FLIES

Life is never easy in Bridgefront, but in recent weeks, the poor's respite from their lives of hardship—their dreams—have become a dreaded nightly undertaking. In Chapter 1 of this adventure, the player characters are slowly lured into the occult events triggering Bridgefront's so-called nightmare plague. An encounter with an unspeakable horror stalking the island's citizens reveals the PCs' usefulness to the Korvosan Guard and Magistrate Stainton Drune, who petitions PCs to investigate the supernatural threat. Ultimately, he seeks to link the incident to both a recent rash of drug overdoses and the drugs' suppliers: the mysterious Brotherhood of the Spider. PCs will have a chance to explore Bridgefront's occult underworld and witness the cult's shiver trade firsthand as they unravel evidence implicating the narcotic in multiple

deaths all over Bridgefront. (For more information about shiver and its unique effects on dreaming, see page 55.) As the PCs draw closer to uncovering the Brotherhood's secrets, the cult strikes back with a deadly ambush to throw the pursuers off their trail. This compels the magistrate to grant the PCs the authority necessary to engage the cult and bring them to justice, even in the face of unanswered questions. Only when the nightmare plague continues after the cult's destruction, as detailed in Chapter 2, do the PCs understand the authorities' tainted motives have made them unwilling pawns to insidious machinations. Uncovering further, deadlier layers of occult intrigue, they begin to realize that the evidence points to a more dangerous presence in the cult's excommunicated members and the night hag Sally Scramblebones.



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DREAMS OF OLD KORVOSA

The increasingly blurred demarcation between sleeping and waking realities is an important theme in this adventure, and you should pay careful attention to the mechanics of the *dreamstone*-imposed nightmare plague and its effects on dreaming within Bridgefront. Chapter 6 of *Pathfinder RPG Occult Adventures* contains detailed information on the Dimension of Dreams. In addition, The Nightmare Plague (see page 56) and Bridgefront Dreamscape Encounters (see page 57) entries in the Bridgefront Gazetteer provide specific information on the mysterious effects to help bring the adventure's environment to life.

As PCs plunge deeper into Bridgefront's occult underground, you should lay the groundwork for later plot points by using dreams to introduce mysterious elements that hint at things to come. In these dreams, PCs always find themselves on the distorted streets of Bridgefront, its towering, overgrown tenements looming overhead. Strange fluttering shapes peer from dark alleyways and the forms of other dreamers staggering wearily through the landscape. PCs should never appear alongside each other, and you should emphasize their initial isolation in this strange realm, though you may have dreaming PCs appear within shouting distance of one another or from different vantage points to witness the same events.

The dreamscape is an increasingly dangerous place. Dreaming PCs should not initially have harrowing nightmares every time they sleep, but they should at least witness the dangers firsthand: baying shadow mastiffs, throat-slitting *vulnudaemons*, swooping nightgaunts, and surprising fissures that open to swallow dreamers. A brief-yet-intense narration of a dream should suffice to set the stage for PCs and highlight the threat they face for the first few days of their investigations, before their initial encounter with Madame Carrington, after which she and her baku ally can offer some protection to slumbering PCs (see the Beauty and the Baku sidebar on page 10). Such scenarios are left for you to best determine as it fits your group's playstyle and the characters' backgrounds, but these dreams should impart that something is not normal in the dream realm.

GETTING STARTED

Whether the PCs have established reputations in Korvosa or have only recently arrived, the easiest way to get them into the adventure is to lure them to the streets of Old Korvosa with rumors of a rich trade in esoteric secrets and then throw them into the midst of the Bayside Horror encounter that sparks the adventure. A rogue could have connections to the Cerulean Society, the only permitted thieves' guild, which is keenly interested in halting drug trade that falls outside their influence. A spellcaster PC may be an *Acadamae* graduate, asked to investigate strange planar emanations in Old Korvosa.

More martial members may have connections with the Korvosan Guard, and any clerics of Abadar or Desna have an easy in-road addressing the concerns of church superiors—the former concerned with disruptions to commerce, and the latter with the reports of disturbing dreams among residents.

Lately, unsettling news has come out of Old Korvosa. Citizens have discovered dozens of ash-gray corpses in the last two weeks—mostly shiver-addicted lucid dreamers vying for control of the new dreamscape and several cultists and gang members who have had contact with the *Paginarum Lethargica* (see page 36 for more information on this occult text). Divinations on the corpses have proved useless thanks to Sally Scramblebones' soul-sucking heartstone, though local fraudulent mediums still conduct a fierce trade in fake seances for the bereaved. In the absence of evidence, the deaths are generally viewed as strangely suspicious suicides of shiver users. Responsibility for investigating has fallen to Magistrate Stainton Drune, who sees not only an opportunity to implicate the cult in the deaths (with some seeded rumors of a poisoned well to sway the public's opinion), but also the means to recover the immortal gifts of the petrified idol that slipped from his grasp long ago. The cult has found refuge in their underwater temple, where the *dreamstone's* energies do not permeate (see page 52 for more information about the *dreamstone*). They continue their drug enterprise there as normal with the help of newly hired enforcers: Barvasi's Band, a disreputable and unsanctioned gang led by Josef Barvasi, son of the late crime lord Devargo Barvasi. The young leader sees the local drug trade as his birthright and as something cruelly taken from his family years ago, coopted by a cult with bizarre motivations he does not understand.

The gang, in turn, is responsible for the theft of the items at the heart of many of the murders: the *Paginarum Lethargica* and the ritual key known as the *Clavis Somnus*. The tome and key continue to change hands among the occult dealers of Bridgefront. As long as the items remain missing, the radius of the *dreamstone's* power continues to spread, and Nahum and his allies grow more desperate. As the adventure opens, the crimes of Frell Tann, the thief responsible for stealing and fencing the *Paginarum Lethargica*, have caught up with him, and his half-consumed corpse—killed as his lucid body was cornered by Sally Scramblebones in the dreamscape—now wanders Bridgefront, animated by a frightening dream-thing that has entered the waking world.

THE BAYSIDE HORROR (CR 7)

Macabre shapes coalesce in a thick curtain of fog still hanging heavy on the midday air as muted screams echo off the Shingles above.

Frell Tann was an irredeemable con artist, as well known in Bridgefront for his crippling shiver addiction as for his privileged heritage. He was the wayward nephew of one of Korvosa's most influential and hated magistrates: Garrick Tann, Magistrate of Commerce. Though unflinchingly self-entitled, Frell's privileged upbringing did afford him the city's best swordplay instructors, and he was a sought after mercenary in Korvosa's seedy drug trade. Recently he found employment with Barvasi's Band. He helped to steal the *Paginarum Lethargica* from the Brotherhood's compound and guarded street-level shiver dealers in both the waking and sleeping worlds.

Last night, Frell's life ended at Rook's Roost—a popular shiver den—when his dream-self, the body he assumed in lucid dreams, encountered one of Sally Scramblebones's brutal minions seeking the *Paginarum Lethargica*. The den's proprietor disposed of his ash-gray corpse in a back-alley pigsty.

While the hogs began their gruesome work, a shapeless and malnourished dreamspawn creature burst forth into the waking world, dragging Frell's half-eaten corpse along with it. This encounter can be placed anywhere in the PCs' path to draw them into the intrigue of the adventure.

Creature: PCs may mistake Frell's corpse for an undead creature as it shambles forward through the fog. Drained of color, the corpse is practically mummified by a dangerous malignancy born of Frell's shiver-addled dreams. A foglike ooze now drags the desiccated corpse through the streets, its form sprouting forth from Frell's disturbingly distended jaws. The creature begins combat undamaged, and a single surviving member of the Korvosa Guard flails away at it ineffectively, while another three disabled soldiers are tossed through the air with eyes wide in terror. This is the scene the PCs encounter if they investigate the screams described above.

MALNOURISHED DREAM-THING

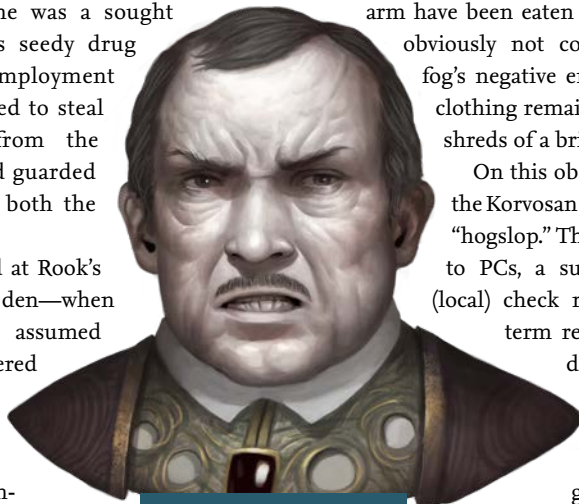
CR 7

XP 2,400

Dreamspawn hungry fog (see page 62)

hp 59

Development: In the aftermath of the encounter, several members of the Korvosan Guard are slain or injured. Four officers warily arrive to collect their fellows and calm terrified citizens. Though standoffish at the supernatural nature of the events, they are also grateful for the PCs' assistance, for without it the creature would undeniably be continuing its rampage.



STANTON DRUNE

There are a few important clues to gather from the scene. PCs who inspect Frell's corpse find it in terrible condition: it is disturbingly ashen—almost colorless—and its head is wrenched backward, its jaw torn half-off by the dream-thing's exit. The corpse's mutilated jaw should discourage attempts to *speak with dead*, which are doomed to failure. In addition, the corpse's left leg and arm have been eaten down to the bone—damage obviously not compatible with the hungry fog's negative energy attacks—and the only clothing remaining are the torn and soiled shreds of a bright red silken undershirt.

On this observation, have PCs overhear the Korvosan officers using a derisive term: "hogslop." Though they will not elaborate to PCs, a successful DC 15 Knowledge (local) check reveals that this derogatory term refers to hopeless drug users doomed to overdose and have their body fed to a drug den's pigs.

After a few minutes, the guards' commander, **Captain**

Cora Crandon (LN female human fighter 7), arrives. Her bearing is severe and

she consults with the other guards privately while keeping a wary eye on the PCs. With a successful DC 15 Perception check, a PC notices her asking the other guards, "You do recognize the corpse, don't you?" After a few nods, she approaches the PCs with a proposition: "My men tell me you can handle yourselves, and more would have died without your help. The city could use folks of your talent. If you are interested in helping us further, I can make the introductions you need to help keep the citizens of this district safe." Assuming the PCs are interested in the proposal, she escorts them to Magistrate Drune's office in the Old City Hall. If questioned about the corpse's identity, she only says, "He wasn't important—but his uncle is."

THE PETITION

The official in charge of investigating the spate of recent deaths is **Magistrate Stainton Drune** (LE middle-aged male human aristocrat 3/rogue 1), Korvosa's Magistrate of Civic Order. He is a short, rotund man with thinning, greasy hair and a patchy mustache. Though the deaths are certainly within his purview as a city official, Drune's true motivation is the promise of immortality Mog-Lathar made to him decades ago. For many years, Drune has assumed that the idol had been smuggled out of Korvosa. But when the Brotherhood of the Spider took over the shiver trade in the wake of the blood veil plague and Devargo Barvasi's death, the magistrate realized that the idol had lurked beyond his notice all along. Drune now sees a second chance at immortality, and he feels that implicating the cult in the recent deaths will be enough



to arrest its current leadership and insert himself as Mog-Lathar's favored supplicant.

Drune's willingness to use the PCs as pawns to implicate the cult is one of seething desperation. The magistrate faces a hostile citizenry distrustful of the Korvosan government, and he himself does not trust the Korvosan Guard. While he has a professional relationship with Captain Crandon, some of those under her command are too often complicit in the drug trade. Drune also doesn't trust the aid of the Cerulean Society, fearing a power struggle over the drug trade that Drune needs to keep intact if the cult is to survive under his intended leadership. The Magistrate rejects the magical assistance of the Church of Abadar and the Acadamae's wizards, in fear that they will either destroy the idol or take it for themselves. As it stands, Drune sees a way to have an outside group—like the PCs—help him accomplish his goals. His pitch is simple.

"Bridgefront is suffering a plague unlike anything seen since the days of the blood veil. It is as insidious as any disease, and we believe each death is feeding an unholy blasphemy: a terrible idol worshiped by a dangerous cult known as the Brotherhood of the Spider. We now know that this cult has not only seized control of the shiver trade in Old Korvosa, but may also be slowly poisoning the neighborhood's wells, driving a flood of new addicts among our city's most desperate and causing terrible nightmares among innocent citizens."

The magistrate's office has already correlated circumstantial evidence linking the deaths to the local shiver supply. In almost every instance, the dead were known users of the drug, and all had ash-gray corpses, so authorities have concluded that the deaths are the result of the users overdosing. Magistrate Drune has convinced the infamous arbiter Zenobia Zenderholm to legally declare deaths under these circumstances to be treated as murder, essentially implicating the drug's suppliers as the poisoners of its purchasers. Drune assures the PCs that, with the outrage sparked by the death of the Magistrate of Commerce's nephew, he will have all the funding and permission necessary to pursue the cult with vigor. His proposal is simple: the PCs are to gather any evidence that ties Frell's death to the Brotherhood of the Spider, and locate and apprehend the dealer who provided the toxic narcotic. Once the proof is in hand, he promises, the PCs' expertise in the supernatural will be needed to undermine the cult and disrupt the trade of this dangerous substance. "If you can find the den where Frell died, you can find the dealer," he says. "And if you can find the dealer, there is little doubt you will also uncover proof of the cult responsible for poisoning the wells and bringing nightmares to Bridgefront's citizens."

Magistrate Drune can fill PCs in on the known details of some two-dozen deaths in as many weeks (see Death

Vignettes below). The PCs are tasked with gathering three pieces of evidence to implicate the cult: proof that Frell died while under the effects of shiver, evidence of his dealer or the drug's source, and proof of that dealer's association with the Brotherhood. Furthermore, Drune expects the party to aid in combating the nightmare plague's supernatural threat while authorities handle tying the previous murders to the leading case.

PCs are free to investigate and report back to the magistrate as they see fit. Given the community's hostility toward authority, Drune is hesitant to make the PCs' connection to his office or the Korvosan Guard too obvious—the PCs will already find street-level aid in short supply. Expectations are nevertheless high.

Treasure: Drune offers PCs a reward of 8,000 gp to the party if they can acquire evidence of the cult's connection to Frell's death and help bring the cult to justice. Canny PCs can negotiate a higher reward with a Diplomacy check, and Drune agrees to a reward of 200 gp more for each point by which the negotiating PC exceeds a DC of 20. Drune only awards this money after the cult's destruction.

Story Award: If the PCs accept Drune's task, award them an additional 6,400 XP.

Death Vignettes

Dozens of shiver users have died since the nightmare plague began. These victims fit two narratives. First, they all involve the use of shiver, which has allowed authorities to weave their convincing narrative, driving the plot of Chapter 1. Even in cases with no evidence of shiver use, authorities draw connections with their false narrative of poisoned well water, or by simply implying that a victim harbored a secret habit. Second, the deaths conform to the actual truth that lucid dreamers (whether shiver-induced or not) are dying in the dream realm, and that many of these victims were actively involved in the cult's schism and the dreamscape turf war. Victims may have been cultists ambushed by Sally Scrabblebones, Barvasi's Band murdered by Nahum, or occult dealers who had contact with the *Paginarum Lethargica*.

The PCs could learn about previous murders directly through Drune, though discovering them through interacting with the citizens of Bridgefront encourages exploration of some of the locations in the gazetteer. Many provide threads you might see fit to expound upon, as suits your group's playstyle, and there is certainly room to further develop some of the introduced subplots. So far, none of the bodies have given reliable evidence via divination, and the corpses have since been cremated.

Alley Addicts: A half-dozen shiver users have hanged themselves within the infamous Fever Dream Alley (area B) in the last two weeks. Authorities ruled the deaths suicides, dismissing the thousands of tiny bites covering the corpses as "lice infestation." Nearby vagrants report,

USING DREAM HAUNTS

Dream haunts are an important and versatile tool for GMs to create dramatic tension, provide clues, and both warn and harass the PCs as they delve deeper into Bridgefront's dream-tainted occult underworld. In some encounter areas, a dream haunt's specific effects are outlined, but the versatility of the haunt mechanic allows you the freedom to create other creepy portents, visions, and otherworldly effects tailor-made to keep PCs on the edge of their seats. Caution must be exercised when using dream haunts, though: the intent should be to engage and disturb PCs, and you should resist the temptation to use dream haunts to continuously cause devastating physical effects. Dream haunts should be used sparingly at first, but with greater frequency as the *dreamstone's* resonance increases and the PCs draw closer to their mark.

however, that “the spiders got 'em”—an acknowledgment of the dream-realm-bound deathweb that hunts in the alley and is truly responsible.

The Breakwater Three: The corpses of three young women were found drifting among the rotten piers of the Narrows, where authorities claimed they drowned after taking shiver while swimming. Their hideously crushed and broken bodies were attributed to the sea smashing them against the piers, but they were actually cultists dropped by nightgaunts in the dream realm.

The Hungry Dead: To date, three victims have been discovered who were partially devoured, and authorities claim that the sleepwalking addicts must have been so malnourished and intoxicated as to unknowingly gnaw themselves to death. Others question why their faces were frozen in terror, and why the bites looked more bestial than human jaws allow—a reflection of their true fates in the dream realm, where shadow mastiffs abound.

Occult Dealers: Citizens found two Night Market esoterica dealers dead in their stalls, their throats slit and bloody daggers still in their hands. Authorities say it is a typical manifestation of a shiver overdose gone horribly wrong, where users slit their own throats while hallucinating. Witnesses maintain the dealers' associated with Barvasi's Band—known Brotherhood allies and shiver dealers. Yet others claim one of Barvasi's gang was looking to sell something desired by dark powers.

DREAM HAUNTS

The *dreamstone's* warping presence has created a unique phenomenon known as dream haunts. Mechanically similar to haunts (see *Pathfinder RPG GameMastery Guide* 242 and *Occult Adventures* 228), these manifestations are remnants of lingering dreams and nightmares trapped between the thinned planar boundary, where they manifest

as various effects in both the waking world and in the Dimension of Dreams.

When a dream haunt manifests, the location takes on a surreal aspect; colors become muted and dull and the landscape becomes more malleable as reality bends. Unlike normal haunts, dream haunts are subject to damage from some corporeal sources, though their vaporous nature grants them the incorporeal quality. They are thus immune to all nonmagical attack forms, take half damage (50%) from magic weapons, spells, spell-like effects, and supernatural effects (including channeled positive energy), and take full damage from force effects and other incorporeal creatures and effects. Dream haunts are essentially quasi-real spell effects housed in nightmarish shapes, and might manifest as shrouded, insubstantial spectres or foreboding, cloying darkness that PCs can target with attacks. A dream haunt is a singular occurrence—it does not have a reset period or a specific means of permanent destruction. The dream haunts in this adventure use the following single, versatile stat block. Some sample effects are presented here, but specific dream haunt effects are included in the areas where the PCs encounter them.

DREAM HAUNT

CR 8

XP 4,800

CE persistent vaporous haunt (30-ft. radius)

Caster Level 8th

Notice Perception DC 20 (to detect warped reality)

hp 36; **Trigger** proximity; **Reset** none

Effect When triggered, dream haunts can produce a wide variety of supernatural, ethereal effects. These versatile effects replicate the reality-warping abilities of a *limited wish* (DC 20 for all effects that allow a save). Such effects include, but are not limited to the following.

- A dark room or hallway exhibits a menacing presence that taps into a creature's worst nightmares, manifesting as an *aversion*^{OA} spell in the mind of a single target.
- A single affected target suddenly appears totally naked for 8 rounds and imagines the gaping jeers of an assembled audience. All of the creature's equipment temporarily vanishes for as long as the dream haunt persists, and the character falls under the effects of a *crushing despair* spell.
- Affected creatures perceive their flesh being devoured by swarms of chittering, hairless rodents and taking damage as if affected by an *acid fog* spell.
- An inanimate object such as a statue, chest, or tree eerily animates and whispers a dire warning to passersby, as per the *magic mouth* spell.
- The bloody teeth of creatures in the area quickly fall out and violently fly around the location, dealing 2d6 points of bludgeoning damage to creatures in the room and making the entire area difficult terrain, similar to the *stone call*^{APG} spell.
- Whispering shades overwhelm an affected creature with guilt and rage. The creature then begins slicing and tearing at its own flesh, as the *terrible remorse*^{UM} spell.



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INVESTIGATING BRIDGEFRONT

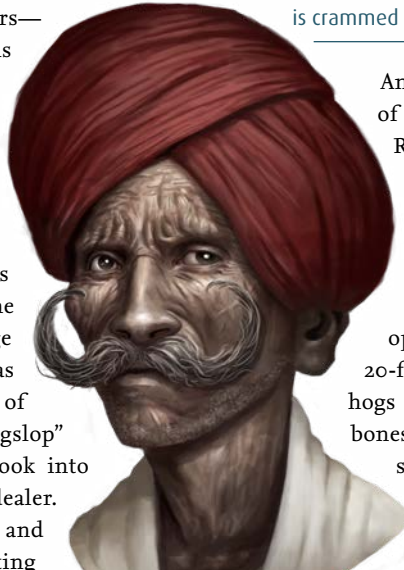
None in Bridgefront have escaped the plague of restless dreams. Posters for missing persons are wearily tacked up by glassy-eyed relatives, while lines for the district's mobile coffee vendors—their hulking, spigoted barrels strapped over their shoulders—grow increasingly long. There is nodding recognition of everyone's "hag-ridden" appearance, and in every market stall citizens speak of vivid, lifelike nightmares.

Expose the PCs to the saturation of occult beliefs in Old Korvosa, by introducing your favorite elements from the gazetteer as PCs explore the neighborhood. Also feel free to engage the PCs with local talk and rumors as they investigate the circumstances of previous deaths. The city guards' "hogslop" comments should lead the PCs to look into local shiver dens in search of Frell's dealer. Bridgefront is lousy with these dens, and the PCs could easily spend weeks sifting through their hog pens looking for clues. It is filthy, gruesome work, and any PC engaging in the activity takes a -4 penalty on all Charisma-based skill checks until they have sufficiently cleaned up. However, a successful DC 15 Knowledge (local) or Diplomacy check used to gather information whittles Frell's rumored haunts down to two dens, the Soiled Sow and the Rook's Roost (area A). The gazetteer outlines other sources of local information you may use at your discretion, including the Lamplighters (area O) and the Library of Thought (area Q).

The PCs' investigation is most likely to play out as follows. The discovery of Frell's signet ring in the Rook's Roost pigsty leads the PCs to the den's proprietor, who deflects them toward Frell's former associates in Fever Dream Alley (area B). There, the PCs learn descriptions of items used to barter shiver from Moses Greeley, the cult's dealer, near the Night Market Fountain (area D). At the market, the PCs might witness a complex drug trade and make the acquaintance of a young rumormonger. The PCs likely hear tales of Madame Carrington and seek her out (in area C). The spiritualist can offer them knowledge about the nightmare plague and protection in the dream realm. As their investigations expose important information regarding the cult's illicit movements, the cult responds to this threat by setting an ambush at the Breakwater Pier (area E) to destroy the PCs. After a confrontation with Greeley (in area F), the PCs finally have enough evidence to move against the cult compound (area G).

A. ROOK'S ROOST

Wooden stairs crawl up an alley wall toward a second-story awning that shelters a stout iron door roughly etched with blackbirds. Strange scents waft from the door's barred porthole, and a thick haze blankets a large room within that is crammed with cots and couches.



ASNAAN SHAROOSH

Among the most well established of Old Korvosa's shiver dens, Rook's Roost provides customers with a large common room some 60-foot square, littered with cots and sofas, or a choice of private rooms, each secured by a barred door.

The establishment's back door opens to an alley balcony above a 20-foot-square pigsty, home to ten fat hogs rooting through a slurry of cracked bones, muck, and other detritus. A successful DC 15 Perception check reveals a red scrap of soiled fabric matching Frell Tann's silk shirt, while a successful DC 25 Perception check uncovers a partially consumed finger wearing a mud-covered signet ring that bears the Tann family crest.

Enforcers at the door of the establishment attempt to bar the PCs' entry, but they summon the proprietor if confronted with anything that might jeopardize their business, including any of Frell's articles discovered in their pigsty or a convincing demonstration that PCs are acting under Magistrate Drune's authority. The proprietor, **Asnaan Sharoosh** (N old male human rogue 7) is an aging and frail Vudrani with a deeply creased face crowned with a bright red turban. A bushy mustache curls upward, and he speaks with a thick Vudrani accent. Sharoosh admits no wrongdoing and is initially unfriendly to the PCs, but a successful DC 22 Diplomacy or DC 18 Intimidate check convinces him that any information he provides will not jeopardize his operation. Producing the fabric adds a +2 bonus on this check, and the ring adds an additional +2 bonus. If the PCs are successful, Asnaan surveys them with hard eyes and chews at his mustache before pointing toward nearby Fever Dream Alley (area B), telling the PCs, "the customer in question had friends once, and they reside there."

Development: Asnaan is not quite the neutral party he portrays himself as. In his private rooms, he is actually giving succor to the Brotherhood's enforcers, Barvasi's Band. This relationship is detailed more fully starting on page 34.

Story Award: If the PCs successfully pry the lead regarding Frell's former associates from Asnaan, award them 2,400 XP.



BEAUTY AND THE BAKU

If PCs ally with Madame Carrington, the spiritualist offers her protection from the *dreamstone*-influenced nightmares. This is made possible by Carrington's alliance with an enigmatic creature known only as a baku. Once the PCs are in league with Carrington, the pair appears in their dreams, the baku shielding the party with its dream eating ability.

In the dreamscape, Carrington is free of her atrophied physical body and proves to be a fierce guardian of Bridgefront's sleeping citizens. She defends the lucid bodies of her clients by providing refuge in the fantastical dream-realm manifestation of her parlor, called the Sanctuary. She speaks as cryptically in dreams as she does in her waking messages, but knows no more here—only that lucid dreamers like herself are in mortal danger in this stabilized dream realm, that shiver use can cause real death, and that the Brotherhood is providing the drug.

Carrington's baku ally is a calming and powerful presence that many creatures within the dreamscape—including Sally Scramblebones—give a wide berth. It and Carrington can aid PCs with their abilities and play a large or small role in any dream encounters you script for PCs, perhaps even rescuing outmatched solitary PCs. At the least, PCs who sleep in Bridgefront should experience some initial nightmares, as described on page 57, before their sleep turns peaceful and they awaken to fading memories of Carrington's calming presence and the soothing baritone of the strange creature that accompanies her.

B. FEVER DREAM ALLEY (CR 8)

The Shingles' characteristic tangle of plank-and-rope bridges crisscross several stories above this narrow, trash-strewn alley. Shiver addicts—including those currently slumbering in the street—have transformed the alley into a makeshift flophouse, which terminates at a hovel sheltering a rusted potbelly stove.

Before Frell hired on with Barvasi's Band several weeks ago, this vagrant-filled alley was the temporary home he shared with other shiver addicts: **Reynaldo**, **Langston**, and **Nomi** (N male and female human rogues 2). They are shaken from their shared nightmares and the recent loss of their de facto leader. When the PCs approach, Langston has succumbed to shiver's sleeping effects and occasionally twitches in discomfort, while both Reynaldo and Nomi are intoxicated but conscious. They seem only half-awake, continuously snapping their heads around to stare at unseen phantasms or agitatedly picking invisible bugs off each other's clothing and flicking them toward the stove's open door.

The indifferent group is highly suspicious of all authority, and no amount of diplomacy convinces them to acknowledge any connection to Frell: a successful DC 20 Sense Motive check, though, reveals that they know more than they are willing to tell. PCs who manage to shift the addict's attitudes to either friendly (DC 22 Diplomacy or DC 13 Intimidate check) or helpful (DC 27 Diplomacy), however, can coerce them to trust the party enough to share the nightmarish experiences of being pursued by spider swarms and being caught in the webs of the unseen "mother spider" they claim lurks in the rooftops.

Dream Haunt: When Langston twitches again, a small spider scurries from his lips, and reality subtly shifts as a dangerous dream haunt manifests. Discreetly call for a Perception check from the PCs. Those who successfully notice the manifesting haunt should see Langston's body spasm as ethereal webs stretch across the alley's expanse.

DREAM HAUNT

CR 8

XP 4,800

hp 36 (see page 8)

Effect The addicts' current intoxication and the vivid memories of their shared nightmare conjure an aspect of their fears into the waking world. All those affected become engulfed in webs, as per *phantasmal web*^{APG} (DC 20). One round later, Langston's body twitches violently as he vomits forth a swarm of spiders (*Pathfinder RPG Bestiary* 258) that immediately attack PCs, as per the *vomit swarm*^{APG} spell. Anyone affected by the *phantasmal web*'s nausea vomits up an additional spider swarm 1 round later that also attacks PCs. These effects last for 8 rounds before the swarms and webs disappear and reality returns to normal. Damaging the webs or the swarms also damages the haunt.

Development: As the dream haunt fades or is destroyed, Langston's increasingly violent thrashing stops. He has been slain in the dream realm by the horrors the PCs have just witnessed, and immediately the color begins to drain from his body. Shaken by the haunt's manifestation, distraught over Langston's death, and grateful for the PCs' protection, the other addicts submit to whatever questioning the PCs present, including their true association with Frell Tann.

Reynaldo and Nomi tell the PCs that Frell lived with them in this alley until recently when he was hired by "some gang" that "looted an old temple or something." The last they saw of him, Frell accompanied them to Night Market Fountain and used some of his ill-gotten gains to barter a week's supply of shiver for the group. They acknowledge that they do not know who the dealer was since "buying shiver doesn't work like that," but it was "probably Greeley's crew." They reveal that Frell traded a set of fine silverware engraved with the initials "J.W.," a "fancy gold brooch like a butterfly," a mummified imp corpse, a "weird silver key," and "a blue parakeet



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in a bronze cage—that one he nicked from someone’s porch.” Langston also mentions cryptically, “He didn’t trade that big book, though. He thought he could get more from the book dealers or that lady who interprets dreams.” Among these revelations are references to the *Paginarum Lethargica*, the *Clavis Somnus*, the murdered Night Market book dealers, and Madame Carrington, whose name they can provide. Several of these bartered items are in the possession of the shiver dealer Moses Greeley, and can lead to his implication once they’re recovered from area F4.

Story Award: If PCs defeat the haunt and gain the information from Frell’s associates, grant them an additional 1,600 XP.

C. MADAME CARRINGTON’S ONEIROMANCY

Below a sign depicting a faded crescent moon, a cracked glass door opens into a waiting room adorned in once-fine appointments, now worn and faded by age.

Madame Carrington’s abode is little more than a 5-foot-by-20-foot waiting room with several shabby chairs, and a single door leading into Carrington’s chamber beyond. Carrington’s assistant is **Maynard Colville** (N male human rogue 7), a quiet-voiced yet unyielding personality with a wispy mustache and an ill-fitting suit too small even for his tiny frame. If the PCs seek an appointment with the seer, he asks them to wait patiently and to deposit any conspicuous weapons in a nearby cabinet. Only then will he usher the PCs into a dimly lit 20-foot-by-20-foot room beyond. Carrington’s chamber features a half-dozen wooden folding chairs, Carrington’s large quilted couch, and six potted (thus stationary) and well-fed xtabay plants (*Pathfinder RPG Bestiary 2* 289). Nearby, a low table holds an automatic writing planchette^{OA} atop large sheets of paper, a battered talking board^{OA}, and an assortment of candles.

Madame Carrington (CG middle-aged female human spiritualist^{OA} 6) suffers from a degenerative muscle disease that has left her almost entirely paralyzed and nearly incapable of speech. Her severely atrophied body is attired in a black mourning dress several decades out of fashion and her face is frozen in a grim rictus. Her eyes, however, reveal an active mind full of smoldering dignity. She can communicate through the following means: using *mage hand* to control a nearby planchette or talking board to produce messages or by speaking through her phantom, the shade of her former lover, Giurescu. Her

phantom’s manifestation is typically reserved for spiritual seances, and the PCs have more likely come following rumors of her dream-interpreting abilities. GMs are encouraged to act her communications out to dramatic effect, utilizing a prop such as a talking board if possible. In any case, she greets PCs with a cryptic message: “You come to question the living or the dead?”

Carrington is a skilled lucid dreamer. Before the *dreamstone*’s awakening, she entered somnambulistic trances to wander the Dimension of Dreams in a way she cannot do in waking life, carefully observing the dreams of paying clients to interpret their fortunes. In recent weeks, Madame Carrington has seen local dreamscapes turn dangerous and has encountered a strange creature offering its protection—a baku (*Pathfinder RPG Bestiary 3* 31). Carrington is unaware of the Brotherhood of the Spider’s schism and is only partially correct in attributing the dreamscape’s disruptions to the cult. She answers questions in short, cryptic statements, making vague references to “the spider’s poisonous webs” that have “ensnared the slumbering minds of the lucid.” She is quick to blame shiver—“the Night Market’s foul dreaming drug”—in the deaths. If questioned about Frell Tann, she replies, “His soul was stolen by the cult’s crooked witch, who seeks the key.” These answers and others might reinforce rumors that Carrington “predicted” some of the deaths, when in fact she witnessed some of them while dreaming.

Madame Carrington is an important source of knowledge, as well as an insightful oneiromancer, automatic writer, and object reader. She also has a significant role to play later in the adventure. For now, use her to cryptically reinforce the authorities’ narrative faulting the Brotherhood’s shiver for the deaths, to provide PCs with rumors and information that their skill checks may not have provided, and to guide PCs



MADAME CARRINGTON

as they put together the pieces of the mystery. She can confirm that Frell Tann sought her out several days ago, by scribbling out a message saying the rogue “tried to sell me a large journal of the faith of Desna, and a key of precious metal, but his price was much too exorbitant, so he sought another purchaser.”

Story Award: If PCs ally with Madame Carrington and acquire the information she provides, award them 2,400 XP.

D. NIGHT MARKET FOUNTAIN (CR 8)

While the Night Market is an important source of commerce in Old Korvosa, the area is lousy with ne'er-dowells and opportunistic pickpockets who take advantage of Bridgefront citizens and indulge in illegal substances.



CULT DEACON

The Night Market Fountain is a misnomer. In reality, the “fountain” is one of several wells in Korvosa that burrow deep beneath the island’s bedrock to provide fresh water to citizens. Few chance using this well’s perfectly fresh water these days since Magistrate Drune blamed the rise of frightening nightmares on the cult poisoning the well. The rumor started when cult members were occasionally seen leaving a fresh stash of shiver behind a removable stone in the well’s foundation, and Drune’s rumormongering has caused locals to give it a wide berth.

A successful DC 20 Perception check reveals a loose stone in the well’s foundation containing an empty leather roll and some broken glass. PCs who succeed at a DC 15 Craft (alchemy) or Knowledge (local) check can identify this glass as a broken shiver vial. If PCs stake out the well, you should carefully time the revelation of important information (see Development); they are close to Greeley’s lair, and he may be watching them from his high perch (area F).

Staking out the market can reveal a little about the cult’s drug movements. The Brotherhood takes great pains to conceal and protect itself from responsibility for its dangerous drugs, using a secret hollow within the nearby Old Wall as a tunnel to traverse the island with their illegal substances out of the public eye.

Development: Careful observation of the shiver trade around Night Market Fountain is one of two ways for PCs to learn the whereabouts of Moses Greeley, but the revelation should be carefully planned, as it triggers the next stage of the adventure. If PCs stake out the fountain before you have had a chance to run the Breakwater Ambush encounter, you can mislead them with a complicated system of coinboys and tattletales or the approach of the rumormonger **Kestrel** (N young male human expert 1) seeking to sell information on Greeley’s whereabouts (see area E). If the cult ambush has already occurred, you should have PCs witness a cult deacon approach the well, pry up the hidden stone, and conceal a leather roll containing 30 doses of shiver behind it. As the deacon departs, a member of Barvasi’s gang emerges from the stairwell door leading to area F, retrieves the roll, and returns to the lair, exposing Greeley’s hideout. As a final confirmation, you may even have PCs hear the squawks of Frell’s stolen parakeet to emphasize their discovery. Observation here might also help PCs witness the cult’s secret identifying gesture among members: wrists crossed, palms upturned, and thumbs and fingers loosely curled to emulate the legs of a dead spider.

CULT DEACON

CR 4

XP 1,200

Human cleric of Mog-Lathar 3/rogue 2

CE Medium humanoid (human)

Init +7; Senses Perception +10

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge)



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hp 41 (5d8+15)

Fort +5, **Ref** +7, **Will** +5

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk spider-leg sickle +7 (1d6+1)

Special Attacks channel negative energy 3/day (DC 11, 2d6), sneak attack +1d6

Domain Spell-Like Abilities (CL 3rd; concentration +5)
5/day—copycat (3 rounds), touch of evil (1 round)

Cleric Spells Prepared (CL 3rd; concentration +5)

2nd—*cure moderate wounds*, *grace*^{APG}, *invisibility*^D

1st—*disguise self*^P, *divine favor*, *entropic shield*,
protection from good

0 (at will)—*bleed* (DC 12), *detect magic*, *light*, *resistance*

D Domain spell; **Domains** Evil, Trickery

TACTICS

Before Combat If given time to prepare, the cult deacon casts *protection from evil* and *divine favor*.

During Combat The cult deacon uses the copycat domain ability to provide additional protection, and then moves to flank opponents, using *grace* if necessary to avoid attacks of opportunity.

Morale The fanatical cultist fights to the death.

STATISTICS

Str 13, **Dex** 16, **Con** 14, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 18

Feats Deceitful, Dodge, Improved Initiative, Toughness, Weapon Finesse

Skills Bluff +8, Craft (alchemy) +3, Disable Device +8, Disguise +8, Intimidate +4, Knowledge (religion) +5, Perception +10, Sense Motive +6, Stealth +11

Languages Common

SQ rogue talent (finesse rogue), trapfinding +1

Combat Gear *potion of invisibility*, *scrolls of cure moderate wounds* (3), antitoxin, doses of blue whinnis poison (3), vermin repellent (2); **Other Gear** leather armor, masterwork spider-leg sickle, *amulet of natural armor +1*, silver holy symbol of Mog-Lathar, 18 gp

BARVASI'S BAND (4)

CR 3

XP 800 each

Dealers (*Pathfinder GameMastery Guide* 301)

hp 22 each

TACTICS

During Combat The rogues attack with bolts and daggers poisoned with bloodroot, and they attempt to flank their opponents.

Morale The boys flee if reduced to one-quarter of their hit points.

E. BREAKWATER PIER

Once the PCs have begun seeking Greeley, the Brotherhood of the Spider's petrified idol orders its minions to silence those who would meddle in its affairs.

NEW ITEM

Nearly all members of the Brotherhood of the Spider carry these strange weapons.

SPIDER-LEG SICKLE

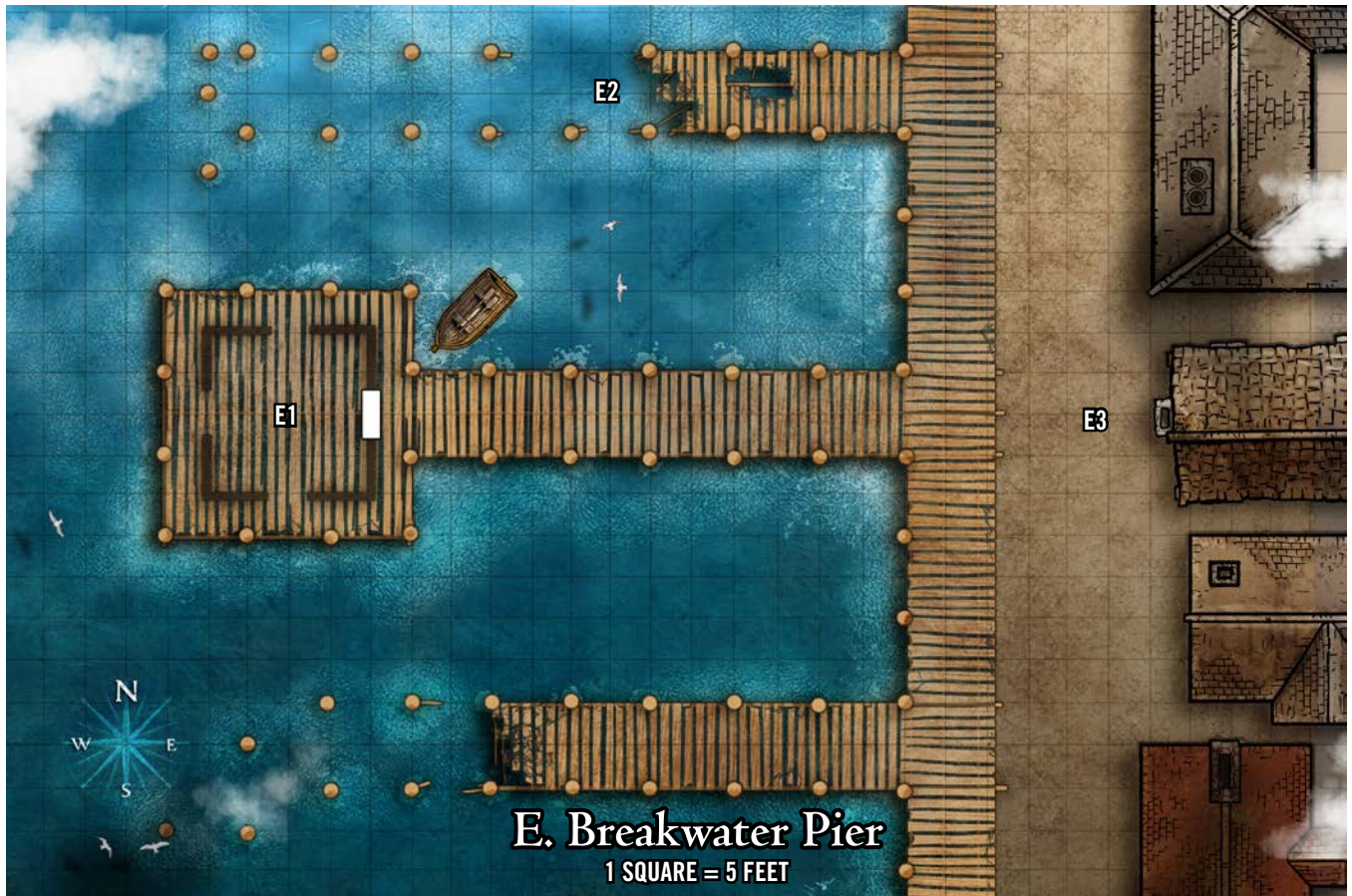
PRICE 15 GP
TYPE simple

This wickedly curved sickle is cast in the form of a segmented spider's leg. It has the same statistics as a normal sickle and can trip opponents, but deals piercing damage rather than slashing damage. The leather-wrapped handle contains a hollow recess that can hold a single dose of poison. Filling the reservoir is a full-round action that carries the usual risks of poisoning yourself. Once filled, the reservoir keeps the blade saturated and viable for up to 2 hours. The first successful attack made with the spider-leg sickle during this time administers and expends the dose of poison. Mog-Lathar's deacons carry masterwork versions of these weapons. The cult uses blue whinnis poison, and within the radius of the *dreamstone's* effects the unconsciousness effect may trigger lucid dreaming.

Through the successful use of a *scroll of planar ally*, the cult has appealed to the hydrodaemon Guttermaw for aid, and recruited a gang of dangerous addicts to help destroy the interlopers.

The cult stages its ambush in a decrepit shack set at the end of an abandoned pier, filling it with several shiver addicts to stand in for cult members. The daemon hides in the surf beneath an adjacent pier and awaits the PCs' approach, while a small group of shiver-addicted beggars hides in an abandoned waterfront building to cut off any potential escape. Cult leaders feed the rumor that the building at the wharf's end is Greeley's hideout through another street-level dealer, who in turn informs the charming guttersnipe Kestrel, who vies to capitalize on the news by selling the information to the PCs. For his part, Kestrel believes the news is real, confirmed by his own witnessing of the cult's presence on the wharf, so Sense Motive checks reveal his sincerity; he believes he has acquired valuable information and is willing to share it for the right price.

When the time is right, Kestrel approaches the PCs once an hour to sell the information for 50 gp, reducing the price by 10 gp each hour, to a minimum of 20 gp, until the PCs finally purchase it. He claims his gang heard from a competing shiver dealer that Greeley's hideout is a small building on the pier, where the Old Wall terminates to the north, just behind the Night Market. They saw men in Brotherhood robes there earlier, and he heard Greeley himself is directly resupplying his dealers from there.



The ambush is presented in three stages. First, a confrontation with the addicts triggers an attack by a summoned water elemental and a supernaturally rising tide. PCs are then attacked by the daemon Guttermaw. Finally, they face the rush of a desperate mob along the shore in the battle's aftermath.

E1. The Rotting Wharf (CR 7)

An old wooden pier parts the pylons of burned-out quays that jut from the bay. The wharf terminates at a small flat-roofed building with soot-covered windows. A small moored skiff bobs alongside the dock.

The 10-foot-wide wharf extends into the sea for approximately 60 feet, ending at flat-roofed, 20-foot-square shack with a single door facing the wharf and a small, grubby window on each wall. A skiff large enough for four passengers is moored to the end of the dock nearby. The rickety wharf shifts alarmingly underfoot, and is slippery from sea spray, increasing the DC of Acrobatics checks by 5.

Creatures: Four shiver addicts, each dressed in a ragged version of the Brotherhood's distinctive olive-colored, double-hooded robes, inhabit this room with a 3-day supply of shiver, food, and wine. One guards the door outside,

rotating out every couple of hours with another person within. A successful DC 20 Perception check reveals the outside guard's listlessness from the effects of the drugs. If the PCs approach during the day, they can observe shapes moving beyond the sooty windows, and they can see flickers of light inside at night. If anyone who the door guard does not recognize approaches the building, he knocks twice, waits one round while the door is unlocked and opened, then enters and bolts the good wooden door (hardness 5, 15 hp, break DC 18) from the inside. These users have been given drugs in exchange for simply waiting within the building, and, even if coerced into cooperation, they only know that Greeley's men indeed gave them shiver and told them to guard the room.

SHIVER ADDICTS (4) **CR 1/2**

XP 200 each

Brigands (*Pathfinder RPG NPC Codex 266*)

hp 15 each

The shiver addicts are a nervous, cagey lot that just want to be left alone. They are paranoid and intoxicated former soldiers who defend themselves as feasibly as possible. The hydrodaemon waits for the ideal moment to spring its trap: when some PCs enter the building, it splits the party in half by summoning a elemental near



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the doorway to trap as many PCs inside as possible. If the PCs do not enter, it summons the elemental on the wharf between the PCs and the shore.

LARGE WATER ELEMENTAL CR 5

XP 1,600

hp 68 (*Pathfinder RPG Bestiary* 126)

Hazard: Once PCs are engaged at the end of the wharf, Guttermaw uses its *control water* spell-like ability to flood the wharf with roiling seawater. At their highest point, the wharf's pier and the shack's floor are approximately 10 feet from the water's surface, and the daemon can raise the water 18 feet vertically from the bay's surface in a 90-foot-by-90-foot area, deluging the wharf, the building, and all on or within with 8 feet of rough water (DC 15 Swim check). This leaves the flat top of the single-story shack exposed above the surf, and approximately 2-feet of breathing space near the roof within the shack. PCs outside the shack who reach the slippery roof can climb onto it with a successful DC 17 Climb check. The moored skiff bobs violently above the roiling tide, and PCs can climb aboard by succeeding at a DC 15 Climb check. The boat's heaving is considered violent motion for spellcasters.

E2. Quay Daemon (CR 8)

Creature: Lurking behind the rotting pylons of the pier to the north is the hydrodaemon Guttermaw. The daemon avoids putting itself in immediate danger, preferring to see how the PCs fare against its summoned elemental and the magically raised tide. Only after the elemental is destroyed does Guttermaw engage the PCs, preferring to use its glide ability to launch into the air and pounce on a vulnerable foe.

GUTTERMAW CR 8

XP 4,800

Hydrodaemon (*Pathfinder RPG Bestiary* 2 67)

hp 95

E3. Agitated Rabble (CR 6)

Creatures: When PCs attempt to escape the flooded wharf, whether on the skiff or over the pier after the hydrodaemon's death dispels the *control water* effect, the cult's final assault begins. Through their street-level dealers, the cult has promised a lifetime's supply of shiver to any addict who presents them with the PCs heads. This bounty has brought out the most depraved and desperate of Bridgefront's gutter-dwellers to claim the prize.

DRUG-ADDLED RABBLE CR 6

XP 2,400

CN Medium humanoid (troop, human)

Init +3; Senses Perception +15

DEFENSE

AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural)

hp 65 (10d8+20)

Fort +5, Ref +12, Will +4

Defensive Abilities troop traits

OFFENSE

Speed 30 ft.

Melee troop (3d6+4)

Space 20 ft.; Reach 5 ft.

Special Attacks garbage barrage

STATISTICS

Str 19, Dex 16, Con 14, Int 11, Wis 13, Cha 10

Base Atk +7; CMB +11; CMD 25

Feats Ability Focus (garbage barrage), Alertness, Combat Reflexes, Dodge, Lightning Reflexes

Skills Intimidate +10, Perception +15, Sense Motive +3

Languages Common

SPECIAL ABILITIES

Garbage Barrage (Ex) The rabble can unleash a fusillade of broken bottles and improvised projectiles as a standard action. This attack takes the form of up to two lines with a range increment of 20 feet. These lines can start from the corner of any square in the troop's space. All creatures in each of these lines' areas of effect are hit for 4d4+4 points of bludgeoning damage each (Reflex DC 20 half). The save DC is Dexterity-based, and includes the bonus from the troop's Ability Focus feat.

Development: When reduced to 0 hit points, the mob disperses, leaving some survivors to flee and others injured or disabled among the slain. You can use the beggar stat block (*Pathfinder RPG NPC Codex* 256) to represent these individuals. All are aware of the bounty on the PCs' heads and can reveal the exact location of Moses Greeley's hideout (area F), telling the PCs that it's "under the Red Oliphant" if intimidated or otherwise coerced.

Using Troops

A troop is something of an abstraction, in that the component creatures that make up the troop are mostly irrelevant; only the troop as a whole matters for the purposes of combat. A troop is similar to a swarm, but is normally composed of Small or Medium creatures. Large groups of Tiny or smaller creatures should use the normal swarm rules.

Troop Subtype: A troop is a collection of creatures that acts as a single creature, similar to a swarm, but typically as part of a military unit. A troop has the characteristics of its type, except as noted here. A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A troop makes saving throws as a single creature.

A single troop occupies a 20-foot-by-20-foot square, equal in size to a Gargantuan creature, though the actual size category of the troop is the same as that of the

component creatures. The area occupied by a troop is completely shapeable (as a similar spell effect), though the troop must remain in contiguous squares to accurately reflect the teamwork of trained military units. A troop has a reach equal to that of the component creatures based on size or armament. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes an attack of opportunity if it does so. A troop can move through any area large enough for its component creatures.

The exact number of a troop's component creatures varies, but in general, a troop of Small or Medium creatures consists of approximately 12 to 30 creatures. Larger creatures can form troops, but the area occupied by such a troop should increase proportionally according to the size of the component creatures.

Troop Traits: A troop is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop, though the damage taken until that point does not degrade its ability to attack or resist attack. A troop is never staggered or reduced to a dying state by damage. Also, a troop cannot be subject to the bull rush, dirty trick^{APG}, disarm, drag^{APG}, grapple, reposition^{APG}, or trip combat maneuvers, except by area effects that include such effects. A troop can grapple an opponent.

A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate* and multiple target spells such as *haste*), though it is affected by spells or effects that target an area or a nonspecific number of creatures (such as *fireball* or *mass hold monster*). A troop takes half again as much damage (+50%) from spells or effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed its nonlethal damage.

Troop Attack: Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has "troop" in its Melee entry with no attack bonus given. The amount of damage a troop deals is based on its Hit Dice.

Fallout

The cult has inadvertently played right into the hands of Magistrate Drune. The attack on the PCs is an open act of attempted murder. Soon after the attack Drune sends for the PCs. He's heard what happened and immediately sanctions the party to serve a warrant on Moses Greeley. If PCs were killed in the ambush, the Korvosan Guard recovers their washed-up bodies, and Drune calls in a favor at the church of Abadar to have *raise dead* cast on the fallen. After which the PCs will most certainly be in Drune's debt—and be expected to follow his orders without question.

F. GREELEY'S DEN

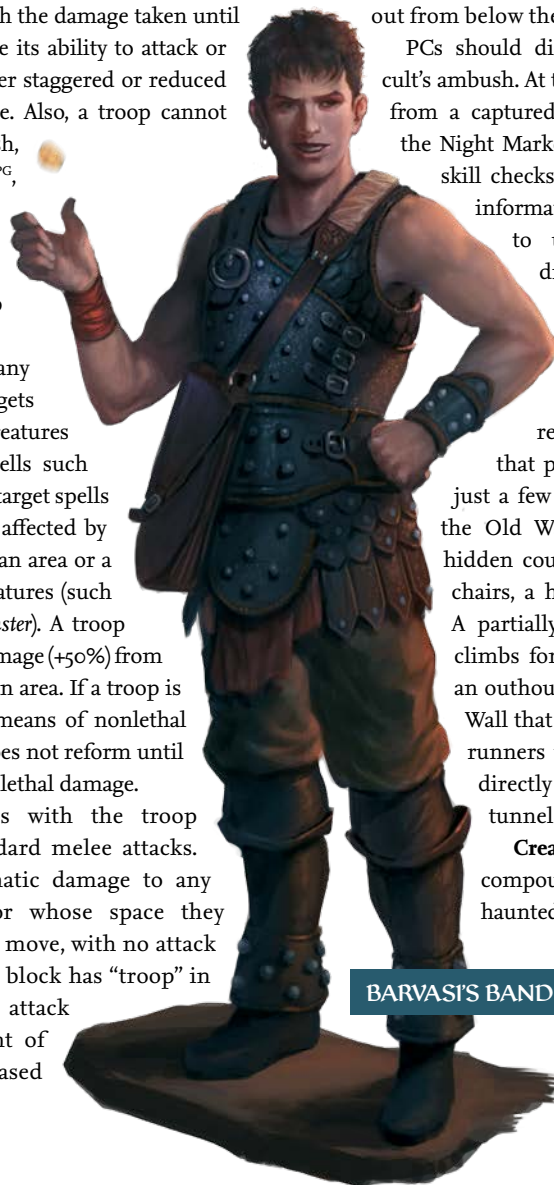
The center of Greeley's drug trade is a discreet apartment that overlooks the Night Market, nestled within a Shingles-level block of overgrown tenements. The clue "under the Red Oliphant" refers to a Night Market landmark—high on the wall of a towering building is a faded depiction of a large tusked and smiling oliphant that once advertised a tavern. The two windows that peer

out from below the billboard mark Greeley's hideout. PCs should discover Greeley's hideout after the cult's ambush. At that point they can learn its location from a captured assailant, through observation of the Night Market Fountain, or through Diplomacy skill checks to gather previously undiscovered information. Only then should PCs be able to uncover Greeley's cult-sponsored drug ring and move into the next part of the adventure.

F1. Courtyard (CR 7)

By following a narrow alley, PCs reach a heavy, iron-reinforced door that penetrates a 15-foot-high stone wall just a few feet from where it intersects with the Old Wall. The door opens to expose a hidden courtyard hosting rusty wrought-iron chairs, a half-rotted table, and lots of trash. A partially covered wooden spiral staircase climbs for 3 stories up to Greeley's lair and an outhouse (area F2) is built against the Old Wall that conceals the hole Greeley's tunnel-runners use to replenish their drug supply directly from the cult via the Old Wall's tunnel (area F5).

Creatures: Afraid to return to the cult compound because he thinks the place is haunted by the spirits of those sacrificed to the idol, Greeley relies on several of Barvasi's Band to refresh his drug supply, guard the hideout during the day, and protect him in the dream realm. There are typically six total gang



BARVASI'S BAND



- INTRODUCTION
- CHAPTER 1: SPIDERS AND FLIES
- CHAPTER 2: DARKNESS FALLS
- CHAPTER 3: RETURN TO THE HOUSE ON HOOK STREET
- APPENDIX 1: BRIDGEFRONT
- APPENDIX 2: NEW MONSTER

members in the hideout, rotating out by twos in 8-hour sleeping shifts, with those whose watches fall during Greeley's bedtime take shiver to find, guard, and hide him in the dreamscape—a service for which he pays quite well. These rogues attempt to ambush anyone trespassing into their courtyard sanctuary.

BARVASI'S BAND (4) CR 3

XP 800 each

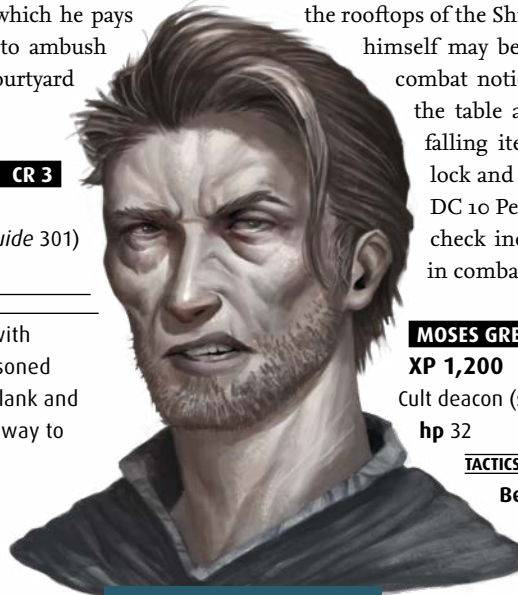
Dealers (*Pathfinder GameMastery Guide* 301)

hp 22 each

TACTICS

During Combat The rogues attack with crossbows and daggers, each poisoned with bloodroot. They attempt to flank and bottleneck opponents in the doorway to restrict entry.

Morale The bodyguards fight until reduced to one-quarter of their hit points, then attempt to climb over the wall and flee.



MOSES GREELEY

the PCs enter the room, he spends one round moving to a cluttered table and shoving it aside, unlocking and opening the window the following round, and exiting to the rooftops of the Shingles the next. Though Greeley himself may be invisible, PCs not engaged in combat notice his activities—the scrape of the table against the floor and clatter of falling items, the click of the window's lock and its raising—if they succeed at a DC 10 Perception check. The DC for this check increases to 15 for those engaged in combat.

MOSES GREELEY CR 4

XP 1,200

Cult deacon (see page 12)

hp 32

TACTICS

Before Combat Greeley casts *protection from good, divine favor, and invisibility*.

During Combat After casting *invisibility*, Greeley attempts to escape, but if noticed he begins desperately channeling negative energy to damage all in the room, including his bodyguards.

Morale Greeley fights to the death, screaming prophetic warnings about the foul spirits that inhabit his cult's temple the whole time.

F2. Outhouse Wall Access

This outhouse is perfectly serviceable, though pungent. A secret hinged panel at the rear swings open to reveal a 4-foot-wide, 10-foot-long tunnel bored into the Old Wall, exiting into area **F5** approximately 400 feet north of the cult's secret compound (area **G1**). PCs can discover this secret panel by succeeding at a DC 15 Perception check, or they could learn about it from any survivors of this encounter in exchange for leniency with the authorities. In a sack hanging on the back of the secret panel are 10 jars of vermin repellent^{UE}.

F3. Hideout (CR 8)

This simple apartment is sparsely appointed from the ill-gotten gains of a drug trade steeped in street-level bartering.

A three-story spiral staircase ends at a strong, locked wooden door that opens into a 20-foot-by-20-foot square apartment. It contains three simple beds, a large bureau, and two long tables covered with bartered goods waiting to be fenced, including Frell's squawking blue parakeet and other important items of evidence. Two windows overlook the Night Market Fountain, each covered with streaks of grime that allow discreet observation of the streets below. The bureau's back panel conceals a locked secret door (DC 20 Perception) behind a half-dozen olive green robes. The secret door leads into area **F4**.

Creatures: Greeley is currently cornered in this room with two guards. Any sounds of fighting below alert him and spark his attempted escape. Given enough time, he casts the spells listed in his tactics, and, when

BARVASI'S BAND (4) CR 3

XP 800 each

Dealers (*Pathfinder RPG GameMastery Guide* 301)

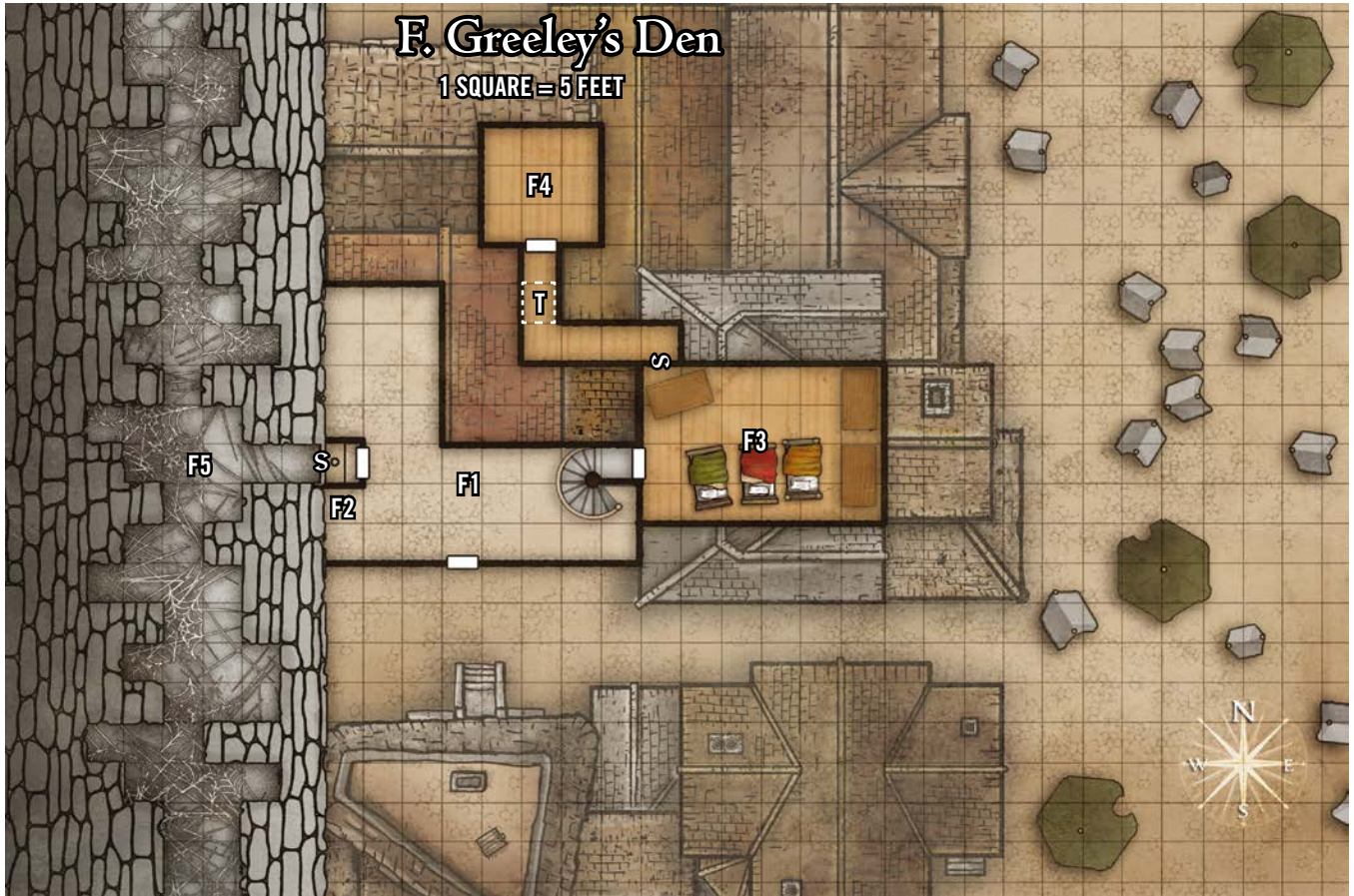
hp 22 each

TACTICS

During Combat These bodyguards attempt to flank PCs at the doorway to prevent intrusion.

Morale The guards fight until reduced to one-quarter of their hit points, then attempt to flee through the door or window and into the Shingles.

Treasure: The tables of this chamber hold all manner of bartered items, from lanterns and mirrors to candlesticks and jewelry. Together, these mundane items are collectively worth 300 gp. Items of more substantial individual value include a large jar of pulled gold teeth worth 30 gp in total, three silver holy symbols of Abadar worth 25 gp each, a phrenologist's kit^{OA}, and 40 doses of shiver worth 1,000 gp. In addition, there are several pieces of evidence: Frell's blue parakeet in a bronze cage worth 10 gp, a wooden case containing a set of silverware—engraved "J.W." as reported—worth 120 gp, and a golden holy symbol of Desna worth 50 gp. These final items correlate to those learned of in Fever Dream Alley (area **B**), and are acceptable proof that Greeley



was Frell Tann's dealer. A successful DC 18 Perception check reveals a small brass key hidden above the cabinet concealing the secret passageway, which opens the door leading to area F4.

Development: Greeley is desperate to avoid capture, but if cornered in his hideout he shouts clues in his maniacal bid for freedom. He is convinced the cult's house is haunted from the souls of those sacrificed to Mog-Lathar and is having an existential crisis over the deeds he has committed for his idol. He shouts cryptic refrains while fighting, such as "The souls of those we've sacrificed have risen for their revenge!" and "The house is no refuge—it's a spider's web that will ensnare the world!"

F4. Secret Stash (CR 5)

The secret door in area F3 opens into this dangerous hallway. The strong wooden door at the end is locked with a good lock (Disable Device DC 30) and opens into a storage room stuffed with more ill-gotten goods.

Trap: The marked square contains a thin veneer of wood flooring that actually collapses into a hollow space between buildings, dropping those stepping into the area some 30 feet onto deadly barbs of sharpened iron. The rafters above the panel are worn smooth from years of dealers using it to swing over the trap.

SPIKED PIT TRAP CR 6

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 30-ft.-deep pit (3d6 falling damage); pit spikes (Atk +15 melee, 1d6 spikes per target for 1d6+5 damage each); DC 20 Reflex negates; multiple targets (all targets in a 5-ft.-square area)

Treasure: This room is stuffed with more mundane goods worth a total of 800 gp. An oval frame has been paired with a mummified imp's corpse worth 200 gp to a collector (another piece of evidence). Magic items include a fine suit of *mistmail*^{UE}, a +1 *kukri*, a *lesser talisman of danger sense*^{OA}, 2 *scrolls of restoration* in a bone scroll tube, and a clay *animal divining pot*^{OA} fired in the shape of a corpulent, lounging rat.

F5. Old Wall Tunnel (CR 7)

Huge blocks of irregularly cut stone form a happenstance tunnel in the hollow within the Old Wall. The corpses of long-dead rodents hang from dusty spiderwebs draping the passage.

Though crumbling, the Old Wall is considered a part of Korvosa's defensive fortifications, its upper ledge still in



use by occasional patrols of the Korvosan Guard. The Old Wall is also a key feature in the Brotherhood's drug trade: its stout facade conceals a hollow, irregular interior that the cult utilizes as a service tunnel. Dozens of hidden holes perforate the wall at sporadic locations, providing means of egress to sewer shafts or through passages opened by prying free loose blocks from the wall. The cult owns several properties built directly against the wall—including their main lodge—creating a complicated network of secret entrances that make it impossible for authorities to effectively track their movements. The tunnel itself ranges from 5 feet to 15 feet in both width and height.

Creatures: The wall's interior is the lair of a pair of dangerous ogre spiders, which cult members avoid by minding their feeding times and through liberal use of vermin repellent—the jars of which litter tunnel entrances regularly used by the cult. The repellent is normally used to deter swarms, but the dealers have found it also keeps the ogre spiders at bay for the time being. Those who enter the tunnel without applying vermin repellent face eventual attack by the spiders.

OGRE SPIDERS (2)

CR 5

XP 1,600 each

hp 52 each (*Pathfinder RPG Bestiary* 3 254)

Aftermath

If the PCs deliver the pieces of the evidence that Drune sought, and if they do not immediately move to take down the Brotherhood on their own, Drune strongly encourages the party to continue in their pursuit of the cult. The magistrate claims that he prefers the work of “professionals” to his “outmatched” Korvosan Guard, but he really just needs someone to discretely do his dirty work. If the PCs balk, Drune reminds the party that their agreement was a two-fold exchange—including both delivery of evidence and justice—and that their reward will come only when the cult is brought to its knees. As with the Greeley situation, he essentially deputizes the PCs to continue combating the supernatural threat and work as government-endorsed agents. Drune then sends the PCs off to infiltrate the cult's compound, playing his hand carefully so as to hide his manipulations and leave room to disengage from the party should things go awry.

G. HOOK STREET HOUSE

The cult's lair—the titular house on Hook Street—is the ancestral manse of the Caligaro family. Though long fallen into disrepair and heavily damaged from an old fire, its interior serves to conceal the cult's shiver production and hide the secret entrance to the idol's resting place.

From the outside, the once-opulent house's rotting front blends in perfectly with the decrepitude of modern-day Bridgefront. The house is set slightly off Hook Street, and the surrounding area is overgrown with makeshift

tenements. Sprawling hovels cling to the mansion's exterior, growing upward toward the Shingles.

Within, the house reflects several generations of devout inhabitants. The family acquired the property nearly 200 years ago, when only a small crumbling temple to Desna stood on the grounds. In those days, the Caligaro family's patriarch was a devout follower of the Tender of Dreams and, like Nahum, a fanatical collector who built the home to incorporate and protect the ruins of the shrine. Later generations offered supplication to Gozreh, constructing the home's unique underwater ballroom to pay homage to the god of the sea. But now, the manse houses only the despicable worship of a depraved godling.

The house's exterior doors and windows are heavily boarded or barricaded to prevent intrusion from outside (hardness 5, hp 15, break DC 18), with the exception of the balcony entrance to area **G5**, the spring-loaded trap door that releases the cult's spider eater in area **G8**, and the leather curtains stretched over the hole in area **G9**. Areas **G2–G5** and **G10–G13** are all built directly against the Old Wall, and its exposed stone facade stands in dark contrast to the manse's wood-paneled walls. Unless otherwise stated, all ceilings are 10 feet tall.

The PCs might attempt to infiltrate the cult compound in disguise. This can work up to a point if they know the proper procedures. Beyond the robes they need to don upon entry, they will have to perform the cult's secret hand symbol—crossed wrists, upturned palms, and curled fingers mimicking a dead spider—to signal their devotion to certain guardians, including those in areas **G2** and **G11**. Anyone under the waking effects of shiver should also experience haunting hints of the activities within this house in its dreamscape counterpart.

G1. Compound Entrance

Greeley's outhouse access into the Old Wall tunnel (area **F2**) is about 400 feet north of the entrance to the cult compound along Hook Street, and PCs will have to navigate this dangerous corridor to discover the cult's hideout. While there are many roughly hewn and makeshift exits from the tunnel that open into various hovels along the wall, the entrance to the cult's lair is more elaborate, with a torchlit stone staircase that ascends some 15 feet and terminates at an iron portcullis opening into area **G2**. A successful DC 10 Survival check to follow tracks shows the most heavily used route taken by dozens of cultists as they make their way to worship, the trail of which terminates here at the stair.

G2. Entrance Hall (CR 7)

Two velvet curtains tied back with filthy gold cord reveal an iron portcullis cast with a webbed motif. Cobwebs drape the forms of two carved wooden mannequins dressed as robed cultists, which flank each side of the portcullis.

The compound's entrance hall stores the necessary ceremonial paraphernalia for visiting worshipers to don before descending to the temple below. The room's wood-paneled walls are covered in hooks, from which hang dozens of the cult's olive green robes. A locked iron portcullis (hardness 10, hp 60, lift DC 25) blocks the entrance into the cult's compound and is locked (Disable Device DC 20). The portcullis's winch takes up the room's northeast corner. One door leads to the south and another to the east.

Trap: Any creatures that do not touch the hands of each of the carved wooden mannequins before crossing the threshold trigger the trap in this room.

SUMMON MONSTER VI TRAP CR 7

Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger proximity (alarm); **Reset** none

Effect Spell effect (*summon monster VI*, summons 1d3 kytons)

Treasure: Eight silvered spider-leg sickles worth 26 gp each hang on a small rack. A candelabrum in the shape of an upturned dead spider, its eight legs each piercing a single candle, is worth 200 gp. The crates contain mundane items such as folded vestments, a dozen torches, and 6 pints of lantern oil.

G3. Destroyed Chamber (CR 8)

The floor in this chamber has almost totally collapsed, forming a jagged ledge around the room's perimeter that seems held up only by sheets of dusty webs.

This room was the site of Nahum's *dreamstone*-awakening ritual, but the ceremony's disruption collapsed the floor into area **G10** below. The spiders soon took over.

The chamber's good wooden door (hardness 10, hp 15, break DC 18) is stuck fast and treated as if it's barred, though an open archway also leads to area **G6**. A successful DC 15 Perception check should reveal that the floor collapse is very recent, and the edges of the wood are broken and jagged from tremendous force, not rot. Additionally, PCs should notice the remnants of fresh arcane symbols drawn in chalk on the walls.

Creatures: If PCs begin destroying the webs in this room or fall under the dream haunt's effects, the ettercap Chittersnap in area **G10** below commands several dream spiders to attack. Chittersnap may also join the fray, flying up from the level below, though he knows that he has a more advantageous position in his trap-filled laboratory. Combat or significant noise in this room also attracts the attention of the aranea sisters in areas **G6** and **G7** (if they are alive), who immediately take the offensive against intruders through their nearest entrances and may well shift the fight here to protect the library.

DREAM SPIDERS (6) CR 1/2

XP 200 each

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N Small vermin

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 5 each (1d8+1)

Fort +3, **Ref** +2, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +1 (1d4 plus poison)

Special Attacks dream web, poison, web (+3 ranged, DC 11, 1 hp)

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** —, **Wis** 12, **Cha** 11

Base Atk +0; **CMB** -1; **CMD** 11

Skills Climb +8, Perception +5, Stealth +6 (+10 when in its webs); **Racial Modifiers** +4 Perception, +4 Stealth when in its webs

SPECIAL ABILITIES

Dream Web (Ex) A dream spider has the web ability (*Pathfinder RPG Bestiary* 305) but its webs carry an iridescent hue, making them easy to notice (Perception DC 15). Any animal, humanoid, or monstrous humanoid that comes in contact with these webs experiences strange hallucinations, taking 1d6 points of Wisdom damage per round of contact. A successful DC 11 Fortitude save negates this damage. If the webs of a dream spider are burned, they create a spread of



DREAM SPIDER



poisonous gas in a 10-foot radius. This gas deals 1d8 points of Wisdom damage to all creatures in the area (not just to those in contact with the webs). A successful DC 11 Fortitude save halves this damage. The cloud of colorful vapor remains for only a single round before dissipating harmlessly. The save DC is Constitution-based.

Poison (Ex) Bite—injury; save Fort DC 11; frequency 1/round for 4 rounds; effect 1d4 Wis; cure 1 save.

Dream Haunt: If the PCs enter the room, a chorus of whispers and flitting arcane symbols erupts throughout the chamber.

DREAM HAUNT CR 8

XP 4,800

hp 36 (see page 8)

Effect A successful DC 21 Spellcraft check identifies the sounds and images as components of a conjuration (creation) incantation. All those in the area must succeed at a DC 20 Will save or fall under the effects of a *babble*^{OA} spell as they begin gibbering along with the profane chorus and become nauseated. Creatures within 30 feet of affected subjects must succeed at a DC 20 Will save or become fascinated for as long as the babble persists (8 rounds), even if they were unaffected by the initial effect.

Hazard: The remaining bits of floor in this destroyed chamber forms a dangerous ledge that varies between 1 foot and 5 feet in width. Splintered wood and dozens of rusty nails sticking up through the surface make the area difficult terrain. Creatures walking on this ledge must make a successful DC 14 Reflex save or fall 10 feet to the floor below and possibly into contact with dream-spider webbing, the dangers of which are more fully described in area **G10**. Any PCs affected by the webbing receive a –4 penalty on the save against the room’s dream haunt effects as their perception extends briefly into the dream realm, where they catch glimpses of an ornate occult ceremony room (see area **H14**).

Treasure: Chittersnap’s treasure is concealed among his webbed bedding in the windowed alcove to the south. It contains 3 *potions of cure serious wounds*, a *formula alembic*^{UE}, a bottle of wormwood wine worth 25 gp, three garnets worth 30 gp each, five citrines worth 50 gp each, an ivory bowl worth 100 gp and a web-shaped censer worth 15 gp.

G4. Parlor (CR 7)

The scent of stale smoke permeates this crossroads of stairwells and hallways. A moth-eaten rug stretches before a fireplace surrounded by a beautifully carved mantle and an ornate but unstocked bar. A heavily adorned staircase in the room’s northeast corner descends into darkness below, opposite a long hall with a staircase that spirals up to the floor above.

A single lantern lit with *continual flame* hangs from the descending stair’s bannister to illuminate this parlor, and similar flames burn cold in the fireplace casting strange shadows. The hallways contain decaying taxidermy mostly rotted to their carved wooden cores.

Creatures: On higher alert since the schism within the cult and the manifestation of dream haunts, three cult leaders typically wait here to escort worshipers to the presbytery. These deacons prepare to attack the PCs if they overhear the sounds of combat in area **G2**. One goes so far as to move slightly down the hallway in order to catch PCs with her channeled negative energy without harming her companions. If the PCs manage to avoid confrontation with these guardians or attempt to infiltrate the compound under disguise, they still have to convince these deacons that they are either initiates or in Barvasi’s Band. The deacons do not know every face of every cultist, but make Sense Motive checks with +6 modifiers against the worst of the PCs’ attempted Bluff checks.

CULT DEACONS (3) CR 4

XP 1,200 each

hp 32 each (see page 12)

Treasure: A candelabra carved in the shape of a crooked-backed imp (worth 150 gp) rests on the bar, and three bottles of Varisian pear brandy (worth 30 gp each) are stashed behind a crooked shelf in the back bar.

G5. Balcony

From this railed balcony the PCs can spot enough landmarks to locate the house from Hook Street should they need to. If the spider eater from area **G8** has been released and survives, it attacks them here if they linger too long.

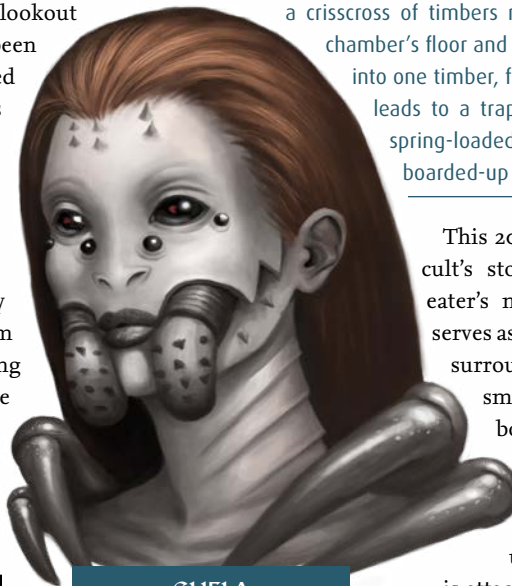
G6. Library (CR 4)

A chandelier illuminates book-filled piles of crates covering this library’s wooden floor. Finely carved bookcases line the walls, their contents disorganized and incomplete. Glass domes protect various precious relics, though many appear to be missing.

The cult’s library is a disorganized collection of books, scrolls, and pamphlets on all manner of occult and esoteric topics. Some of the cult’s precious artifacts are here as well, most piled on a table atop wooden stands or within glass domes, but others sit on display around the room’s perimeter. The significance of some of these items is difficult to determine: a small archeologist’s rock hammer, several taxidermic familiars, and the pickled remains of a stillborn child. Just as many displays stand empty; shapes in the dust suggesting that long-standing

items have been removed recently. A closet contains cult robes and boxes of pungent incense, as well as a hidden removable panel (Perception DC 20) that conceals a secret passage to area G7.

Creature: The cult's librarians and custodians are two aranea sisters, Guela and Raizel. Raizel is currently in the library, while her sister is on lookout in area G7. Unless the PCs have been extraordinarily careful or have avoided the combat with the guardians in area G2, the sisters are likely aware of the PCs' presence on the upper floor. Once trespassers are discovered, Raizel alerts her sister through the secret passage into area G7 and moves from the library to a perch just inside area G3. From there she can attack PCs from among the concealment of the webs. The araneas have spent so much time in the dream spiders' webs that they have built up an immunity to their hallucinogenic effect.



RAIZEL CR 4

XP 1,200

Aranea (*Pathfinder RPG Bestiary* 2 30 with the following changes)

hp 37

Immune poison

Sorcerer Spells Known (CL 5th; concentration +8)

2nd (5/day)—*ghoul touch* (DC 15), *spectral hand*

1st (7/day)—*chill touch* (DC 14), *mage armor*, *shocking grasp*, *touch of gracelessness*^{AP6} (DC 14)

0 (at will)—*daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *mage hand*, *message*, *resistance*

TACTICS

Before Combat Raizel is careful to cast *mage armor* every day. If suspicious of intruders, Raizel retreats to the cover of the webs in area G3, and casts *spectral hand* and *ghoul touch*, holding the charge until targets come into sight.

During Combat Raizel targets creatures with other touch attacks through her *spectral hand* from her hiding place among the webs.

Morale The aranea offers and expects no quarter.

Treasure: The two dozen relics within this room—including an Azlanti necklace, a ceremonial bell of Abraxas, a mask of Ghlauder from Ravenmoor, and a censer inscribed with the sigil of Shax—are appropriate as occultists' implements and worth 10 gp each. One desk holds a *book of extended summoning*^{UE} and a scroll tube holds 10 sheets of magnetized paper^{OA}. PCs can also find, a *lesser talisman of freedom*^{OA}, 2 scrolls of *lesser*

planar ally, a pair of aura goggles^{OA}, and occult reference materials^{OA} valued at 80 gp.

G7. Larder (CR 6)

A half-dozen cured pig carcasses hang from hooks nailed to a crisscross of timbers roughly jammed between this chamber's floor and ceiling. Cross-boards are nailed into one timber, forming a makeshift ladder that leads to a trap door 10 feet above. A large spring-loaded lever juts from between two boarded-up windows along the east wall.

This 20-foot-square chamber is the cult's storage area for their spider eater's main food supply, and also serves as an effective lookout over the surrounding neighborhood. The smoked windows' concealing boards are hinged to allow those within an ample view of the yard below. Between the windows, an upright, spring-loaded lever is attached to the wall by four thick bolts. A strong downward jerk of this lever opens the spring-loaded shutters in area G8 above, allowing the passage of the cult's spider eater.

Creature: The aranea Guela currently resides here. If alerted by her sister or the sounds of combat, Guela yanks the lever to release the spider eater, then casts *invisibility* and *shield*. She then either enters the hallway of area G4 to slip around PCs and attack with her sister or enters the library through the secret door into area G6 to attack intruders there.

GUELA CR 4

XP 1,200

Aranea (*Pathfinder RPG Bestiary* 2 30 with the following changes)

hp 37

Immune poison

Sorcerer Spells Known (CL 5th; concentration +8)

2nd (5/day)—*hideous laughter* (DC 15), *invisibility*

1st (7/day)—*charm person* (DC 14), *mage armor*, *magic missile*, *shield*

0 (at will)—*bleed* (DC 13), *detect magic*, *light*, *mending*, *message*, *open/close*

TACTICS

Before Combat Guela casts *mage armor* every day.

During Combat Guela targets melee-focused combatants with *hideous laughter* and attempts to interrupt spellcasters with *magic missile* or shifts to her terrifying hybrid form to target creatures with webs.

Morale The aranea offers and expects no quarter.



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Trap: If a hidden switch is not first engaged on the lever, a poisoned blade hidden in the wall's paneling slices out at gut-level to disembowel and poison those not initiated into the cult's secrets.

POISONED WALL SCYTHE TRAP CR 5

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** automatic reset

Effect Atk +20 melee (2d4+6 plus blue whinnis poison/×4)

G8. Spider Eater's Lair (CR 4 or 7)

Discarded pig bones and the cracked exoskeletons of large spiders litter this chamber. Metal springs keep two very large shutters closed to the outside world, and strange loud squelching noises interrupt the sounds of shallow breathing.

This room serves as the lair of the cult's main outside defense: a well-fed spider eater that guards against intruders. The cult lured the creature to their compound and it remains because they provide it plenty of food. The shuttered windows open easily from the outside, but can only be opened from within by a lever located in area G7. The spider eater is barricaded in the room during daylight hours and set loose at night to patrol the grounds and seek out any escaped dream spiders. Along the south wall, a barely breathing human is limply suspended by spiderwebs as thick as human fingers, his very aware eyes staring in horror down at his grossly undulating abdomen.

Creature: The cult is allied with a female spider eater. She has recently captured a host and implanted an egg that is ready to hatch at any moment. If the cultists sounded a previous alarm or night has fallen, the adult spider eater is patrolling the grounds, where she may have already confronted the party in areas G5 or G18.

A ravenous, young spider eater bursts forth from its paralyzed host as soon as any PC enters this room, attacking in a spray of gore. Sounds of combat in this chamber draw the adult spider eater back to its lair in 1d4 rounds if it is still alive.

SPIDER EATER CR 5

XP 1,600

hp 52 (*Pathfinder RPG Bestiary* 3 255)

YOUNG SPIDER EATER CR 4

XP 1,200

hp 42 (*Pathfinder RPG Bestiary* 3 255, 291)

G9. Myra's Bedroom

This bedroom is appointed with what appears to be the house's least-tattered accouterments—a fine bed, bookcase, and desk—though the finery is offset by weather-beaten,

waxed leather curtains stretched across a gaping hole in the room's northeast wall.

This room was once shared by Nahum and his partner Myra. She now resides with the cult's refugees in their underwater temple. Nahum is currently in this room's dream-realm equivalent (area H2o). His powerful presence manifests here as a disturbing dream haunt.

Dream Haunt: Barely discernable shades of strangely pacing shadows flutter through this chamber.

DREAM HAUNT CR 8

XP 4,800

hp 36 (see page 8)

Effect PCs inside the room fall into the path of these quickly wandering shades, which manifest a *deep slumber* effect (DC 20). Those who fall asleep as a result of this spell suffer an additional effect: in their brief, near-lucid slumber their dream-forms pass near Nahum Caligaro as he paces this room's counterpart in his dream-realm abode. The PCs see the nightmare lord's warped form, a demonic quasit perched on his shoulder. Both creatures sneer at the ethereal intrusion, and when the affected PCs awaken they immediately fall under the effects of a *fear* spell (DC 20).

Treasure: A search of the room reveals that a couple has resided here, but not for a few weeks. PCs can detect a secret sliding panel at the back of the desk with a successful DC 25 Perception check, revealing some of the cult's treasures. A cupboard within holds eighteen talismans. Though most of them are pseudo-mystical seals worth 10 gp each, one is a *lesser talisman of sealed summons*^{OA} and another a *lesser talisman of warrior's courage*^{OA}. A small hypnotist's locket^{OA} unlocks to show tiny drawings of Nahum and Myra, and PCs can also find an antique prognostication manual^{OA} signed, "To my love, Myra—Nahum." Finally, the recess contains a +1 *dagger*, a single bag of *dust of appearance*, and a thick leather tome with several hundred names inscribed within that serves as the cult's membership rolls. Lastly, a sack of 600 gp includes a note: "Withhold Josef Barvasi's payment until the book of dreaming is returned."

G10. Shiver Stills (CR 7)

Exposed beams and broken timbers indicate that the original ceiling of this large parlor fell away some time ago, creating this two-story chamber. Thick tangles of iridescent webs string together debris around the room's perimeter. To the west, several tables littered with a complicated arrangement of flasks, alembics, and cauldrons surround a shiver still, which emits a strange, bitter smell.

This chamber is the heart of the cult's drug trade, containing the necessary ingredients for the production of shiver: clean water, pure alcohol, and

freshly harvested venom and webbing from their prized clutch of dream spiders. The materials are collected and mixed here, with the finished product brought to area **G15** to be bottled.

Creatures: The laboratory is lair to a frightening survivor of one of Korvosa's more troubled times. The ettercap known as Chittersnap who was once a partner of the shiver drug lord Devargo Barvasi. Chittersnap barely managed to survive an attack by adventurers in the leaking hold of the Eel's End, and the creature and a small brood of dream spiders were rescued and brought to the cult by a loyal adept. The ettercap has grown frighteningly powerful in the intervening years, drawing power from the nightmare realms under the influence of the tens of thousands of shiver doses the creature has manufactured over the years. Approximately two dozen dream spiders hide within the webs and spider holes of this chamber, though Chittersnap commands only six of his prized brood to attack.

CHITTERSNAP **CR 4**
XP 1,200

Nightmare ettercap (*Pathfinder RPG Bestiary 4* 204)

hp 30

TACTICS

During Combat Chittersnap hides behind the cover of webbing high in the chamber's ceiling, setting off the deadfall trap to make opponents more susceptible to his frightful aura and to draw the adepts from area **G15** to attack. Only then does the creature use his ranged webs to disable opponents and command his dream spiders to attack. As a last resort, Chittersnap charges into combat to trigger his frightful presence.

Morale If he is reduced to half his hit points, Chittersnap withdraws from combat by flying or climbing to the dim light of his alcove in area **G3**. He then retrieves and drinks one of his *potions of cure serious wounds*, and uses *shadow walk* to escape the fray.

DREAM SPIDERS (6) **CR 1/2**
XP 200 each

hp 5 each (see page 20)

Hazard: Thick layers of dream-spider webbing hang like curtains around the perimeter and upper story of this room, to a depth of 10 feet. Characters familiar with dream spiders who succeed at a DC 15 Perception check identify the webs' distinctive iridescent hue.

Trap: Chittersnap built a deadfall trap out of four old couches lashed together with webbing. The deadfall is triggered either by a thin strand of web that acts as a tripwire for anyone approaching the still, or manually by Chittersnap from his perch.

DEADFALL TRAP **CR 5**
Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +15 melee (6d6); multiple targets (all targets in a 10-ft. square)

Treasure: Any combat in this room ruins the current of shiver currently brewing—30 doses' worth with a street value of 750 gp. There is a cask of high-grade purified corn alcohol worth 250 gp. Deep within the webs there is a tray containing a shimmering substance of mixed salt and powdered iron—two uses of *ghost powder*^{OA}—as well as a flask containing 3 applications of *silversheen*^{UE}, four *potions of lesser restoration*, and a small pouch of *abjurant salt*^{UE}.

G11. Old Temple (CR 7)

Polished mahogany walls and wooden floors shift abruptly to rough, crumbling rock, giving way to the foundations of an old temple incorporated into the house's architecture. A beautifully aged glass mosaic of a butterfly spreads its wings between weather-beaten marble columns adorned with an astrological motif. To the west, the stout slats of an old wooden stage have been forcefully pried up and piled near a stone altar carved from the island's bedrock.

The Caligaro clan has explored religion for centuries, beginning with the family's founding Korvosan patriarch, who sought to save the decrepit Desnan shrine he discovered along Old Korvosa's shoreline by building his estate around its crumbling foundations. While his descendants' devotions have changed over time, the preservation mostly remains.

The Old Wall's gigantic stones provide the backdrop for a wooden stage bearing a large rock altar. The planks of the stage were recently uprooted by Nahum and his acolytes when the *Paginarum Lethargica* revealed the location of the *dreamstone* in catacombs below. Rough-hewn stone steps beneath the stage descend to area **G19**.

Creature: A dangerous creature lurks here. Cultists and their allies know to give proper reverence to this deadly invisible stalker by making the cult's secret hand signal to ward off its attacks. It will not enter the stage area, fearing what was brought up from below, but it will stalk the edges of the stage and attack from adjacent squares until the PCs attempt to leave.

INVISIBLE STALKER **CR 7**
XP 3,200

hp 80 each (*Pathfinder RPG Bestiary* 181)

Development: PCs passing through this room should hear the eerie echoes of childlike giggling and may perhaps see small footprints imprinting in the dust of the stone floor. Both are a reflection of the *vulnudaemons* that dwell in the dream realm's analogous location (area **H8**).



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G12. Gallery (CR 9)

This room hosts an impressive carved wooden stairway that descends from above. A comfortable fireplace flickers without warmth, and a moth-eaten rug hosts equally moth-eaten furniture. Rotting frames filled with tattered canvas cover the walls. The looming stone facade of the Old Wall comprises the room's western wall, and a strange cagelike structure is built into the northwest corner.

Instead of true fire, the fireplace is lit by a *continual flame* that sheds light throughout the room. Several crates of supplies stand below the stairwell and contain enough preserved rations to last a number of weeks.

Creatures: Four of Barvasi's Band have recently labored to deliver supplies to the cultist refugees in the underwater presbytery. If the PCs have not made a quiet approach, the gang members wait hidden behind the crates and in the shadows below the stairwell, springing their attack when the PCs enter the room.

BARVASI'S BAND (4) CR 3

XP 800 each

Dealers (*Pathfinder RPG GameMastery Guide* 301)

hp 22 each

TACTICS

Before Combat The gang members all apply a dose of bloodroot poison to their hand crossbow bolts and their daggers. They also attempt Stealth checks to hide in order to surprise intruders.

During Combat The rogues fire their hand crossbows and then draw their poisoned daggers, moving to flank opponents.

Morale If reduced to 10 hp or fewer and if half or more of the gang is dead or disabled, any surviving rogues drop their weapons and surrender.

Dream Haunt: During combat, a strange and powerful presence bleeds through from the dream realm, for Sally Scabblebones often lurks in this room's dream-realm counterpart (area H10).

DREAM HAUNT CR 8

XP 4,800

hp 36 (see page 8)

Effect The hag's cackling laughter echoes eerily through the chamber, manifesting as a dream haunt that affects all within the area with *hideous laughter* (DC 16 negates) for 8 rounds.

Development: If one of Barvasi's Band surrenders, he drops his weapons and desperately declares, "I'm just hired muscle for these loons! This isn't worth my life!" He gives his name as Eisen and is willing to trade information for freedom. As a "daytime" enforcer, he knows general details about the cult—that he's been hired to protect

their drug dealers when they're awake, deliver supplies through the tunnel, and run drugs, which he points out are made "just across that old stone floor—I can show you if you let me live!" He does not know about the cult's schism or anything about the dream-realm struggles beyond experiencing "some fearsome nightmares," but he can reveal that "my boss is doing something really important for them, but I don't know what." He is also terribly fearful of the house itself, stating "that cackling isn't the half of it." He is aware of the invisible stalker lurking in area G11 and may attempt to lead PCs through the area, making the sign of the cult at the last second to ward off its attacks, then fleeing if he can through the nearest boarded window.

G13. Elevator

Small chips of gold leaf cover the floor here, flaked off from the once-gilded gate of a cage-like elevator, which hangs over a dark shaft.

This rickety elevator operates via a hand-driven crank and pulley system that takes 10 rounds to move the 40-foot distance between levels. It only has two stops: here and the tunnel entrance into area G20. It can be operated from both ends, and climbing rungs are concealed among its pulley mechanisms in the recessed shaft, accessible by a trap door. The elevator is safe and well maintained, though the crank is affected by a *phantom trap* spell.

G14. Corpse Closet (CR 5)

A dozen ash-gray corpses covered in quicklime lie twisted and tangled in this large closet.

The cult has temporarily disposed of the corpses of several trespassers and shiver addicts here. With authorities on high alert, they have coated them in a thick layer of quicklime to preserve them until removal.

Dream Haunt: Something strange has been happening in the dream realm counterpart to this closet (area H6), and its nightmarish effects bleed through to the waking world.

DREAM HAUNT CR 5

XP 1,600

hp 36 (see page 8)

Effect Opening the door triggers a dream haunt. A bloody, spidery script begins to scratch itself into the torsos of the corpses within, similar to the effects of *blood biography*^{APG}. The script reveals names ("Mattie," "Fen," etc.), professions ("baker," "bookseller," and "palm reader" among them), times of death (all within the last 2 weeks), and brief descriptions of their terrible ends ("I dreamt of a shadowy figure," "I thought I could fly,"

“Mother spider caught me,” and “Sally Scrabblebones shucked my marrow,” among others). Affected creatures must make a successful DC 20 Fortitude save when the haunt triggers or become nauseated for 1 round.

Development: A successful DC 15 Perception check reveals the topmost corpse, that of an attractive, white-haired half-elf, does not display the same information. Instead, the bloody scrawl on his body reads: “I’m not supposed to be here! Can you hear me? Hello?” This refers to the monstrosity that resides in this same room in the dream realm version of the house (area H6).

G15. Vial Station (CR 6)

Several haphazardly arranged tables crowd this smoky room, surrounded by chairs in a random assortment of styles, from plush divans to simple barstools. The tables are littered with baskets of glass vials and dozens of small leather satchels. A large spigoted alembic hangs from chains above the tables.

Cultists in this chamber bottle refined shiver and prepare packages for distribution. All five cultists wear the plague doctors’ masks that became so familiar during the era of the blood veil. While they are primarily to prevent the inhalation of shiver fumes, they also provide effective protection against the room’s thick haze, caused by the fireplace’s partially blocked flue. Characters without this protection must make a successful Fortitude save each round (DC 12 + 1 per previous check) or spend that round choking and coughing. Characters who choke for 2 consecutive rounds take 1d6 points of nonlethal damage. The smoke does not provide concealment.

Creatures: The mask-bearing cultists include a group of four acolytes overseen by a cult deacon.

BROTHERHOOD ACOLYTES (4) CR 1

XP 400 each

Doomsayer (*Pathfinder RPG GameMastery Guide* 298 with the following changes)

hp 10 each

SQ summon familiar (scarlet spider)

Combat Gear scrolls of cure light wounds (2), scroll of delay poison

TACTICS

During Combat Two acolytes attack intruders with *burning hands*, while the other two dose their spider-leg sickles with shiver before charging PCs.

Morale The acolytes fight to the death.

CULT DEACON CR 4

XP 1,200 each

hp 32 each (see page 12)

TACTICS

Morale If reduced to half his hit points, the deacon casts *invisibility* and attempts to warn Myra in area G21.

Development: Any PCs who remain conscious when poisoned by the shiver-coated sickles should get brief flashes into this room’s dream-realm counterpart in area H5: sunken-cheeked cultists with glassy eyes chuckling and leering back at them, and the muted thumping and screaming of the creature in area H6, along with cries of “Hello? Are you here to help me?”

Treasure: The street value of the shiver contained in the suspended alembic is 1,000 gp. The five plague doctors’ masks are worth 50 gp each.

G16. Preparatory Chamber (CR 8)

Between two boarded-up windows, a torn oil painting hangs askew. The brooding man in the painting stares in disapproval at the room’s ruined finery, including a soiled billiard table and several musical instruments in severe disrepair.

Five naked and motionless bodies are positioned on the worn billiards-table, as if in some macabre morgue, while an additional two paralyzed victims are wrapped in spiderwebs and suspended upside-down from ceiling chains in preparation for sacrifice to Mog-Lathar. Inspecting the bodies on the table reveals that three are alive, but paralyzed, while two are ash-gray corpses. The surviving humans are an assortment of poor Korvosan commoners who have had their Strength reduced to 0 by the poison of the deathweb in area G17. As the day of their sacrifice approaches, they will be wrapped like the others, drugged with shiver, and brought to the petrified idol’s chamber so it might feast on the nightmares of their helpless minds.

Dream Haunt: As the PCs explore the room, the distant sounds of harps—their strings severely out of tune—begin faintly plucking in a disturbing melody.

DREAM HAUNT CR 8

XP 4,800

hp 36 (see page 8)

Effect This dream haunt manifests as a *mass cacophonous call*^{APG} (DC 20), its discordant song reaching out across the planar boundary from a similar effect at this location in the dream realm (area H4). After this effect completes, the man’s face in the painting changes to a wretched sneer.

Development: The painting depicts a younger Nahum in a finely appointed alchemy lab, posing stoically with a large flask before a mantle covered in glass-domed relics. PCs who inspected the hypnotist’s locket or were affected by the dream haunt in area G9



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recognize this man as the same person. If any of the people here are cured of their ailments, they remember only time spent in the Night Market, blackness, and terrible dreams.

A lute with two remaining strings sits propped in the corner with a dented, long brass horn and a small lap harp carved with images of swimming mermaids. Damp and moldy sheet music sits in scattered piles around the instruments. None of these broken instruments have any value.

G17. Webbed Foyer (CR 6)

Old crates and furniture are stacked up against large double doors, directly across from an ornate pair of much older doors set into the crumbling stone facade of the temple around which the house is built.

This unused foyer contains only trash and old webs. Thick planks cover any windows that might let in light, and the north wall is partially burned and collapsed from the old fire that destroyed the north wing. A pair of weather-beaten double doors is barred from the temple-side in area **G11** (DC 25 Strength check to force open), and the arches of old stained glass windows have long since been bricked over. Hundreds of tiny spiders scurry around the hulking form of a gigantic undead spider.

Creature: The remains of one of the cult's deceased tunnel guardians lurks in this room, its corpse transformed into a profane undead creature that harbors millions of vermin within its moldering chitinous shell.

DEATHWEB **CR 6**
XP 2,400
hp 71 (*Pathfinder RPG Bestiary 3 65*)

G18. Campus Grounds (CR 5)

The clamor of the streets echoes off the looming rooftops of the half-occupied Shingles hovels that surround this decrepit mansion. Decades of neglect have worn at the old walls, allowing choking ivy to entangle them. Fire has ravaged the northern wing; the only sign of life within the grounds is a lonely, crooked oak.

What was first a lovely shrine, then an opulent estate, has in the last 2 centuries become just another overgrown building in the filthy tangle of tenements that have spread across Old Korvosa's slums. Some citizens still live around the manse, but the fearful presence of the cult's spider eater and the mysterious comings and goings within have led to the local belief that the house is haunted. The cult promotes such rumors and take advantage of the suspicions of the

locals. Members never use the front entrance as a result, instead quietly entering and exiting through the Old Wall tunnel. The spider eater that dwells in area **G8** may attack the PCs here between dusk and dawn or if the cult is on alert.

G19. Catacomb Well (CR 7)

Drips of seeping groundwater echo throughout this cavern. The frame and chains of a wooden windlass hang over a massive iron cover that caps a shaft in the cave floor.

Rough-hewn steps lead downward past recessed alcoves holding the desiccated husks of dozens of mummified followers of Desna. The passage exits into a large cavern littered with shattered wine casks of an antiquated vintage.

The main cavern hosts a 10-foot diameter well, capped with an imposing iron cover. Above the cover hangs a thick chain attached to the wooden frame of a nearby windlass. A successful DC 20 Strength check allows PCs to turn the windlass and unseal the shaft, which opens with a vacuous groan. For nearly 200 years the *dreamstone* was effectively trapped within this dark shaft, its energies contained in a sealed lead coffer and its location known only to a few clergy. The shaft is 60 feet deep with sheer walls that require a successful DC 25 Climb check to scale. The shaft's bottom holds only an empty lead coffer, the edges of which have been peeled open. While the stone is no longer within the catacombs, its residue remains.

Dream Haunt: When the cap that cover the shaft is unsealed, a wave of nausea flows throughout the chamber and a piercing psychic shriek howls from the shaft.

DREAM HAUNT **CR 8**
XP 4,800
hp 36 (see page 8)

Effect All creatures within the cavern that fail a DC 20 Fortitude save are overwhelmed with vertigo and become nauseated for 1d4 rounds. Nightmarish images swirl all around the cave: the dark expanse of space and the faint echoes of some conjuring call; a gut-wrenching impact and visions of entire cities swept away by searing blasts; leering, chanting monks; fantastic, roiling landscapes; people gripped by madness as they gnaw their own bloody tongues; and, finally, a closing gate followed by darkness. Creatures descending the shaft are subject to this same reality-warping effect unless they succeed at a DC 15 Fortitude save each round; failure means they must succeed at an additional DC 20 Reflex save or fall from any unsecured current position to the bottom of the 60-foot shaft, where nothing waits for them beyond the empty lead coffer.

G20. Webbed Processional (CR 7)

Wispy spiderwebs hang like curtains along this tunnel's width, their bottoms stained from wicking dirty water from the slippery floor below.

The elevator in area **G13** lowers to the entrance of this long, web-shrouded processional. The 10-foot-wide, 180-foot-long tunnel is constructed of thick stone blocks, and runs beneath the Old Wall and below the shoreline basin to an old underwater ballroom. The tunnel is punctuated by patches of thick spiderwebs.

Creatures: A pair of phase spiders protects this passageway. These spiders lurk in the main thoroughfare, and they attack any prey that enters without cult regalia and without presenting the cult's secret hand signal within 50 feet of exiting the elevator.



MYRA LOMBROSO

PHASE SPIDERS (2)

CR 5

XP 1,600 each

hp 51 each (*Pathfinder RPG Bestiary* 226)

TACTICS

During Combat The phase spiders wait on the Ethereal Plane to ambush intruders. When targets enter the hallway, the spiders move to each end of the tunnel to block escape. They then shift to the Material Plane to attack and retreat back to the Ethereal Plane, being careful to keep victims in reach in order to repeat the tactic the following round. Barring this, the spiders move while ethereal to prepare an attack on an available target, reserving a move action for an escape. The spiders avoid area **G21**, where they can't shift to the Ethereal Plane.

Morale The phase spiders retreat to the Ethereal Plane if both are reduced to 15 hit points or fewer.

G21. Drowned Presbytery (CR 9)

A wrought iron framework supporting thick glass panels creates an imposing dome, though sediment from the dirty harbor above blocks most of the light that might otherwise stream into this underwater chamber. From the apex of the dome hangs a gigantic fossilized spider, which swings from a thick rope of roughly woven, silver silk.

The cult's main temple is this underwater chamber, built decades ago at great expense by a Gozreh-worshipping ancestor of Nahum. The presbytery shows signs of age: puddles of leaking seawater form on its tessellated floor, and its glass panels are clouded between webs of rusted framework. The chamber has become something of a refugee camp for cultists loyal to Myra, who discovered that Bridgefront's dreamscape does not affect those within this submerged temple. The petrified idol itself dominates the chamber, hanging suspended and upside-down above the water-damaged pews and makeshift cots of the assembled cultists. Similarly suspended are six sacrifices: webbed cocoons of drugged and paralyzed victims prepared in area **G16** and moved here, where Mog-Lathar consumes their dreaming minds. Because of the presence of the idol, this entire chamber is under the effects of *dimensional anchor* and *unhallow*.

Creatures: The cult's high priestess, Myra Lombroso, is joined here by 24 initiates. Half tend to the idol, hoisting the sacrificial cocoons while chanting and swaying in ecstatic supplication. The other half sleeps, reads esoteric literature, or reflects on their veneration. These low-level cult groups are represented by a troop stat block that uses rules like the troop in area **E3**. Unlike her deacons, Myra knows each of her flock well. If PCs enter with attempted disguises, she moves to greet them. Failure to bow and give the sign of the spider upon entry may give away the PCs' ruse, as will any failed Bluff checks against Myra's Sense Motive, which immediately alerts her to the PCs'



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true identities and triggers her call for her initiates to amass. If needed, individual initiates use the statistics for a doomsayer (*Pathfinder RPG GameMastery Guide* 298), though they have no equipment beyond their armor, spider-leg sickles, and holy symbols.

CULT RABBLE CR 6

XP 2,400

CE Medium humanoid (troop, human)

Init +3; Senses Perception +15

DEFENSE

AC 19, touch 14, flat-footed 15 (+1 armor, +3 Dex, +1 dodge, +4 natural)

hp 65 (10d8+20)

Fort +5, Ref +8, Will +8

Defensive Abilities troop traits

OFFENSE

Speed 30 ft.

Melee troop (3d6+4)

Space 20 ft.; Reach 5 ft.

Special Attacks chant, dart barrage

TACTICS

During Combat The rabble begins chanting as a free action and unleashing dart barrages before closing in to melee combat with the PCs.

Morale The ecstatic initiates fight to the death.

STATISTICS

Str 19, Dex 16, Con 14, Int 11, Wis 13, Cha 10

Base Atk +7; CMB +11; CMD 25

Feats Ability Focus (chant), Alertness, Combat Reflexes, Dodge, Lightning Reflexes

Skills Intimidate +10, Perception +15, Sense Motive +3

Languages Common

SPECIAL ABILITIES

Chant (Ex) The rabble chants ominously as a free action while attacking. The effect of this chanting grants the troop the benefits of a *bless* spell. Opponents within 30 feet must succeed at a DC 18 Will save or take a –1 penalty on attack rolls and a –1 penalty on saving throws against fear effects for 1 minute. The save DC is Wisdom-based and includes the bonus from the troop's Ability Focus feat.

Dart Barrage (Ex) The rabble can unleash a fusillade of sharp darts as a standard action. This attack takes the form of up to two lines with a range increment of 20 feet. These lines can start from the corner of any square in the troop's space. All creatures in each of the lines are hit by 1d4 darts and take 1d3+4 points of piercing damage for each dart (Reflex DC 18 half). The save DC is Dexterity-based.

MYRA LOMBROSO CR 8

XP 4,800

Female human cleric of Mog-Lathar 8/rogue 1

CE Medium humanoid (human)

Init +5; Senses Perception +14

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 62 (9d8+17)

Fort +9, Ref +7, Will +13

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk spider-leg sickle +6/+1 (1d6–1)

Special Attacks channel negative energy 5/day (DC 18, 4d6), scythe of evil (4 rounds, 1/day), sneak attack +1d6

Domain Spell-Like Abilities (CL 8th; concentration +13)

At will—master's illusion (8 rounds/day)

8/day—copycat (8 rounds), touch of evil (4 rounds)

Cleric Spells Prepared (CL 8th; concentration +13)

4th—*chaos hammer* (DC 19), *confusion*⁰ (DC 19), *freedom of movement*, *unholy blight* (DC 19)

3rd—*bestow curse* (DC 18), *blindness/deafness* (DC 18), *cure serious wounds*, *dispel magic*, *magic circle against good*⁰

2nd—*bear's endurance*, *cure moderate wounds*, *death knell* (DC 17), *hold person* (DC 17), *invisibility*⁰

1st—*bless*, *command* (DC 16), *cure light wounds*, *doom* (DC 16), *protection from good*⁰, *ray of sickening*^{UM} (DC 16), *shield of faith*

0 (at will)—*bleed* (DC 15), *detect magic*, *detect poison*, *read magic*

D Domain spell; Domains Evil, Trickery

TACTICS

Before Combat Given time to prepare, Myra casts *freedom of movement* and *protection from good*. If she is aware of intruders approaching, she uses her master's illusion ability to make herself and the cult look like pitiful, starving refugees to lure intruders into complacency.

During Combat Myra avoids melee and debilitates opponents with *chaos hammer*, *confusion*, *unholy blight*, and channel negative energy. She relies on the cultists to stay between her and the PCs.

Morale If Myra is reduced to half her hit points or fewer, she tries to bargain for her life and the lives of her followers. She offers what she believes the PCs are after—the *Clavis Somnus*—by hoisting the key aloft and saying, "Just take the key! It opens the door we locked behind them!" If this gambit fails, Myra fights until killed.

STATISTICS

Str 8, Dex 12, Con 13, Int 10, Wis 21, Cha 14

Base Atk +6; CMB +5; CMD 16

Feats Brew Potion, Combat Casting, Extra Channel, Improved Channel, Improved Initiative, Selective Channeling

Skills Bluff +8, Diplomacy +6, Knowledge (local) +8, Knowledge (religion) +8, Perception +14, Sense Motive +13, Spellcraft +5, Stealth +5, Use Magic Device +6

Languages Common

SQ immortal promise (idol-granted ability), trapfinding +1

Combat Gear *potions of cure serious wounds* (2); Other Gear breastplate, mwk sickle, *Clavis Somnus* (see page 33), *cloak of resistance* +2, *headband of inspired wisdom* +2, silver dust (worth 25 gp), 52 gp

MOG-LATHAR

Although the full rules for idols, intelligent artifacts that can grant spells to their followers, appear in *Pathfinder Campaign Setting: Occult Realms*, the idol's stat block below includes all relevant information needed to run this adventure.

MOG-LATHAR, THE PETRIFIED SPIDER

AURA strong (all schools)	CL 20th	WEIGHT 6,000 lbs.
Alignment chaotic evil	Senses 120 ft., darkvision	
Intelligence 14	Wisdom 16	Charisma 18 Ego 20
Language speech (Abyssal, Aklo, Common)		

Mog-Lathar is a well-preserved fossil of a gigantic Leng spider that has achieved sentience. Since its discovery in the Mindspin Mountains and subsequent arrival in Bridgefront, the petrified idol's cult has grown to over 300 supplicants. The idol's holy days fall on the vernal and autumnal equinoxes, as well as on the northern solstice. Sacrifices are typically in the form of fine goods and deeply intoxicated, lucidly dreaming humanoids.

Despite its imposing petrified bulk, the fossil is relatively brittle for a stone object of its size, with hardness 8, 78 hp, and break DC 35.

The Huge idol can animate at will, as the spell *animate object*, and can grant divine spells to worshipers up to 5th level with access to the Chaos, Evil, and Trickery domains as a result of selecting the divine source idol ability twice. Its immortal promise ability grants a limited immortality to up to 20 favored worshipers. They do not age; do not need to eat, drink, or breathe; and do not suffer ill effects from extreme heat or cold.

DESTRUCTION

Mog-Lathar must be physically transported to the Dimension of Dreams and encased in the webbing of its Leng spider brethren. Once cocooned, a single blow from a silver hammer will turn the idol to dust.

Treasure: The cult's treasure is spread out in sacrifice to their idol or stored beneath the bloody sliding top of the stone altar, a cavity PCs can locate with a successful DC 15 Perception check. It includes candles, censers, rich oils and unguents, fine foods, and ceremonial paraphernalia worth a total of 1,500 gp.

Development: Depending on the PCs' actions, the encounter can work out in one of two ways. The first is an outright melee between Myra, the cultists, and, afterward, Mog-Lathar itself. Any aggressive action on the PCs' part triggers the cult's attack. But each death stands to decrease Mog-Lathar's—and Myra's own—power. If she feels like she can save the lives of cultists and end the nightmare plague, she may attempt to parley with the PCs.

If the chance arises, Myra stays the hands of the rabble while aggressively assuring PCs that she and her people are not responsible for “these murderous nightmares.” Myra is not sure that Nahum is ultimately responsible, but feels, at the very least, the disappearance of the *dreamstone* has triggered the creation of the dreamscape. “We are not the hunters! We are the hunted!” she steadfastly maintains, which should be evident in the refugee camp all around her. Her cult is certainly guilty of human sacrifice and illegal drug trafficking, but if PCs are willing to leave them to their own devices, she promises, “I'll hand you the key to discovering those truly responsible for the nightmare plague.”

If the PCs agree to spare the cult, Myra offers the *Clavis Somnus* and tells the PCs it holds the answers to those they seek. She maintains that “a sect of our brotherhood—excommunicated heretics—sought to open a portal to the realm of dreams and awaken a powerful artifact. We pushed them through and shut the door behind them.” For her part, Myra believes she did both her cult and Korvosa a favor, but recognizes that this betrayal sparked the nightmare plague. She also reveals that “there was

a book that told all, a large tome that held the secrets of the ceremony.

But our associates stole it and went into hiding.” She gives the name of Josef Barvasi if pressed, but does not know his location. With her side of the agreement fulfilled, she dismisses PCs.

THE IDOL AWAKENS (CR 8)

The defeat of Myra Lombroso and her wicked cultists, either through battle or compromise, does not quite signal the end of the PCs' work on Hook Street.



MOG-LATHAR



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Flooding Effects

Round	Water Depth	Effect
0	0 ft.	Slippery floor: +5 DC on Acrobatics checks
1-2	1 ft.	Ankle-deep: +5 DC on Acrobatics checks, +2 DC on Stealth checks
3-4	2 ft.	Knee-deep: 2 squares movement, +5 DC on Acrobatics and Stealth*
5-6	3 ft.	Thigh-deep: +7 DC on Acrobatics checks, +5 DC on Stealth
7-8	4 ft.	Waist-deep: 4 squares movement, DC 10 Swim checks, +10 on Acrobatics checks, tumble impossible
9-10	5 ft.	Chest-deep: DC 15 Swim checks, underwater combat conditions apply (<i>Pathfinder RPG Core Rulebook 432</i>)**

* Effects are noncumulative. Small characters treat penalties as two water levels higher.

** The depth of the water increases 1 additional foot for every round beyond the 10th round. The raised tunnel (area **G20**) begins flooding at the 5-foot mark, at the rate of 1 foot every 5 rounds.

Creature: Either in the conflict's aftermath or as PCs close their parley with the cult leader, the idol shudders to life. If the PCs prevailed in combat over the cult, Mog-Lathar's stony bulk shifts amid the cries of the disabled and dying, animating to seek its revenge against the interlopers. If Myra reached a deal with the PCs, the angered idol similarly attacks, dissatisfied at the bloodless negotiation and willing to spill blood for itself. The stat block for Mog-Lathar's animated form is provided here.

MOG-LATHAR **CR 8**

XP 4,800
 CE Huge construct
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 16, touch 6, flat-footed 16 (-2 Dex, +10 natural, -2 size)
hp 78 (7d10+40)
Fort +2, **Ref** +0, **Will** +5
Defensive Abilities hardness 8; **Immune** construct traits

OFFENSE

Speed 30 ft., climb 30 ft.
Melee 2 slams +15 (2d6+10)
Space 15 ft.; **Reach** 15 ft.
Special Attacks trample (2d6+15, DC 23)

STATISTICS

Str 30, **Dex** 6, **Con** —, **Int** 14, **Wis** 16, **Cha** 18
Base Atk +7; **CMB** +19; **CMD** 27
Feats Cleave, Great Cleave, Improved Initiative, Power Attack
Skills Bluff +10, Climb +18, Knowledge (arcana) +8, Knowledge (planes) +8, Perception +8, Sense Motive +8
Languages Abyssal, Aklo, Common
SQ construction points (additional attack, additional movement, improved attack, stone, trample)

Hazard: When Mog-Lathar animates, the idol's increased tension on the encapsulating dome and the great weight of the seawater above becomes too much for the distressed framework. Cracks begin to appear in multiple glass panels, and water trickles, then pours, into the temple.

The water level begins only 1 inch deep (creating a slippery condition), but rises by 6 inches per round, to a maximum of 5 feet on the 9th round. When the water reaches the 4-foot mark, a successful DC 15 Perception check reveals more cracks appearing in the dome. A successful DC 10 Knowledge (engineering) check alerts the PCs to the dome's imminent flooding and the precise number of rounds before the water reaches a certain depth (see Flooding Effects above). Mog-Lathar continues in the fray throughout the flooding, climbing along the dome's perimeter to stay out of the water and attacking hindered PCs. It makes no effort to flee the flooded chamber, and, if reduced to 0 hit points, it stops moving but is not destroyed.

Any surviving cultists from the rabble immediately begin fleeing toward the tunnel, with some ascending in the elevator and others climbing the shaft's ladder, fighting one another or PCs to escape. Myra, blessed by Mog-Lathar's immortal promise, is not in danger of drowning. If she survives, she may stay in the increasingly flooded chamber, laughing maniacally as her life's work topples around her.

Development: It is important that the PCs receive the *Clavis Somnus*. This can happen through Myra's frantic bargaining, or PCs can even witness a cultist fleeing the flooding chamber while maniacally holding the key aloft, shrieking that he has claimed "the heretic's key!" If Myra is killed, you can draw PCs' attention to the mithral key she clutches in the moments before Mog-Lathar's animation, giving them time to retrieve it. As a last resort, PCs can find the key clutched in the hands of a trampled cultist in area **G12** as they exit the presbytery. The PCs will not yet fully realize the key's importance until they read its psychic history and retrieve the *Paginarum Lethargica* in Part 2, but for now you should portray it as a very important cult item tied to a schism with excommunicated heretics.

With the recent round of sacrifices, Mog-Lathar hopes to gain enough Ego to grant itself spellcasting ability, so that it can further free itself from its petrified prison while retaining the abilities to grow in power as an idol and eventually attain true godhood.





CHAPTER 2

DARKNESS FALLS

With the destruction of the Brotherhood's temple and drowning of their idol, the shadows Mog-Lathar cast over Bridgefront's citizens begin to fade. Though the cult has much greater membership than merely those the PCs encountered, both their leadership and their figurehead have disappeared, leaving the metaphorical spider's web, but no spider. In the days after the cult's dispersal, the PCs should be aware that unresolved mysteries still haunt Bridgefront. The most disturbing observation is that the nightmare plague persists, as evidenced by the growing numbers seeking Carrington's sanctuary. If PCs' slumbering minds wander the dream realm, they can witness firsthand the escalating terrors there (see Bridgefront Dreamscape Encounters on page 57). Make it clear to

the PCs that the protections their allies afford cannot be granted to the entire district.

Chapter 2 can begin whenever you like, perhaps after giving the PCs a few days to recover from any injuries sustained during the first part of this adventure, sell some treasure, or tie up any loose threads they might not have achieved by this point. Regardless of their successes, ash-gray corpses continue to be a regular occurrence each morning in Bridgefront, and the PCs should hear rumors of many young and infirm dying in their sleep as the nightmare plague intensifies. Not all deaths are of the innocent, though. Nahum and his fellow excommunicates have slowly and silently continued their murderous spree as they grow ever closer to locating Barvasi's Band and retrieving the *Paginarum Lethargica*.



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The PCs should claim their reward for confronting the cult from Magistrate Drune, who seems uncharacteristically gleeful after the events of the first part of the adventure. Regardless of his mood, the magistrate will tolerate no argument from the PCs over fresh deaths, dismissing nightmares as vivid imaginations and attributing the deaths to illness, old age, and consequences of the lingering effects of poisoned well water—even if PCs gathered no evidence that the cult was tainting the water. Drune’s office pays the negotiated reward, and Drune personally offers an additional 1,000 gp for the cult membership rolls found in area G9, “to bring all to justice.”

If PCs press the issue of the continuing deaths with the authorities, they receive cold shoulders and even harassment from Crandon’s guards in Bridgefront. Meanwhile, Drune begins the task of recovering the idol from its underwater prison and reforming the cult under his leadership. The PCs even may witness the Korvosan Guard’s seizure of the Hook Street compound.

THE WAKE

The PCs must unravel the lingering mysteries uncovered in the wake of the cult’s fall. At the end of the previous section of the adventure, the PCs have acquired the *Clavis Somnus*, and psychic impressions left on the magical key hold many important secrets which the PCs can glean. If the PCs do not or cannot use some form of psychometry to discern its psychic history, they can visit Madame Carrington who insists on performing this deed for them (see below). Either way, the PCs learn the key’s cryptic past, including Nahum’s betrayal and the existence of the *Paginarum Lethargica*.

Though they have already encountered Barvasi’s Band as the cult’s enforcers, they should also know from the discovery in area G9 that the cult was withholding payment for a stolen “book of dreams,” a reference to the *Paginarum Lethargica*. If PCs seek out the gang, they find the surviving members have gone into deep hiding, having indeed acquired some highly sought-after item. PCs may recall the earlier deaths of Night Market booksellers spotted dealing with the gang and should realize that Barvasi’s gang is trying to fence stolen cult property that may be more valuable than they realize.

The timing and pacing of Chapter 2 is important. Once the PCs begin their search for the gang and the *Paginarum Lethargica*, the value of the text becomes known in the occult underground as people share secrets with one another. This leads the Winding Way’s (area I) owner, Diogorgio, to purchase the tome with the intention of reselling it to the PCs. In fencing the tome, Barvasi’s Band have inadvertently exposed themselves and fall prey to Nahum’s minions, as outlined in Return to Roost (see page 34). One of their assailants, a deadly hound of



CLAVIS SOMNUS

This magical key is crucial to solving the strange deaths in Bridgefront.

CLAVIS SOMNUS		PRICE 10,300 GP
SLOT none	CL 10th	WEIGHT —
AURA moderate transmutation and divination		

The *Clavis Somnus* is a large, ornate, silver and mithral key. It is very cold to the touch and always gives off a faint vapor of condensation. Its construction and value satisfy the focus component of the breach the veil of dreams occult ritual (*Pathfinder RPG Occult Adventures* 209) and grants a +5 competence bonus on the primary caster’s skill checks to perform the ceremony.

The key also grants its wielder a +4 bonus on saving throws to resist illusion effects, as well as on Charisma checks made in the Dimension of Dreams. But the key imposes a –2 penalty on saving throws against sleep effects, and its holder is considered to have 2 fewer Hit Dice for the purpose of determining the number of Hit Dice used in sleep effects and the number of creatures affected. The key’s holder is always counted first when determining which creatures are affected.

CONSTRUCTION REQUIREMENTS	COST 5,150 GP
Craft Wondrous Item, Lucid Dreamer ^{OA} , <i>deep slumber</i> , <i>eagle’s splendor</i> , <i>guidance</i>	

Tindalos, uses its *discern location* spell-like ability on the gold paid to the gang to locate the Winding Way bookshop. It murders the owner that same evening, but is unable to find the book itself due to a clever ruse perpetrated by the dealer’s daughter, as described in Great Heights (see page 35). When PCs investigate the brutal deaths the following morning, they come into possession of the book and have a chance to begin to uncover its secrets. They must learn the breach the veil of dreams occult ritual (*Pathfinder RPG Occult Adventures* 209) within if they hope to enter the dream realm and bring an end to the nightmare plague. But learning the ritual takes 6 days, and they quickly become targets for supernatural assassins. The PCs’ protections from Carrington and the baku will give them some initial respite from these assaults, but the closer they get to learning the breach the veil of dreams ritual, the closer to discovery they come. Chapter 2 culminates in Madame Carrington’s abduction by Sally Scabblebones, as described in Carrington’s Misfortunes (see page 38). This forces PCs to use the ritual to confront Nahum in the dream realm version of the cult’s house, as described in Chapter 3.

Clavis Somnus

The mithral key known as the *Clavis Somnus* (see sidebar on page 33) is not only a necessary occult focus for the breach the veil of dreams occult ritual, it also holds important psychic impressions that reveal much of the secret history of the cult's schism and the resulting nightmare plague. Uses of the *object reading*^{OA} spell, the psychometry occult skill unlock (*Occult Adventures* 196), or other similar methods manifest startling visions in the target's mind that play backward through the item's recent history.

Those who receive one piece of information through these means receive a vision of Myra Lombroso within the domed presbytery (area **G21**) being handed the key by Moses Greeley, who seems to be offering a sneering apology to both her and Mog-Lathar.

The second piece of information reveals Frell Tann pillaging the destroyed ritual chamber (area **G3**) and snatching up both the smoking mithral key and a battered tome from among the wreckage as several other rogues stand nearby.

The third piece of information shows Nahum Caligaro and others in the ritual chamber before its destruction (area **H14**), dressed in ceremonial robes and desperately clawing away from a dark portal that drags them ever closer while warping and distorting their forms. The key drops from Nahum's grasp and bounces on the sigil-riddled floor as the glow of a strange burning stone illuminates the room. As this vision fades, the psychic impressions show the same man and several cultists uncapping the seal in the catacombs of the cult house (area **G19**) as fiery phantasmal forces wash over them. Finally, the visions reveal the same man in deep contemplation in the cult library (area **G6**), poring over a large tome with a gleeful look of discovery.

PCs may receive some of this information from the listed uses of their spells or skills. If the party solicits Madame Carrington's aid, she can provide all the information listed above.

Trail of Blood

The PCs' search for Barvasi's Band triggers the opening event of Chapter 2. It's difficult to track them down at first, and a DC 20 Knowledge (local) or Diplomacy skill check to gather information reveals that the surviving gang members have gone into deep hiding. Establishing contact with any of them involves putting the word out in the Bridgefront occult underground. This enterprise costs the PCs 100 gp in order to hire an associate who is willing to set up such a meeting.



WEATHERLEY

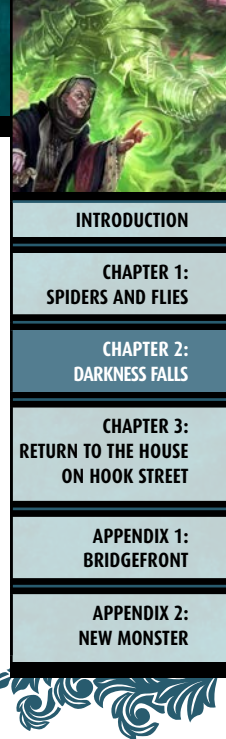
The PCs are contacted by an information broker by the name of **Weatherley** (N female human kineticist^{OA} 3) 1 day after they begin to make their inquiries, and she cryptically notes that they will have to wait another day for the gang's "emergence" before any meeting can take place. Given the PCs' previous violent encounters with gang members, news of the PCs' search triggers Barvasi's sale of the stolen book that evening, and the *Paginarum Lethargica* passes hands to the owner of the Winding Way bookshop (see page 59 for more information on this location). Meanwhile, Madame Carrington grows increasingly unsettled, and communicates to the PCs that the number of slumbering refugees in her dream realm sanctuary is growing by the night. Sleeping deaths increase across the district, and the realm's stalking horrors continue unabated despite Carrington's efforts to shield them from danger. After the PCs have recovered, a discreet messenger delivers an early morning message from Weatherley, which tells the PCs to make their way to the Rook's Roost immediately.

RETURN TO ROOST (CR 7)

The inner sanctum of the Rook's Roost is eerily empty. Its many beds and sofas have been pushed aside to create a clear path to the rear of the establishment, where a single door hangs torn from its hinges. A thick pool of coagulating blood spreads from the doorway, giving off a heavy metallic odor.

Since they were hired as the cult's enforcers, Barvasi's Band have sought sanctuary at the Rook's Roost in order to enter the dreamscape and protect the dreaming forms of sleeping cultists from the excommunicates. But their theft of the *Paginarum Lethargica* has finally caught up with them. Last night the excommunicates slaughtered the gang in the dream realm, and the real world now reflects the gruesome results of that nocturnal struggle.

Visiting the establishment, the PCs are met by the gruff presence of the Rook's Roost doorman, who prefers to let the evidence—and his master—speak for the horrific event. He leads the PCs inside, where Asnaan and his bodyguards look on grimly, nodding subtly toward the broken door so that the party can witness the massacre for themselves. Beyond the portal into the private 20-foot-by-20-foot den is a scene of incredible carnage: the mutilated corpses of eight of Barvasi's Band are sprawled out on reclining chairs, their blood pooling deep on the room's floor.



Above the corpses hang several tangled hoses that lead to small spigots above each couch, where they hang over the heads of lounging users. The hoses snake upward toward a strange apparatus on a tall brass stand behind the couches, itself crowned with the gaping-mouthed, decapitated head of a dead-eyed frog-like creature: the preserved head of a slain hydrodaemon. The device harvests the hydrodaemon's sleep spittle, and the spigots slowly drip the toxic substance on the foreheads of reclining clients, inducing a deep, lucid sleep. If the PCs defeated Guttermaw in the Breakwater Ambush, they may recognize the creature, its head harvested by Asnaan's crew, but it can just as easily be another hydrodaemon. Asnaan admits to sheltering the gang and knows more than he should, noting, "You have not finished your endeavors. The dreams still walk."

Creature: As the PCs spend a few minutes inspecting the carnage, allow them to roll Perception checks. PCs who succeed at a DC 24 check are not surprised as the bloody pool at their feet takes the form of a horrific amalgamation of bloody nightmares. Asnaan and his staff find cover.

DREAMSPAWN BLOOD GOLEM **CR 7**

XP 3,200

Advanced dreamspawn blood golem (*Pathfinder RPG Bestiary* 294, see page 62, *Pathfinder RPG Bestiary* 4 130)
N Medium outsider (extraplanar)

Init +8; **Senses** blindsight 60 ft., thoughtsense 60 ft.; Perception +4

Aura discordant feedback (10 ft., DC 12, 10 rounds)

DEFENSE

AC 26, touch 18, flat-footed 18 (+8 Dex, +8 natural)

hp 44 (8d10)

Fort +2, **Ref** +10, **Will** +6

Defensive Abilities amorphous, span planes; **DR** 5/bludgeoning, 5/good or silver; **Immune** magic, mind-affecting effects

Weaknesses vulnerable to bleed

OFFENSE

Speed 10 ft., fly 10 ft. (perfect)

Melee 2 slams +12 (2d6+4 plus bleed and grab)

Special Attacks bleed (1d6), blood drain (1d2 Constitution), constrict (2d6+2 plus bleed)

STATISTICS

Str 18, **Dex** 27, **Con** —, **Int** —, **Wis** 18, **Cha** 7

Base Atk +8; **CMB** +12; **CMD** 30

Skills Fly +16

SQ clotted skin, compression, sleepwalker

Development: After the blood golem's defeat, Asnaan reveals all he knows. He tells the PCs that Frell Tann pillaged a magic book and key from the wreckage left behind after an occult ceremony where the cult betrayed and exiled some of their own members. Frell bartered

the mithral key for shiver, which he shared with his friends in Fever Dream Alley (the key made it back to Myra through Greeley), and that night died in the Rook's Roost, so they disposed of his body. When the cult learned of the missing book and threatened to withhold payment to Barvasi, he realized its importance and sought to leverage the tome. Soon dangerous entities appeared in gang members' lucid dreams seeking the book, forcing both the cult and the gang into hiding. After the PCs' defeat of the cult and their inquiries into his gang, Barvasi became frightened he was their next target and sold the book to the Winding Way. The bloodbath followed soon after. "If you wish to pursue those responsible," notes Asnaan, bowing and motioning toward the macabre lucid dreaming apparatus, "I offer my services to you." Asnaan can also describe the book to the PCs. "Now, we have grim work ahead," he says, as his men draw knives to dismember the corpses and prepare to feed the hogs.

Story Award: Award PCs an additional 2,400 XP if they successfully unravel the secrets of the *Paginarum Lethargica's* history.

GREAT HEIGHTS

An ash-gray corpse lies crumbled in a fog-shrouded alley beneath a weblike tangle of rope bridges and clotheslines.

The same morning as the slaughter of Barvasi's Band, the PCs should get word of another death near the Winding Way. If they investigate within a few hours of the news, they can still find members of the Korvosan Guard investigating the ashen and shredded corpse of Diogorgio, the owner of the Winding Way (area I). Sergeant Cora Crandon aggressively dismisses the death as another shiver suicide or overdose. Clearly, Crandon and her guardsmen insist, a shiver binge caused the incident, and the poor man simply jumped or fell from the Shingles above. In reality, Diogorgio barely survived a hound of Tindalos' ripping gaze, tried to escape to the Shingles' rooftops, and was snatched up and dropped by nightgaunts.

The assembled throng grows increasingly agitated by authorities' dismissive talk. "Suicide? What about all those cuts?" becomes the crowd's increasingly hostile refrain. Crandon declares the slices self-inflicted or due to his fall through the splintered planks of the bridges above, and she speeds up the guards' efforts to remove the body for cremation while casting dark glances toward the PCs. Thankfully, there is explanation from someone the guard has dismissed as delusional: Diogorgio's daughter, Avigail.

Avigail, a young woman of 15 years, remains fiercely resistant to the authority's official explanations. She invites the PCs to investigate for themselves, against

PAGINARUM LETHARGICA

The *Paginarum Lethargica* is the accumulated history of the *dreamstone*—centuries of mismatched parchments and scrawled sheets of ragged vellum in a hundred different languages, all roughly bound between two hinged darkwood slats. The book itself is not inherently magical, but scrolls for sleep-related spells such as *cloak of dreams*^{APG}, *lullaby*, *restful sleep*^{APG}, *sleep*, *sleepwalk*^{APG}, and *symbol of sleep* are occasionally found between its covers. Its pages recount centuries of study by the church of Desna into the *dreamstone*'s properties. Referencing the book for 1 hour grants a +5 bonus on the reader's next Knowledge (planes) check if it relates to the Dimension of Dreams or the Ethereal Plane. PCs studying the book should learn most of the *dreamstone*'s history as outlined in the Adventure Background on page 3, as well as the reasons for its eventual imprisonment by Desna's clergy: no matter their good intentions, nightmares always crept into the reality created by the tainted *dreamstone*.

The tome also contains a very important ritual: breach the veil of dreams (*Pathfinder RPG Occult Adventures* 209). Performing a ritual properly allows PCs to physically enter the dream realm as a group to confront their antagonists while sidestepping the random appearances normally associated with travel to the realm. More importantly, they can use specified variants of this ritual found in the *Paginarum Lethargica* as a fail-safe: in the event that the *dreamstone*'s powers should grow out of control, readers can use the ritual to return it to the Dimension of Dreams or a dreamscape and then perform the ritual again while there, using the *Clavis Somnus* key to open a deeper door within the Dimension of Dreams. Placing the *dreamstone* within that portal will destroy the artifact forever.



visions or the one described by Asnaan. If PCs attempt divinations for clues, a successful DC 16 caster level check may reveal a nondescript, bookmarked accounting journal, stored among the other recently acquired books of esoterica, which detects faintly of illusory magic. If PCs become stuck in their search for the tome, have Avigail snatch the bookmark away, revealing this journal to be the concealed *Paginarum Lethargica*. Fearing for her life, Avigail appeals to the PCs to join Carrington's sanctuary, hoping that they can put in a good word for her.

Story Award: Award PCs an additional 2,400 XP if they successfully recover the *Paginarum Lethargica*.

RESTLESS NIGHTS

With the recovery of the *Paginarum Lethargica*, the PCs now should fully comprehend the threat the *dreamstone* poses to Old Korvosa—and in time, the whole city. PCs now hold the means of its destruction and have a way to physically enter the dream realm and set the world right. You can also use this opportunity to inform PCs of any pieces of the story they have not yet learned: the final chapters of the tome are entries from several generations of the Caligaro family—including Nahum—detailing his family's long obsession with the *dreamstone*, the construction of his ancestral manse around the shine to Desna where it was thought to be hidden, Nahum and Myra's journey to the Mindspin Mountains to seek a crumb of the stone, and their subsequent discovery of Mog-Lathar's petrified form (including mention of the betrayal of a man named Stainton). The growth of the cult is detailed, as is the final discovery of the *dreamstone* beneath the cult compound, and, in one final entry, the details of Nahum's plan to ritualistically awaken the slumbering artifact against the wishes of the idol.

The *Paginarum Lethargica* provides the best means for PCs to reliably transport themselves to the shared dreamscape, but they must first learn the ritual within its pages. The tome's extremely detailed instructions count as an instructor eager to teach for the purposes of learning the ritual, but doing so still requires a 6-day period of study. Those attempting to learn the ritual must succeed at a DC 16 Intelligence check to learn it. They can try again if they fail, and multiple PCs can attempt to learn the ritual to increase their odds of success. See Into the Darkened City on page 39 for more information on the special circumstances of this ritual.

This period is also fraught with peril. The tome having eluded their grasp once again, the excommunicates step up their efforts to recover it. To aid in finding the *Paginarum Lethargica*, Nahum forms a tenuous bond with a hound of Tindalos and solicits the aid of the

Crandon's wishes. Over the course of his life, her father acquired many esoteric tomes, and a successful DC 20 Perception check helps PCs locate a box of the previous day's purchases. Avigail also notes that last night she dreamed she heard some "strange snuffling" at her door and saw some "dark, skinless hound."

The excommunicates cannot directly detect the *Paginarum Lethargica* because of Josef Barvasi's clever insertion of a *bookmark of deception*^{UE} to disguise the book as something more mundane. If they search the books Diogorgio recently purchased, the PCs will not find a book matching either the one appearing in their psychometric



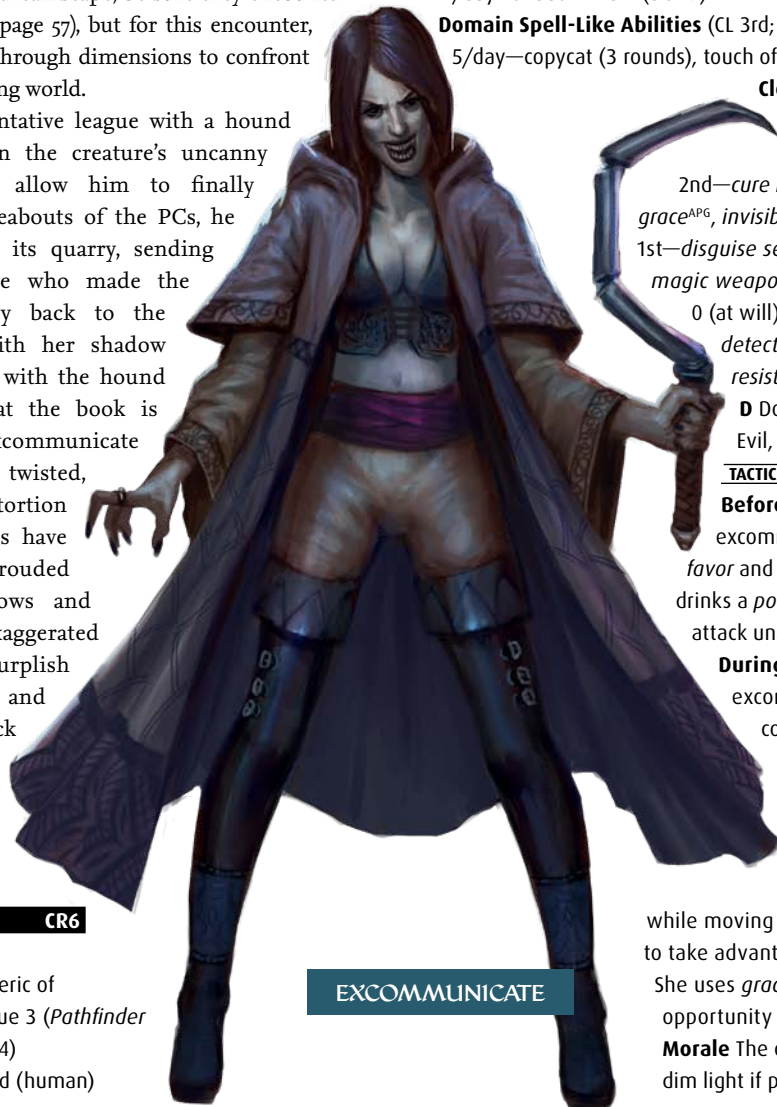
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prying quasit Millikin to seek out those who possess the *Paginarum Lethargica*. During this time, consider having the PCs experience increasingly frightening nightmares or dream visions of events they have already learned about, emphasizing important aspects of the plotline so they feel they are being haunted—and hunted—by Nahum and his cohorts. The dreamscape roils with Nahum's anger, and each morning more and more deaths are discovered on Bridegfront's streets, though authorities continue to dismiss them as accidents or the act of out-of-control addicts. Pace these remaining evenings carefully, with a sense of foreboding. Once PCs are on track to learning the ritual, send the assassins after them.

ASSASSIN AND HOUND (CR 9)

The excommunicates' nightmarish intrusions and detective work eventually reveal that the PCs recovered the *Paginarum Lethargica*, but the PCs are likely firmly entrenched in the protective sanctuary on the dream realm offered by Carrington and her baku. If any heroes do lucidly wander the dreamscape, be sure they encounter some dangers (see page 57), but for this encounter, the dangers travel through dimensions to confront the PCs in the waking world.

Nahum is in tentative league with a hound of Tindalos. When the creature's uncanny tracking abilities allow him to finally discover the whereabouts of the PCs, he sets the beast on its quarry, sending an excommunicate who made the dangerous journey back to the Material Plane with her shadow walk ability along with the hound to make sure that the book is retrieved. The excommunicate appears as a twisted, nightmarish distortion of the cultists PCs have already faced, shrouded in shifting shadows and with strangely exaggerated features and purplish eyes. The place and time of their attack is up to you, but it should come while the PCs are vulnerable.



EXCOMMUNICATE CR6

XP 2,400

Nightmare human cleric of Mog-Lathar 3/rogue 3 (*Pathfinder RPG Bestiary 4* 204)
CE Medium humanoid (human)

EXCOMMUNICATE

Init +9; Senses darkvision 120 ft.; Perception +8
Aura fear (60 ft., DC 14), frightful presence (30 ft., DC 14)

DEFENSE

AC 19, touch 16, flat-footed 14 (+3 armor, +1 deflection, +5 Dex)

hp 39 (6d8+9); regeneration 5 (good spells and weapons, silver)

Fort +4, **Ref** +9, **Will** +6; +4 vs. illusion effects

Defensive Abilities evasion, illusion resistance, protection from good, trap sense +1; **DR** 5/good or silver

OFFENSE

Speed 30 ft., fly 10 ft. (perfect)

Melee mwk spider-leg sickle +8 (1d6+1), mwk spider-leg sickle +8 (1d6)

Special Attacks channel negative energy 7/day (DC 15, 2d6), night terrors (DC 14), sneak attack +2d6

Spell-Like Abilities (CL 6th; concentration +10)

Constant—*protection from good*

3/day—*detect thoughts* (DC 16), *dream*, *nightmare* (DC 19), *suggestion* (DC 16)

1/day—*shadow walk* (DC 19)

Domain Spell-Like Abilities (CL 3rd; concentration +5)

5/day—*copycat* (3 rounds), touch of evil (1 round)

Cleric Spells

Prepared (CL 3rd; concentration +5)

2nd—*cure moderate wounds*, *grace*^{APG}, *invisibility*^o

1st—*disguise self*^o, *divine favor*, *magic weapon*, *shield of faith*

0 (at will)—*bleed* (DC 12), *detect magic*, *guidance*, *resistance*

D Domain spell; **Domains** Evil, Trickery

TACTICS

Before Combat

The excommunicate casts *divine favor* and *magic weapon*, then drinks a *potion of invisibility* to attack unaware opponents.

During Combat

The excommunicate opens combat with a blast of channeled negative energy, then charges in order to trigger her frightful presence while moving to flank opponents to take advantage of sneak attack. She uses *grace* to avoid attacks of opportunity if necessary.

Morale The cultist flees to dim light if possible, using her

shadow walk spell-like ability to retreat if reduced to 15 hit points or fewer.

STATISTICS

Str 13, **Dex** 20, **Con** 10, **Int** 10, **Wis** 14, **Cha** 18

Base Atk +4; **CMB** +5; **CMD** 21

Feats Improved Initiative, Toughness, Two-weapon Fighting, Weapon Finesse

Skills Acrobatics +12, Bluff +12, Craft (alchemy) +5, Disable Device +8, Disguise +8, Fly +14, Intimidate +14, Knowledge (religion) +9, Perception +8, Sense Motive +8, Sleight of Hand +9, Spellcraft +8, Stealth +13; **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages Common

SQ feign death (DC 14), rogue talent (fast stealth), trapfinding +1

Combat Gear *scrolls of cure moderate wounds* (3), *scroll of invisibility*; **Other Gear** +1 leather armor, mwk spider-leg sickles (2), *ring of protection* +1, 38 gp

HOUND OF TINDALOS

CR 7

XP 3,200

hp 85 (*Pathfinder RPG Bestiary* 2 158)

TACTICS

Before Combat The hound lurks invisibly nearby and waits for the excommunicate to attack first before launching into combat.

During Combat The creature casts *haste* to affect himself and the excommunicate and disables opponents with ripping gazes before coordinating its movements to flank with the cultist, using angled entry to stay mobile.

Morale If reduced to 20 hit points, the hound uses angled entry to escape.

Development: The two assassins are relentless pursuers and choose to flee, heal, and wait out their targets rather than die fanatically. They are careful to be sure to complete their task. It may take several attempts before PCs are able to kill one or both. After this attack, disaster strikes Carrington's sanctuary, removing the protections afforded the PCs and ratcheting up the necessity of putting an end to the deadly dreamscape and its masters.

CARRINGTON'S MISFORTUNES (CR 7)

While PCs are subject to assassination attempts in the waking world, Carrington's dream realm sanctuary has also been violated by the excommunicates. Nahum, Sally Scabblebones, and her vulnudaemon "children" have finally located the hideaway full of guarded dreamers, and set about their gory task. As the dreamers within Carrington's sanctuary flee in terror, Sally Scabblebones's girls incapacitate the baku and drag its body away. Carrington and her devoted assistant Maynard find their lives spared, but their destinies no less twisted. Madame Carrington now suffers from

Sally Scabblebones's dream haunting ability, and her lucid body is permanently trapped in the dream world while caught in the hag's embrace—Carrington takes 1 point of Constitution drain per day as the hag drags her helplessly through the Dimension of Dreams. (This is a variant of the hag's dream haunting ability due to the thin planar boundaries. See area **H10** for more details on Carrington's fate.) While Carrington is gripped by the hellish embrace of Sally Scabblebones, Maynard has fallen victim to Nahum's dream slave ability, subtly turning Maynard's will to Nahum's use.

The PCs should be summoned by Maynard or return to Carrington's home on a routine visit. A haggard Maynard desperately paces the front room. Through teary eyes he tells PCs, "I suppose you'd best see for yourselves," while leading them into the seance chamber. He is very quick to reveal the scene to the PCs. Although Maynard is currently dominated, Nahum has commanded him to maintain a sorrowful appearance: Maynard uses his Bluff skill (+10) against any suspicious PCs and keeps the conversation short.

Once inside, Maynard, positions himself on the opposite side of the PCs from her carefully cultured xtabay plants. The room is in tattered disarray; Carrington's furniture is overturned, her accoutrements scattered, and the spiritualist herself pinned beneath her sofa. Her body is horribly twisted and her wide eyes locked in terrible fear, but she is alive, though unresponsive and impossible to awaken. A successful DC 20 Perception check reveals Carrington's final cryptic note to the waking world scribbled from her planchette: "The spider's silk is strong. They are coming for me." As the PCs survey the scene, Maynard says meekly, "We were asleep, and they just walked into the dream sanctuary... the hag... her bloody children... and a terrible shadow of a man..." His eyes flare as his features darken and the color drains from the room. Maynard swallows an uncapped potion, disappearing into the resulting gloom.

Creature: Dominated Maynard has been commanded to attack PCs, and he does so cleverly. When he senses the awakening of the xtabays, he drinks his *potion of invisibility* and moves to flank with the attacking plants and catch the PCs off guard. A successful DC 15 Sense Motive check now reveals he is not acting of his own volition. As combat begins, some of the normally complacent xtabays animate agitatedly and release their soporific pollen.

MAYNARD COLVILLE

CR 6

XP 2,400

Male human rogue 7

N Medium humanoid (human)

Init +4; **Senses** Perception +11

DEFENSE

AC 18, touch 15, flat-footed 13 (+3 armor, +4 Dex, +1 dodge)



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hp 52 (7d8+14)

Fort +4, **Ref** +10, **Will** +4

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *short sword* +11 (1d6+3/19–20)

Special Attacks sneak attack +4d6

TACTICS

Before Combat Maynard drinks his *potion of invisibility*.

During Combat Maynard flanks with the attacking xtabay plants to make use of his sneak attack ability.

Morale When reduced to half his hit points, Maynard visibly sobs at the realization of his actions, though he continues to attack unless subdued or destroyed.

STATISTICS

Str 14, **Dex** 18, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +7; **CMD** 22

Feats Combat Reflexes, Dodge, Mobility, Weapon Finesse, Weapon Focus (shortsword)

Skills Acrobatics +14, Bluff +10, Diplomacy +10, Escape Artist +14, Perception +11, Sense Motive +11, Sleight of Hand +14, Stealth +14

Languages Common

SQ rogue talents (black market connections, bleeding attack +4, fast stealth), trapfinding +3

Combat Gear *potion of invisibility*; **Other Gear** +1 *leather armor*, +1 *short sword*, *cloak of resistance* +1

XTABAYS (4) **CR 1/2**
XP 200 each
hp 8 each (*Pathfinder RPG Bestiary 2* 289)

Development: Any ability to see into the Ethereal Plane, including *see invisibility*, reveals a crooked, snarling hag—Sally Scramblebones herself—hunched over Madame Carrington, laughing maniacally. The forms of children with slit throats clutch at the hag’s legs. PCs who experienced the dream haunt of area **G12** will recognize this laughter as the same. They also see a dark, shadowy figure looming behind Maynard for as long as the domination persists. If the PCs are able to release Maynard from his domination without killing him, the rogue blubbers that “a terrible shadow grew in my mind.” He mourns Carrington, declaring that PCs “cannot let this be her fate.”

Mortal magic on this plane can’t free Carrington, and the PCs are faced with a two-fold problem. Without the baku’s protections, the PCs and many others are subject to the nightmare plague, and Carrington is now wasting away in the cold embrace of a deadly antagonist. The countdown to Carrington’s demise is 8 days, based on her current Constitution score, which whittles down by 1 point each morning. If the PCs have not yet begun exploring the secrets of the *Paginarum Lethargica*, now is the time to learn the ritual (which

takes 6 days) or find alternate means to enter the expanding dreamscape.

INTO THE DARKENED CITY

To enter the dreamscape in their physical forms, the PCs must perform the breach the veil of dreams occult ritual (*Occult Adventures* 209) or find alternate means. The ritual is likely just beyond the abilities of a party of the PCs’ level. Fortunately, the unique nature of the *dreamstone*’s power and the thinned planar boundary works to the PCs’ favor.

Performance of the ritual ceremony must be done at night and takes 1 hour as participants chant and sway while drinking wormwood wine among the vaporous fumes of burning incenses. The tenuous boundary between planes reduces the ritual’s skill check DCs by 5, as long as the ritual is performed within the *dreamstone*’s radius, reducing the checks to DC 27 each. Additionally, the *Clavis Somnus* not only satisfies the ritual’s focus requirement, but grants a +5 competence bonus on the skill checks of the primary caster of the ritual. Furthermore, remember that secondary casters can make some of the skill checks if the primary caster allows it, allowing PCs with different areas of expertise to cooperate. Finally, the presence of secondary casters may provide additional bonuses to the skill checks to complete the ritual. As the ritual draws to a close, ashes and grave earth are mixed and used to draw a portal with a keyhole, into which the *Clavis Somnus* is inserted, allowing the participants to pass the threshold into the dream realm.

When the ritual is performed within the *dreamstone*’s radius, the point of arrival is not a random point on the Dimension of Dreams. Instead, the ritual opens a portal that appears 1d8 × 10 yards in a random direction from the location where the casters performed the ritual. Determine the random direction by using the rules for a missed thrown splash weapon (*Pathfinder RPG Core Rulebook* 202). Lastly, due to the thin planar boundary, the concentration check for a caster to return to the Material Plane is only DC 20, but the ritual will have to be performed again for re-entry.

The ritual is not the only ingress into the dream realm. The proprietor of the Rook’s Roost, Asnaan Sharoosh, likely offered his services, and PCs can use his spittle-producing apparatus to lucidly dream themselves to Bridgefront’s dreamscape. Those with the Lucid Dreaming feat (*Occult Adventures* 137), users of shiver, or spells such as *dream travel* can also induce lucid dreaming. But these alternate methods provide some risk, and PCs are scattered in transit, each rolling for distance and direction as described above, but with each PC rolling separately. PCs should also be reminded that, to destroy the *dreamstone*, the ritual will have to be repeated in the Dimension of Dreams, further encouragement to take the safer route of utilizing the occult ritual.



CHAPTER 3

RETURN TO THE HOUSE ON HOOK STREET

Upon arriving in the dream realm, the PCs do not appear directly before their target, and they must traverse the warped streets of Bridgefront's shared dream realm before they make it back to the House on Hook Street. To help express the danger of their location, you should pick one or two of your favorite entries from Bridgefront Dreamscape Encounters on page 57 and throw them against PCs as they traverse the deadly streets. This helps set the scene and it gives the PCs a chance to get acclimated to the strange realities of the dreamscape before they continue their quest to find Nahum and put a stop to his madness.

TREASURE TROVE

The dream realm version of this house is opulently appointed, and PCs may be anticipating a rich haul if they stuff their pockets with its fancy silverware, rare tomes, and precious relics, but not all treasures are what they seem. The home's furnishings (such as the liqueurs of area H12 or the relic and rare book collection in area H15) are largely a result of Nahum's idealization of his ancestral manse, and most are little more than stabilized dream-stuff that fades into nothingness if returned to the waking world. All items listed in the encounter areas' treasure listings, however, are real items brought physically into



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the dream world by Nahum or his associates and should be treated normally. Feel free to extrapolate additional nonmagical, dream-world items that are described but not listed, but keep track of these figments separately to unveil their disappearance to disappointed PCs at the adventure's conclusion.

SALLY SCRABBLEBONES

Working alongside the exiled cultists is the dream-haunting legend of Old Korvosa is the night hag Sally Scrabblebones. Since the *dreamstone's* unveiling, she has partnered with the excommunicates in hopes of eventually betraying Nahum and claiming the stone for herself. Until such time, she has been content to hunt in the wake of the region's nightgaunts, claiming the souls of dreamers dropped to their deaths and capturing those of other cult targets, effectively barring the creatures' souls from communicating their fates to the waking world. In turn, she has bartered some of her heartstone's souls for the devotion of her "children"—a murder of frightening vulnudaemons that inhabit the temple in area **H8**. Sally Scrabblebones is dressed in tattered, garish finery that hangs limply off her bony frame and she wears disturbing smears of makeup that only make her horrific form all the more terrible.

Use Sally Scrabblebones as a guerrilla skirmisher, cackling and attacking PCs from a distance with *magic missile* or *ray of enfeeblement* while they are otherwise occupied. She may even use her change shape ability to assume the form of Madame Carrington, luring PCs into complacency with her high Bluff and Disguise skills before shifting forms and ravaging a nearby spellcaster with her claws and bite. In any case, she is careful not to get cornered and uses *etherealness* to escape to the deeper Ethereal Plane if unduly threatened, dragging the paralyzed form of Carrington alongside her. Play up the toying, stalking aspects of this feral hag, but leave her a loose cannon to harass PCs as they explore the ground level of the House on Hook Street. Sally Scrabblebones finally confronts PCs face to face in area **H10** to prevent them from reaching the upper level and claiming the *dreamstone* for themselves.

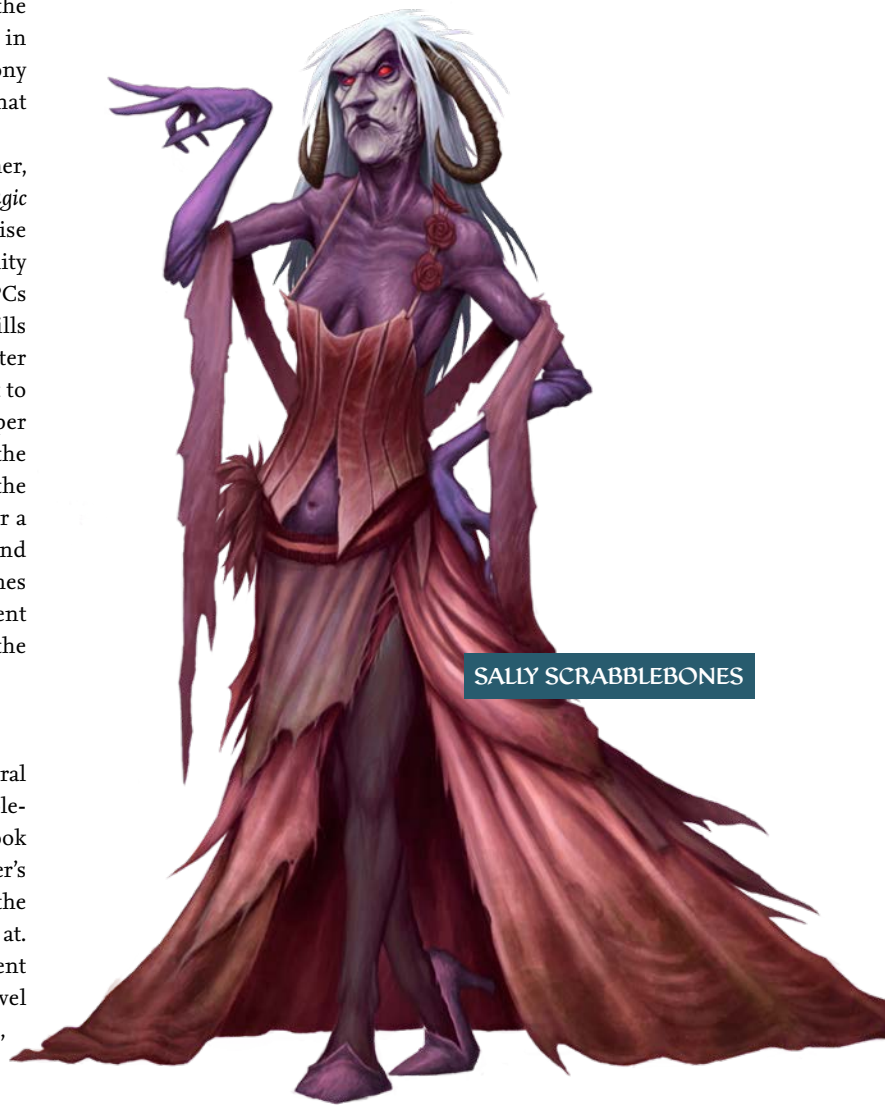
H. DREAM REALM HOUSE

In the dreamscape, The twisted, foreboding ancestral estate of the fallen Caligaro family stands amid a rubble-strewn field that stretches from the Old Wall to Hook Street. Strange shapes leer from the corner of the viewer's eye, and it appears as if mocking figures stare from the manse's high windows, only to disappear when looked at.

With the exception of the hewn stone walls adjacent to the old temple structure on the house's ground level rooms, the house has 6-inch-thick wooden walls, with any 5-foot section having hardness 5, 60 hit points, and break DC 20. Doors are good wooden

doors unless otherwise noted, and all windows are simply locked from the inside (Disable Device DC 20) and unshuttered. A curious aspect of the house in this realm is that the collective idealization of Nahum and his cohorts works to regenerate any damage done to the house. Any battered components of its structure regenerate physical damage at the rate of 5 hit points per round.

In addition, some of the house's inhabitants—namely the excommunicates, Sally Scrabblebones, and the quasit Millikin—have the ability to affect the morphic nature of the house and its environment (see page 242 of *Pathfinder RPG Occult Adventures*). They retain this ability despite their physical presence in the realm, unlike other creatures who lose that ability. They can cause doors to disappear or reappear, trapping intruders within. They can cause staircases to appear to go on for hundreds more feet than physically possible, to lead back to the same room PCs exited, or to disappear entirely. Confusion effects may cause intruders to move in the



SALLY SCRABBLEBONES

opposite direction from the one they actually chose, and no matter where PCs enter the house—whether from the second floor balcony, a side door, or the window of the highest gable, they find themselves first in the front foyer (area **H2**). Inanimate objects or scurrying rats may deliver harmless, cryptic warnings, and a room’s furnishings may shift locations or nature from one look to the next. Feel free to use your imagination to emphasize the house’s dreamlike nature, and use these effects at your discretion. Some suggestions appear in room descriptions where applicable.

H1. The Ruined Grounds (CR 9)

An imposing manse rises from a radius of wood comprised of the splintered remains of dozens of destroyed hovels. Thick black ivy crawls across the walls of the house, and gnarled oaks reach from the surrounding waste like dark, crooked fingers.

Nahum has used his powers as a nightmare lord to warp reality and restore the manse to its previous glory, violently sloughing off the centuries of accumulated Shingles shacks that clung to the structure. The remains of these structures surround the house in an 80-foot-radius field of splintered wood and twisted metal. The ground in this area is considered light undergrowth. Unlike its real world counterpart, the porch is solid and whole, supporting a wrap-around second-story balcony.

Creatures: Here in the dreamscape, the house’s natural features have transformed into horrifying mirrors of their real-world counterparts. Some of the grounds’ creeping ivy has animated as assassin vines and the withered oak as a dangerous quickwood tree. Both the quickwood and assassin vines appear as normal plants when at rest, though a successful DC 20 Knowledge (nature), Perception, or Survival check reveals their deadly true natures.

Two advanced assassin vines lie over the home’s double doors and front window, camouflaged among the choking ivy. They wait for targets to move adjacent to the house before attacking. The quickwood does not reveal itself until intruders are occupied with the assassin vines. Then it suddenly twists into a gnashing, nightmarish form and unleashes its fear aura (in a 30-foot radius due to a stored 3rd-level spell) as its roots burst through the porch’s planks to attack.

ADVANCED ASSASSIN VINE CR 4
XP 1,200
hp 38 (*Pathfinder RPG Bestiary* 22, 294)

QUICKWOOD CR 8
XP 4,800
hp 95 (*Pathfinder RPG Bestiary* 2 228)

H2. Foyer (CR 8)

The low light of a single lantern reflects off the gleaming wooden floors and dark paneled walls of this foyer. The west wall incorporates an old stone facade that holds tall, stained-glass windows and carved double doors.

The west wall is the stone facade of an old shrine of Desna around which the house is built. The church doors are carved with a motif of warped butterflies fluttering among astrological symbols, which a successful DC 15 Knowledge (religion) check identifies as an homage to Desna. The strong wooden doors here are barred from the other side (DC 25 Strength check to force open). Two tall stained-glass windows each depict spider-butterfly hybrids in a tranquil expanse.

Creatures: There are two threats in this room. First, if the PCs fled to this area while battling the quickwood and assassin vines in area **H1**, the vines’ reach extends 10 feet into this room, and the quickwood’s roots (60-foot reach) burst from the floor to attack. The PCs receive applicable bonuses to AC due to any cover they may have.

The second threat is a stained glass golem that attacks anyone who enters the room aside from the excommunicates, Sally Scrabblebones, or her minions. The stained glass golem appears as an amalgamation of spider and butterfly. It has no fly speed, instead animating on spindly legs and stepping forth from the temple’s windowed face to attack PCs.

STAINED GLASS GOLEM CR 8
XP 4,800
hp 96 (*Pathfinder RPG Bestiary* 2 138)

Development: Any disturbance or sound of combat in this room alerts the excommunicate Huygens in area **H3**. He uses his ability to influence the dreamscape to erase the door leading into that area. PCs notice the north door has vanished on a successful DC 15 Perception check. In the aftermath of any conflict in the room, a small pack of rats flee toward area **H4**. As they make their way under the door, the last rat stands briefly upright, turns to PCs with twitching whiskers, and whispers, “Turn back. You want no part of this hell.” It then disappears under the door with his fellows.

H3. Phantasmagoria (CR 8)

Fine velvet curtains drape the walls of this richly furnished theater. Four rows of wooden seats fill the room, and a fire-lit lantern projector stands at the rear. The lantern’s bronze latticework frame holds 8 circular glass slides that slowly revolve in front of the lens, projecting horrific images of multi-limbed fiends on a small screen, eerily illuminating the chamber.



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This is the home's phantasmagoria theater. Heavy drapes are drawn over the side alcove's windows to hold back outside light. Squares containing seats are considered difficult terrain and low obstacles for purposes of determining cover. The slides contain hand-colored images of foul multi-limbed creatures. A successful DC 20 Knowledge (planes) check identifies the distorted images as breeds of asuras. A terrifying picture of two twin, barbed creatures currently projected seem to twist and bend on the slowly fluttering screen. The creatures slowly coalesce to life in the PCs' presence.

Creatures: Seated behind the magic lantern is an excommunicate named Huygens, who scrolls through the images. If PCs enter area **H2** before entering this room, Huygens uses his mental control of the house to erase the door to the foyer area and prepare for trespassers by concentrating intensely on the projected image of the adhukait. As a result, the asura materializes to attack PCs 1 round after they enter the room.

ADHUKAIT **CR 7**

XP 3,200
hp 76 (*Pathfinder RPG Bestiary 3 22*)

TACTICS

- Before Combat** The creature uses *blink* and *mirror image* to make it harder to hit before attacking.
- During Combat** The asura uses its dance of disaster ability to stay mobile and flank with Huygens.
- Morale** The creature fights to the death.

EXCOMMUNICATE **CR 6**

XP 2,400
hp 38 (see page 37)

TACTICS

- Before Combat** The excommunicate casts *divine favor* and *magic weapon*, and uses the copycat domain ability before entering melee, if possible.
- During Combat** The excommunicate charges in order to trigger his frightful presence while moving to flank opponents, using *grace* to avoid attacks of opportunity if necessary.
- Morale** If reduced to 15 or fewer hit points, the cultist flees to an area of dim light, if possible, and uses his shadow walk ability to retreat.

Treasure: Though Huygens used his mental abilities to conjure a very real threat, the glass slides can actually function as cards from a *deck of illusions* if shattered. The images include another adhukait and two slides each featuring other types of asuras, including an aghasura, tripurasura, and upasunda.

H4. Game Room (CR 7)

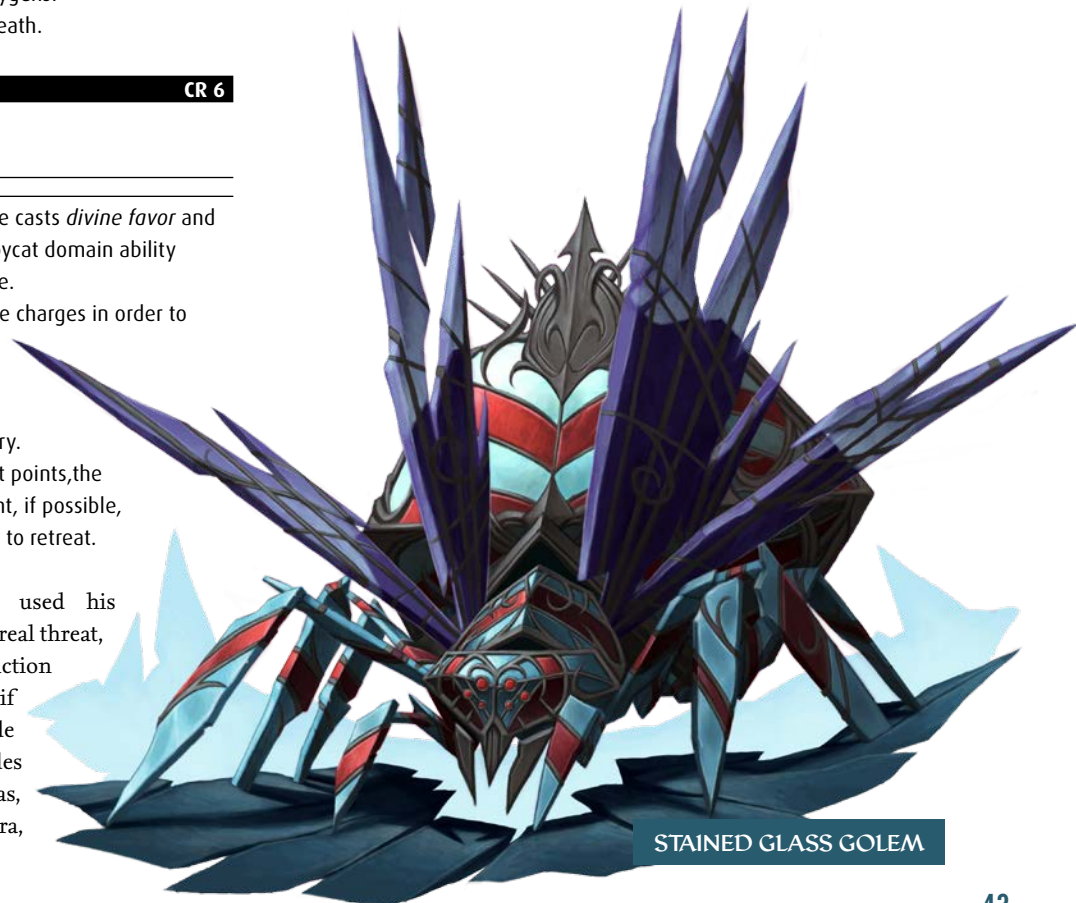
This richly furnished game room holds a billiard table and three plush chairs. Several instruments, including a curled horn, nine-stringed lute, and a harp, crowd the northwest corner near a door leading west. A large oil painting of a handsome man leaning on a cluttered mantle hangs askew on the south wall.

The man depicted is Nahum, who PCs may recognize if they have seen him before or studied the tattered real-world version of this painting in the analogous location (area **G16**). As in that location, these instruments soon begin to hum with a disarming melody, though with more dire effects.

Dream Haunt: As the house reacts to the invader's presence, and perhaps after Nahum has made his initial appeal (see below), the instruments begin playing a discordant melody eerily similar to the echoes of the tune PCs may have heard in this room's real world location.

DREAM HAUNT **CR 8**

XP 4,800
hp 36 (see page 8)
Effect This effect manifests as a *song of discord* (DC 20).



STAINED GLASS GOLEM

Development: This location presents an opportune time for Nahum to introduce himself by using *enter image*^{APG}, animating the figure within the painting, and pacing back and forth within its frame. He carries a sneering confidence and addresses PCs by arrogantly asking them if they have “come to return my book?” He gives dire warnings of “dark forces” at play and maintains that only he can control the unpredictable *dreamstone* and restore stability to both worlds, casting blame squarely on “blasphemous, backstabbing interlopers” in his former cult. He offers Carrington’s life if the PCs will return the book and key. The occultist further warns that “my house does not like you” with a sly smile. As he dismisses himself, Nahum ponders out loud, “I wonder what Sally Scrabblebones and her girls are up to.” Then the image returns to normal.

H5. Smoke Den (CR 8)

The smoke of incense hangs heavy in the air of this chamber, which is dimly lit by a smoldering fireplace. The fog drifts through a richly appointed lounge with heavy maroon drapes. The floor is covered with luscious pillows, exotic rugs, and piles of comfortable blankets. An ironbound door to a nearby closet is barred from this side and occasionally shudders.

This smoking parlor interior is thick with dangerous smoke caused from an unusual form of shiver consumption practiced by two of Nahum’s intoxicated cohorts. If PCs listen at a door of this chamber before entering, a successful DC 18 Perception check reveals the sounds of slow, quiet conversation and occasional pounding. Sounds in this room draw the attention of a pathetically tortured creature trapped in the adjacent closet (area H6). PCs should hear loud bangs and terrified cries for help even if a fight ensues: “Can you help me? Oh, Sarenrae! Please help me! Please help me!”

Creatures: Two excommunicates lounge within this chamber, taking long draws of vaporized shiver through a water pipe. In their intoxicated state, they have become malnourished to the point of being disabled, and they barely acknowledge the threat that the PCs pose. One cultist, Skinner, simply stares up into the smoke, twirling at it with her finger, while the other, Reynaldo—a pale, wiry man in a red silk brocaded robe—strokes his mustache as he takes a slow draw and asks, “Did you bring the book?” He then turns, looking into empty space and remarks, “Skinner? Why are the Korvosan Guards looking through the house?,” a clue to events in the real world as Drune’s recovery of Mog-Lathar is underway.

Reynaldo is willing to engage the PCs in conversation and is single-mindedly concerned with one inquiry: whether or not PCs have brought “the book” with them. Sounds of conversation likely draw cries from area H6,

which Reynaldo ignores, waving them off as “someone who couldn’t handle his shiver.” If given the chance, Reynaldo will try to use his *suggestion* ability (DC 14) to entice a PC to take a draw from his pipe: “Are you sure you won’t try some?”

If threatened or attacked, both cultists exhale a large discharge of the pungent fumes and immediately die, their bodies turning gray as they use their remaining abilities to affect the dreamscape. Their exhaled vapors coalesce into dangerous forms of living smoke.

BELKERS (2)

CR 6

XP 2,400 each

hp 68 each (*Pathfinder RPG Bestiary* 2 45)

Hazard: The thick haze is actually exhalations of vaporized shiver. Here in the *dreamstone*’s radius, shiver taken in the dream realm has similar effects on physically present creatures as it does on the Material Plane, only the *see invisibility* effect manifests as brief flashes of hazy glimpses into the waking world. Those breathing this haze must succeed at a DC 14 Fortitude save or take a –2 penalty on Wisdom checks and Will saves for as long as they remain in the fog and for 1d6 rounds thereafter. A creature that successfully saves against the haze is not affected and need not attempt further saves even if it remains in the room. The haze does not significantly hamper vision.

Treasure: An ornate wooden box of copper and darkwood worth 50 gp contains 4 vials of shiver, plus a *potion of gaseous form*. One corpse wears an amber *amulet of natural armor +1*, and the other’s pocket holds a silver key to area H6.

H6. Macabre Closet (CR 6)

Any noise in area H5 sparks the terrified cries of a horrific creature trapped in this chamber. PCs should hear desperate pounding resonate from outside the closet walls, while a man within cries out, “Oh Sarenrae, please help! This wasn’t supposed to happen!” These quavering and desperate pleas continue as PCs contend with the locked wooden door (Disable Device DC 25). A successful DC 20 Perception check at the door can discern a wet, dragging sound.

Creature: In the real world, this closet (area G14) contained a pile of gray corpses. Here, in the radius of the *dreamstone*’s power, those corpses have merged into a single horrifying form: a malformed gibbering moulder that appears as a twisted pile of fused bodies. Partially melted into this form is an emaciated, white-haired half-elf. From his waist down, his flesh dissolves into the amorphous form of what might have once been other people, melted like candles into one another, lifeless eyes and mouths blinking and sputtering. He lurches toward PCs from the rear of the closet, unable to



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separate from the mass, “Something went wrong! You’ve got to kill me! Please!”

At these words, the eyes of the amorphous mass spring open and the mouths begin chattering wildly, “Not to kill! Not to kill!” The gibbering mouther slumps forward to attack. During the combat, the man’s screams continue, “I’m not a part of this thing! This isn’t me!”

ADVANCED GIBBERING MOUTHER **CR 6**

XP 2,400

hp 54 (*Pathfinder RPG Bestiary* 294, 153)

TACTICS

During Combat The creature uses its gibbering and spittle abilities as free actions each round, and attempts to engulf foes and use blood drain against opponents while continuing with bite and spittle attacks at other foes.

Morale The creature fights until destroyed.

H7. Alchemy Laboratory

What might once have been a large dining room now hosts a finely appointed and meticulously organized alchemist’s lab, its accoutrements of the highest quality.

This is a lab born from Nahum’s dreams of exploring the secrets of alchemy, including his pursuit of creating a homunculi or a *philosopher’s stone*. His efforts were never realized, and the lab now sits unused, representing only abandoned ambition.

Treasure: The lab equipment is rare and expensive, but made of dream-stuff. Exceptions include a magical *admixture vial*^{UE} and a *cauldron of brewing*^{UE}. A successful DC 25 Perception check reveals two uses of *thaumaturgic powder*^{OA} still sitting in drying pans. Cabinets contain all manner of rare minerals, oils, and unguents, including the grave earth and rare incenses PCs may need to perform the breach the veil of dreams occult ritual within the dreamscape.

H8. Old Temple (CR 8)

Polished mahogany panels and wood floors end abruptly at weatherworn stone arches—old temple walls that frame the house’s center. A glittering glass butterfly mosaic spreads across the floor, the insect’s wings outstretched toward carved marble columns.

This temple foundation is a more idealized version of its real-world counterpart. Providing disturbing contrast to the horrific scene on the stage (area **H9**) is the light, playful giggling of unseen children echoing through the stone chamber.

Creatures: Sally Scrabblebones’s “children”—her four surviving vulnudaemon servants—lurk in this room, where they have made great sport dismembering the

remains of the baku that has protected the PCs and others in recent weeks. They use *invisibility* to toy with the PCs before moving in for the kill and may try to back them close to the stage edge. The baku juju zombie attacks if any PCs move adjacent to area **H9**.

VULNUDAEMONS (4) **CR 4**

XP 1,200 each

hp 39 each (*Pathfinder RPG Bestiary* 3 63)

TACTICS

Before Combat The vulnudaemons use their *invisibility* and *blur* spell-like abilities to prepare for intruders.

During Combat The vulnudaemons flank opponents to take advantage of their sneak attack ability. If the combat is turning against them, the vulnudaemons use their summon spell-like ability to bring in additional help.

Morale Sally Scrabblebones’s “daughters” fight to the death.

Development: When the vulnudaemons fall, the PCs should hear a piercing shriek echo through the house, as Sally Scrabblebones realizes the fate of her “children.” This triggers the events of her revenge in area **H10**.

H9. Altar (CR 9)

Below the looming rock face of the Old Wall stands a raised wooden dais holding a stone altar. The scattered and bloody remains of a strange tusked creature are spread everywhere, its torn limbs and entrails strung up in a gory lattice. Its dead-eyed head leers disturbingly, from the altar, its tongue lolling from its dislocated jaw.

The baku’s life did not end well. The vulnudaemons disemboweled the creature here, hanging its entrails about the stage in a macabre drapery. While gore-covered, the stage’s floor is intact, and prying up the boards reveals no catacombs waiting below as in the waking world.

Creature: The baku’s intrinsic connections to the dream realm and its nightmares will not allow the creature to rest easily. If any creature mounts the stage or moves into a square adjacent to the stage, the baku’s corpse animates as a hateful juju zombie that drags its draped entrails behind it.

MUTILATED BAKU **CR 9**

XP 6,400

Baku juju zombie (*Pathfinder RPG Bestiary* 3 31, *Pathfinder RPG Bestiary* 2 291)

NE Medium undead

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 19, touch 16, flat-footed 13 (+6 Dex, +3 natural)

hp 135 (10d8+80)

Fort +10, **Ref** +9, **Will** +12; +4 bonus vs. channeled energy
Defensive Abilities channel resistance +4; **DR** 10/cold iron, 5/magic and slashing; **Immune** cold, electricity, magic missile, undead traits; **Resist** fire 10; **SR** 19

OFFENSE

Speed 30 ft., fly 60 ft. (clumsy)

Melee 2 claws +13 (1d4+4), gore +13 (1d6+4), slam +13 (1d6+4)

Special Attacks mental drain

Spell-Like Abilities (CL 10th; concentration +17)

At will—*invisibility*, *lullaby* (DC 17), *sleep* (DC 18)

3/day—*deep slumber* (DC 19), *dream*

1/day—*ethereal jaunt*, *modify memory* (DC 21)

STATISTICS

Str 18, **Dex** 23, **Con** —, **Int** 15, **Wis** 16, **Cha** 25

Base Atk +7; **CMB** +11; **CMD** 27 (31 vs. trip)

Feats Alertness, Flyby Attack, Improved Initiative, Iron Will, Toughness, Weapon Finesse

Skills Climb +12, Diplomacy +15, Fly +19, Perception +13, Sense Motive +13, Spellcraft +8, Stealth +14; **Racial Modifiers** +8 Climb

Languages Aklo, Celestial, Common **SQ** dream claws, dream eating



MUTILATED BAKU

H10. Gallery (CR 9)

An ornate wooden staircase descends from the upper story, opposite the rocky face of the Old Wall. An elegantly carved fireplace mantle, fine art, and exquisite tapestries are offset by a standing pool of black, fetid water in the northwest corner.

Fine art fills most of this gallery, primarily portraits depicting several generations of the Caligaro family, but also landscapes and some marble sculptures on ornate stands. In almost all instances, the figures depict unattractive nobles and malformed creatures with bulging goiters and melting flesh. The creatures seem to gape and jeer at trespassers, but only from the corners of an onlooker’s vision. Other paintings depict witches performing rites, scenes of torture, and strange landscapes that turn to swaths of fiery destruction as viewers avert their gaze.

Creature: PCs should hear a familiar cackling as they explore this chamber, and ideally the garishly dressed Sally Scramblebones descends from the top of the stairs, her wicked laughter offset by the sickening thump of Madame Carrington’s head landing on each step as she drags the spiritualist’s limp body behind her. She snarls at the PCs, “You want her, don’t you, dearies? You’ve come to take her from old Sally Scramblebones, have you?”

The hag does not recklessly rush into combat. Instead, if PCs make any move against her, she snatches up Carrington’s barely conscious body and bares her teeth at the spiritualist’s throat; between her bite damage and poison, the threat is very real. Her demands are simple: she wants the *Paginarum Lethargica* and the *Clavis Somnus* in exchange for Carrington’s life. Though the hag ostensibly seeks to retrieve the articles for Nahum, she feels she can extort the occultist with them and gain control of the *dreamstone* herself.

Play up the drama as Carrington’s life hangs in the balance. The PCs have likely learned enough from the tome to know that it could wreak terrible havoc in the wrong hands. Indeed, the control the *dreamstone* grants its possessor would likely spell doom for Old Korvosa and possibly much of the city beyond.

If the PCs give up the items, Sally Scramblebones retrieves them while tossing Carrington’s limp body down the stairs. She then travels to the Ethereal Plane with her *etherealness* ability, returning to assist Nahum in the finale encounter in area **H20**. If the PCs attack the hag, she bites Madame Carrington’s throat before charging the PCs. If the stalemate continues, you may have Carrington take her fate into her own hands, slyly lifting the heartstone periapt hanging from Sally Scramblebones’s belt and feebly tossing it down the stairs toward the PCs. This causes the hag to shriek, drop the



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spiritualist in her rush to retrieve her precious item, and initiate combat with the PCs.

SALLY SCRABBLEBONES CR 9

XP 6,400

Night hag (*Pathfinder RPG Bestiary* 215)

hp 92

TACTICS

During Combat Sally Scabblebones initially avoids melee combat. She tries to disable melee threats with *deep slumber* and *ray of enfeeblement* before moving to attack weaker opponents with her claws and poison bite.

Morale If she has her heartstone, the cackling hag retreats to the Ethereal Plane if reduced to fewer than 20 hit points, returning only for the final conflict. Without her heartstone, Sally Scabblebones fights to the death.

Treasure: The sneering paintings and sculptures are made of dream-stuff, though hidden in one hollow sculpture (Perception DC 20) is a *wand of cure moderate wounds* (43 charges remaining). Nestled in Sally's tattered gown is one blank and unused *waxen image*^{OA} and another one formed in a disturbing approximation of Madame Carrington.

Development: If Carrington survives and Sally Scabblebones is destroyed, PCs can help her recuperate (her Constitution is equal to 8 minus the number of days since her capture). She doesn't tarry, however, thanking the PCs before forcing herself awake and fading back into the Material Plane.

While it is unlikely PCs would hand the *Paginarum Lethargica* over to Sally Scabblebones, stranger things can happen. If the PCs give the night hag the book, she shifts to the Ethereal Plane and retreats to area H13 to evaluate it for clues that might help her defeat Nahum and assume control of the *dreamstone*. The PCs will have a second chance to destroy the hag and recover the book there.

H11. Flooded Shaft (CR 7)

The dream realm has reacted to the real-world catastrophe of the underwater temple's flooding, and stagnant water now spills forth from the elevator shaft, soaking the floor around it. If the PCs approach within 10 feet of the shaft, the fetid sludge animates to attack.

Creature: The filth here animates as a water elemental if approached. The elemental takes the form of a bloated spider made of brackish water, reflecting the trapped idol Mog-Lathar in the waking world. The water elemental is confined to this area and cannot move from it, but has enough reach to attack targets in area H10.

HUGE WATER ELEMENTAL CR 7

XP 3,200

hp 95 (*Pathfinder RPG Bestiary* 126)

SECOND FLOOR

As the PCs ascend into the upper level of the house and draw closer to the *dreamstone*, you should ramp up the otherworldly nature of the location. Every shifting shadow should seem a threat, and bizarre things skitter away from approaching light. Whispers that reflect the personal tragedies of PCs' past actions might follow them down a hallway, or doors might repeatedly vanish and reappear as PCs approach, teasing and confusing them as they progress through the house. As Sally Scabblebones stalked the level below, so too does Nahum stalk the level above, harassing the PCs and even taunting them to travel deeper into his domain.

Nahum

Nahum has always been a collector obsessed with relics from the cults of dead gods and obscure tomes with scraps of esoteric knowledge. These fixations—from the acquisition of the petrified idol to his life-long search for the *dreamstone*—have all lead to his current situation. Since gaining a measure of control over the dreamscape, Nahum prefers to remain in his family home's imagined splendor, allowing his minions to do most of his dirty work. His ultimate goal is to recover the *Paginarum Lethargica* and *Clavis Somnus*. With them, he believes he can then gain complete control of the *dreamstone* and consolidate his power over the stabilized dream realm. Only then will he bring the recovered spider idol forth and bargain for full immortality in exchange for using his power over the realm to help Mog-Lathar escape its prison and ascend to something like godhood. Given enough time, and properly played, Nahum's dominion could spread out of control, enslaving all who sleep in the thrall of this new lord of dreams.

Nahum is a frightening creature, handsome and terrible, his features shifting to emphasize his emotions. Shadows dance around his form, coalescing into leering arrangements as if he were haunted by incorporeal creatures. Light seems to always fall short of reaching him. With the *Paginarum Lethargica* now practically delivered to him, Nahum carefully plays his hand to acquire the book, trying to get the PCs to return it willingly.

At your discretion, the PCs could encounter Nahum multiple times, his initial confidence and swagger becoming less agreeable with each encounter. Nahum is a powerful antagonist, as he is capable of warping the dream realm to his needs and desires. He relies primarily on these reality-warping effects and his nightmare lord abilities in his initial encounters with PCs, preferring to save his mental focus and occultist class abilities for a final encounter at the *dreamstone's* shrine. Nahum can perform up to six such dream-altering feats (as described on page 41), to various levels of aggression, and due to his high Charisma and the *Lucid Dreamer*^{OA} feat, he has a +10 bonus on these checks. He may initially create a *repulsion*



or *wall of force* effect to prevent PCs from attacking him, allowing him to make his appeal for PCs to return his items and leave him in peace, “so he can set this right and uproot the sprouting seeds of betrayal.” If a PC is aggressive, Nahum may use his nightmare lord fear aura or frightful presence, or warp reality so a nearby doorway engulfs PCs as per the *hungry pit*^{APG} spell, or the house’s floorboards and ceiling timbers may snake to life to grapple PCs, similar to the *black tentacles* spell.

H12. Parlor

The scent of stale smoke permeates this crossroads of stairwells and hallways. A moth-eaten rug stretches before a dormant fireplace surrounded by a beautifully carved mantle, and a magnificently carved bar stocked with hundreds of rare liqueurs stands along the stony face of the Old Wall to the west. A heavily adorned staircase in the room’s northeast corner descends into darkness below.

Though what constituted sin and vice changed greatly over generations of the Caligaro family, their appetite for rare intoxicants has remained consistent. This barroom holds hundreds of bottles of rare liqueurs from across Golarion, complete with all of the specialized and cultural serving implements designed to accompany their consumption.

Treasure: The rare liqueurs are unfortunately fabrications of Nahum’s dreams and memories, though they are quite delicious and intoxicating. There is a case of 12 real bottles of wormwood wine, which PCs may find handy if they came unprepared to perform the ritual to destroy the *dreamstone*.

H13. Sally’s Bedroom (CR 8)

This spacious bedroom’s opulent furnishings are offset by the mess that has been made of the finery—as if a pig has made the room its sty. Piles of garish, formal clothing litter the room. The entire place reeks of brine.

Since the *dreamstone*’s arrival, Sally Scabblebones has undergone a transformation. Once half-starved and consigned to rags, Sally Scabblebones has since been exposed to the mansion’s opulence. She has taken to dressing herself in a different outfit each day, mimicking the life of the wealthy. She wears fine ceremonial robes, formal ball gowns, costume jewelry, and heavy rouge found in this chamber, all improperly and to terrifying effect. If PCs have managed to infiltrate the house or sidestep both Sally Scabblebones and her *vulnudaemons*, Madame Carrington can be found on the bed here, weakened and dazed. Any intrusion into this room likely attracts her captor if she has not yet been encountered.

Dream Haunt: Even if PCs have already defeated Sally Scabblebones, her influence on this realm persists.

DREAM HAUNT

CR 8

XP 4,800

hp 36 (see page 8)

Effect This dream haunt manifests as soon as the PCs begin exploring this room. The dream haunt affects a randomly determined PC as per the spell a *paranoia*^{OA} (DC 20). The afflicted PC suddenly perceives all other living creatures as cackling duplicates of the garishly dressed Sally Scabblebones. The effect persists for 8 rounds or until dispelled or the haunt is defeated.

H14. Ceremony Chamber (CR 8)

Arcane script drawn in chalk and blood covers the floors, walls, and ceiling of this ceremonial chamber. The markings spiral toward a scrawled threshold at the center of the room’s floor bearing a drawn keyhole. To the south, a small lectern is knocked over, and a large tome lays face-down nearby. An archway leads to a library to the east.

Like the alchemy lab below, this room feels more like an elite gentleman’s hobby room or a museum display, so perfect and precise is its esoteric symbolism and the symbol’s placement. The PCs should recognize the central threshold as that of a breach the veil of dreams occult ritual, and some may recognize this chamber from visions received in area G3.

Dream Haunt: The room hosts a dangerous dream haunt that manifests after PCs enter, replaying the traumatic events of Nahum’s excommunication.

DREAM HAUNT

CR 8

XP 4,800

hp 36 (see page 8)

Effect When triggered, this dream haunt replays events similar to those that led to Nahum and his excommunicates’ banishment. The room darkens as shadows coalesce into jeering, contorted faces, the complicated occult inflections of the breach the veil of dreams occult ritual echoes within the chamber, and PCs receive glimpses of the hovering *dreamstone* calling to them as a foreboding sense of betrayal sets in. The chamber’s floor suddenly gives way, transforming into a spectacular, gaping maw that seeks to devour PCs as a *hungry pit*^{APG} spell (DC 20) that is 80 feet deep and persists for 8 rounds.

H15. Caligaro Collection (CR 4+)

The shelves of this extravagant library are overstuffed with all manner of forbidden texts, and several desks and display stands are littered with occult relics.



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Nahum's entire childhood was spent studying in a chamber like this, and this idealized reconstruction of the library's former grandeur is indeed impressive. There are marble busts of important figures in the Caligaro lineage and dozens of glass domes filled with religious relics even more macabre than those previously discovered in the cult's real world library (area G6): mummified hands of saints, preserved holy vestments of forgotten cults, and occult ceremonial instruments from a hundred cultures. The shelves are overstuffed with books, but PCs exploring the evocative titles find only a bloody script scrawling over blank pages that repeat, "You do not belong." A moment later a nearby marble bust turns to a PC and whispers, "You must get out!"

Creature: Nahum summoned the quasit Millikin with his outside contact occultist ability and tasked it with retrieving information in the waking world. The quasit has remained here, seeing the nightmare lord as a more reasonable taskmaster than his Abyssal associates. If PCs enter this room, the invisible creature has already created one Medium animated object—a scuttling, demonic approximation of himself—by tearing sheets out of the library's *tome of origami animals*^{OA}. Each round, he creates another, giggling maniacally as the copper pages take on demonic shapes that skitter to attack PCs.

MILLIKIN CR 2
XP 600
Quasit (*Pathfinder RPG Bestiary* 66)
hp 16

ANIMATED OBJECTS CR 3
XP 800 each
hp 36 each (*Pathfinder RPG Bestiary* 14)

Treasure: For all of its macabre wonders, most of the relics here are nonmagical or figments of the stabilized dream realm. However, some of the treasures were stolen from the cult's library and placed in their rightful place here. There is the *tome of origami animals*^{OA}, which has 40 pages before the quasit begins using them at a rate of two per round. There is a seven-fingered mummified hand that is a *hand of the mage*, a framed black *cloak of resistance* +2 with a permanently damp bloodstain surrounding a small slit over its right shoulder, and a *stone familiar*^{UE} in the shape of a rearing house centipede.



LEILA

H16. Taxidermy Hallway (CR 8)

The preserved heads, antlers, and bodies of hundreds of animals hang lifelessly on the walls of this hallway of trophies.

Dark, wood-paneled walls reflect the warm glow of a single candle set on a small pedestal in the center of the hallway. The candle casts its soft light on a multitude of trophies: a large fire pelt rug covering the floor, numerous deer heads and antlers, looming bears, an eagle posed in flight, and the mounted heads of an aurochs, a griffon, and a manticore.

Dream Haunt: As the PCs wander through this hallway, the dead animals begin animating, staring at them with dead, glassy eyes and disturbingly gasping for breath as others bleat and mew.

DREAM HAUNT CR 8
XP 4,800

hp 36 (see page 8)
Effect PCs witnessing this effect are affected by *ill omen*^{APG} and must reroll the next two d20 rolls they make and take the less favorable result. As the PCs pass the mounted head of a roe deer it turns and says, "The dead dream of broken circles"—a reference to Leila, who waits in area H17.

H17. Captured Dream (CR 9)

The furniture of this bedroom or den has been pushed to the room's perimeter, the jumbled assortment casting strange shadows in the light of the flickering fireplace. A glittering silver circle with spidery symbols spreads out about 20 feet in diameter before a windowed alcove. The room's closet door stands open.

Nahum has lured a deadly inhabitant of the dream realm here, springing a trap to capture it within this cluttered room with plans to release it should PCs make it this far into his lair. The magic circle is the result of a pouch of *thaumaturgic powder*^{OA}, its radius constrained to 10 feet by an excommunicate's ability to influence the dreamscape. The magic circle holds back a malevolent presence.

Creatures: The magic circle contains a vicious animate dream. At first its vague form huddles against the circle's perimeter, but when the PCs enter it explodes in rage, straining against its prison as it shifts its form into nightmarish shapes: a spectral, mist-shrouded skeleton one moment and a snarling, tentacled crane the next. It is trapped and can't attack the PCs unless a portion of the circle is erased.

At the outer edge of the ring lies what appears to be the corpse of a woman dressed in cult robes, her features sallow, her face contorted in a rictus of fear. Leila—one of Nahum’s excommunicates—appears dead due to her feign death ability, though a successful DC 15 Heal check or Will save detects the ruse if she is physically interacted with. More likely, she waits for PCs to draw closer to investigate, then subtly erases a portion of the adjacent magic circle using a Sleight of Hand check to remain undetected.

LEILA **CR 6**

XP 2,400

Excommunicate (see page 37)

hp 38

TACTICS

Before Combat Leila casts *divine favor* and *magic weapon* before the PCs enter the room.

During Combat Once the animate dream is released from the magic circle, Leila charges in order to trigger her frightful presence ability. She then moves to flank with the animate dream.

Morale If reduced to half her hit points, Leila flees to the darkness of the open closet door in order to use her *shadow walk* ability to escape to safety.

ANIMATE DREAM **CR 8**

XP 4,800

hp 90 (*Pathfinder RPG Bestiary 2 29*)

TACTICS

During Combat Once released from the magic circle, the animate dream uses its *confusion* spell-like ability on PCs while pretending to still be trapped. It then uses *dimension door* to block the PCs’ if they try to exit combat and get away.

Morale If reduced to half its hit points, the animate dream uses *phantasmal killer* on its most threatening opponent before it flees shrieking through the windowed alcove.

Treasure: A washbasin’s drawer contains a packet of *seer’s tea*^{UE}, a *spirit slate*^{OA}, a *lesser talisman of danger sense*^{OA}, a collapsed spirit trumpet^{OA} worth 25 gp, and a bag of a dozen finger bones, each engraved with a tiny name.

H18. Repository (CR 7)

This lavishly paneled room holds three large bureaus and a few wooden chests. Esoteric symbols—all-seeing eyes, talismanic seals, and even an alphabet written in an arch for spirit communication—has been carved into the floor and walls of this chamber. A large table and two stools take up the entirety of the southern wall, stacked with weapons, gems, and a cashbox bursting with coins and scrolls.

This 20-foot-square chamber is a sort of treasure chamber for Nahum’s excommunicates, though their enthusiasm for wealth is somewhat sedated in their new

cursed forms. There are three bureaus here. The first holds treasure as described below, while the other two are not what they appear to be.

Creatures: Two of the bureaus in this room are actually mimics. As PCs search the room, the two creatures animate, their drawers contorting into gaping maws with daggerlike teeth.

ADVANCED MIMICS (2) **CR 5**

XP 1,600 each

hp 66 each (*Pathfinder RPG Bestiary 205, 294*)

TACTICS

During Combat The mimics focus on one opponent at a time, using their slams and adhesive to grapple and constrict their foes.

Morale The mimics fight to the death.

Trap: The bottom drawer of the bureau contains a greater glyph of warding that holds an *enemy hammer*^{APG} spell glyph that targets the PC opening the drawer.

GLYPH OF WARDING **CR 7**

XP 3,200

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger spell; **Reset** none

Effect spell effect (*greater glyph of warding* [*enemy hammer*^{APG}]; each round for 11 rounds, the target of this trap is telekinetically thrown into a random ally [attack +14], dealing damage equal to the target’s size as per the spell; Fort DC 19 partial)

Treasure: The tabletop contains an assortment of valuables: a +1 *returning dagger* mixed in with a half-dozen masterwork spider-leg sickles, 3 black pearls worth 500 gp each, 3 *scrolls of cure moderate wounds*, and 200 gp in coins. The bureau contains two deep drawers. The top drawer contains an assortment of blades: 3 rapiers, 10 daggers and 4 shortswords—all of masterwork quality—and a *gloom blade*^{UE}. The middle drawer contains cult robes and a *cassock of the clergy*^{UE}. Nestled among the robes is a small sack containing 4 garnets worth 25 gp each, 9 black onyx worth 50 gp each, and 48 pp.

H19. Balcony (CR 8)

A spacious balcony with an elaborately carved railing wraps around the outside of the manse. The darkened dreamscape of the city shifts in the roiling fog beyond, and a radius of explosive destruction centered on the mansion is clearly visible from this vantage.

Creatures: Since the *dreamstone* was reawakened, its resonance has attracted dozens of nightgaunts that hungrily patrol the skies over the Bridgefront



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dreamscape. Many of the creatures perch along the manse's rooftop, seeking to snatch those that venture onto the balcony here.

NIGHTGAUNTS (4) **CR 4**

XP 1,200 each

hp 37 each (*Pathfinder RPG Bestiary 4* 203)

H20. Nahum's Bedroom (CR 10)

A fine bed and several pieces of antique furniture are shoved along this room's outer perimeter in order to make room for the carefully inscribed summoning circle that takes up most of the chamber's center.

Though most of the furniture expected in a well-appointed bedroom is shoved to one corner, this room is the nexus of Nahum's research and power. A successful DC 20 Perception check reveals the faded remains of dozens of magic circles previously drawn on the chamber's wooden floor in chalk, salt, and blood. A DC 25 Spellcraft check on these materials can identify these circles as an occultist's magic circles used to contact outsiders—the evidence of Nahum's frequent summoning of the quasit Millikin to track down the *Paginarum Lethargica's* whereabouts.

Creature: Nahum should encounter the PCs in this chamber in his physical form. If he is aware of the PCs' intrusion, he prepares himself as described in his tactics below. He then stands just inside the double doors into area **H21**, waiting for trespassers to enter. When his sanctuary is invaded, he opens the doors, allowing his conjured shadow beast to rush forward and exposing his bedroom to the *dreamstone's* vision of Hell effect. This plunges both rooms into a fiery illusion that makes the house appear as if it is decaying into nothingness with each passing round, and showing a similar fate to the dream realm version of Bridgefront in the distance through the crumbling walls. Nahum warns, "This misery is what your lack of cooperation will cause! If it is what you desire, it is what you shall have!" Nahum avoids melee, preferring to blast PCs with offensive effects from the cover of his significant defenses. He revels in his final, desperate moments as the *dreamstone's* visions of cataclysm feed his self-destructive tendencies.

NAHUM CALIGARO **CR 10**

XP 6,400

Male nightmare lord human occultist 10 (*Pathfinder RPG Bestiary 4* 204, *Pathfinder RPG Occult Adventures* 46)

LE Medium humanoid (human)

Init +8; **Senses** aura sight, darkvision 120 ft.; Perception +13

Aura fear (60 ft., DC 21), frightful presence (30 ft., DC 21)

DEFENSE

AC 21, touch 14, flat-footed 17 (+7 armor, +4 Dex)

hp 88 (10d8+40); regeneration 5 (good or silver)

Fort +10, **Ref** +8, **Will** +8; +4 vs. illusions

Defensive Abilities feign death (DC 21); **DR** 5/good or silver

OFFENSE

Speed 20 ft., fly 10 ft. (perfect)

Melee mwk spider-leg sickle +7/+2 (1d6–1)

Special Attacks dream slave, magic circles, night terrors (DC 21), object reading, shift focus

Spell-Like Abilities (CL 10th; concentration +16)

Constant—*protection from good*

3/day—*deep slumber* (DC 19), *detect thoughts* (DC 18), *dream*, *invisibility*, *nightmare* (DC 23), *plane shift* (from the Material Plane to the Dimension of Dreams or back again), *shadow walk*, *suggestion* (DC 19)

1/day—*feblemind* (DC 21), *modify memory* (DC 20), *shadow conjuration* (DC 22), *shadow evocation* (DC 23), *shadow walk* (DC 23)



NAHUM CALIGARO

Implement Schools

Abjuration (antique holy symbol, 4 points)—*Resonant* warding talisman; *Focus* mind barrier (base), planar ward

Evocation (saint's thighbone rod, 5 points)—*Resonant* intense focus; *Focus* energy blast, energy ray (base)

Illusion (plague mask, 4 points; brass ring on mummified finger, 1 point)—*Resonant* distortion; *Focus* minor figment (base), shadow beast, unseen

Transmutation (mwk spider-leg sickle, 4 points)—*Resonant* physical enhancement (+2 Con); *Focus* legacy weapon (base), quickness, telekinetic mastery

Occultist Spells Known (CL 10th; concentration +16)

4th (2/day)—*parchment swarm*^{OA} (DC 20), *shocking image*^{UC}, *shout* (DC 20), *stoneskin*, *symbol of striking*^{UC} (DC 22)

3rd (4/day)—*dispel magic*, *displacement*, *lightning bolt* (DC 19), *symbol of slowing*^{UM} (DC 19), *vision of Hell*^{UM} (DC 19)

2nd (6/day)—*defensive shock*^{UM}, *enter image*^{APG}, *magic mouth*, *mirror image*, *node of blasting*^{OA} (DC 18)

1st (7/day)—*break*^{APG}, *illusion of calm*^{UC} (DC 17), *shadow weapon*^{UM} (DC 19), *shocking grasp*, *warding weapon*^{UC}

0 (at will)—*message*, *ghost sound* (DC 16), *resistance*, *telekinetic projectile*^{OA}

TACTICS

Before Combat Nahum bolsters himself with an array of defensive abilities, including using *scrolls of shocking image* and *stoneskin*. If he hears the PCs approach, he creates a shadow babau using his shadow beast focus power before using his quickness focus power.

During Combat Nahum tries to keep shadow beasts between himself and opponents and takes advantage of the *dreamstone's vision of Hell* effect to best use his fear aura and frightful presence on weak-minded PCs. His offensive capabilities include his energy blasts and rays.

Morale Nahum fights to the death.

STATISTICS

Str 8, **Dex** 19, **Con** 14, **Int** 23, **Wis** 10, **Cha** 22

Base Atk +7; **CMB** +6; **CMD** 20

Feats Efficient Focus Shift^{OA}, Extra Mental Focus^{OA}, Improved Initiative, Lucid Dreamer^{OA}, Rapid Focus Shift^{OA}, Toughness

Skills Bluff +11, Diplomacy +14, Disguise +14, Fly +19, Intimidate +11, Knowledge (arcana) +19, Knowledge (history) +14, Knowledge (planes) +19, Knowledge (religion) +14, Linguistics +10, Perception +13, Sense Motive +13, Spellcraft +19, Stealth +11, Use Magic Device +18; **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages Common

SQ magic item skill +5, implements 5, magic circles, mental focus (18), nightmare magic, object reading, outside contact 1 (Millikin), shift focus

Combat Gear *lesser talisman of arrow protection*^{OA}, *lesser talisman of freedom*^{OA}, *potions of cure serious wounds* (2), *scroll of stoneskin*, *scroll of shocking image*^{UC}; **Other Gear** +1 mithral breastplate, mwk spider-leg sickle, *cloak of resistance* +1, *headband of alluring charisma* +2

Treasure: Nahum's closet contains expensive clothing, ceremonial robes worth 200 gp, a small cabinet of tiny drawers containing 50 occultist implements worth a total of 500 gp, and a glass dome covering a *mask of a thousand tomes*^{UE}.

H21. Dreamstone Shrine

Superimposed over an empty room with walls covered in arcane symbol is a roiling infernal landscape. Strange magics tear away this reality, wreathing the room in fire and brimstone. The shattered walls of this high vantage point show all of Korvosa shrouded in a similar fiery destruction. In the room's center hovers a fist-sized meteorite wreathed in flames.

This chamber holds the radiating source of the nightmare plague: the *dreamstone*, a dream-fragment that fell to the ground millennia ago. The radius of its line of effect is 50 feet, and all those within this field see only the stone's own dream of cataclysm spread out for miles in the form of its *vision of Hell*^{UM} ability. The *dreamstone* itself simply hovers in the middle of the chamber, pulsating and humming and sheathed with magical flames.

THE DREAMSTONE

Though jealous and scheming people caused Bridgefront's recent troubles, none of it would have been possible without the influence of this strange artifact.

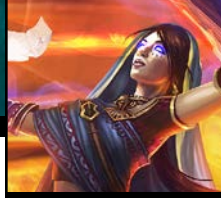
THE DREAMSTONE		MAJOR ARTIFACT
SLOT none	CL 20th	WEIGHT 3 lbs.
AURA strong transmutation		



The *dreamstone's* primary function is to surround itself with a stable dreamscape within the Dimension of Dreams. The *dreamstone's* radius is fluid and ever-expanding when the artifact is awakened, overlaying both the Material and Ethereal Planes, though it is held in check by any significant

bodies of water, such as rivers or seas. The nature of the dream realm changes within this radius, creating a communally shared dreamscape that distortedly reflects the features of the Material Plane. Its power shifts the Dimension of Dreams' properties to alterable morpnic and normal magic planar traits.

Dreamers who fall asleep within planes affected by the *dreamstone's* influence do not create their own ephemeral demiplanes, but rather appear randomly



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within the *dreamstone's* stabilized dreamscape. Those who experience deadly nightmares are affected differently in the *dreamstone's* realm. Normal dreamers killed in the dreamscape wake up exhausted, while lucid dreamers whose lucid bodies perish also die in the waking world. Lucid dreamers can still make attempts to alter the dreamscape's reality with Charisma checks, just as in their own personal dreamscapes, but the DC increases by 5. Spell slots and magic item charges used by lucid dreamers in the *dreamstone's* dreamscape are also consumed in the real world. A person falling asleep in the *dreamstone's* radius has a 10% chance of experiencing a lucid dream.

The dreamscape holds other dangers. Regardless of the lucidity of their dreaming body, each dreamer must make a successful saving throw each night or be set upon by the realm's dark presences, affecting the dreamer as a *nightmare* spell. This effect initially requires a DC 15 Will save, but dreamers begin with a +10 Will save modifier due to the *dreamstone's* lack of familiarity with them as a target. On each subsequent visit, the *dreamstone* becomes more aware of its demiplane's visitors, and its familiarity with dreamers grows after every 15 visits, increasing the DC by 5 (removing the +10 Will save modifier after the first increase).

When a creature dies within the stabilized dreamscape, whether due to the perils of lucid dreaming or the *dreamstone's* *nightmare* effect, the *dreamstone's* radius spreads 1 foot for each of that creature's Hit Dice. Close proximity to the *dreamstone* is also hazardous, and the stone radiates a *vision of Hell^{UM}* effect (Will DC 20 negates) out to 50 feet that reflects the terror and destruction it was destined to inflict as it fell to Golarion. Ancient tomes such as the *Paginarum Lethargica* theorize that once the *dreamstone's* boundaries reach a certain threshold, it can overcome bodies of water, and all within will be consumed in a fiery cataclysm, fulfilling the predictions of its visions. Neither the dreaming nor the waking world will be spared.

DESTRUCTION

Should a breach the veil of dreams occult ritual be performed in the immediate proximity of the *dreamstone* on the Material Plane, the meteorite falls into an inactive slumber, or reawakens if it is already asleep. If the ritual is performed with the *dreamstone* within its own dreamscape, the stone placed within the ritual's open threshold, and the portal then shut, the *dreamstone* is forever destroyed.

DESTROYING THE DREAMSTONE

It requires more than Nahum's death to stop the *dreamstone's* radiance. To end the nightmare plague once and for all, the PCs must perform the breach the veil of dreams occult ritual while in the dreamscape

and within the radius of the stone's *vision of Hell* effect. If they did not properly prepare to conduct the ritual, the PCs can acquire the materials they need from other areas of the house—though they may encounter some returning excommunicates or other remaining guardians, at your discretion. At the close of the ceremony in the midst of the visions of cataclysm, the PCs use the *Clavis Somnus* to unlock the portal they have drawn. They then must drop the *dreamstone* into the portal, and shut the door behind it, destroying the artifact as it diffuses into the Dimension of Dreams and is forever lost.

Immediately upon completing the task, the stability granted to this dreamscape by the *dreamstone* begins to erode, as ethereal winds whisk the house—and the entire dreamscape—into the depths of the Dimension of Dreams. PCs can attempt a DC 20 concentration or Charisma check to appear at the site of their original ritual's casting. For every round a PC remains in the evaporating dreamscape, she takes 2d6 points of damage. Each character is allowed to attempt a check per round to cross back over the planar boundary into the waking world. The DC of the check required to return to the waking world is reduced by 1 point each round they take this damage, even if the character is unwilling to return.

CONCLUDING THE ADVENTURE

Once the PCs defeat Nahum and banish the *dreamstone*, the change to Bridgefront is not immediately noticeable, but in time, the citizenry's lives return to normal. Lucid dreamers and otherwise wake from unsettled sleep exhausted at worst. They find their subsequent dreams less vivid and lucid, but ultimately less threatening.

The shiver trade is crippled, but other groups—or a criminal enterprise led by Drune that the PCs could uncover—will soon fill the vacancy left behind in the cult's upheaval.

Sally Scabblebones's legend, bolstered after her time terrorizing Bridgefront's citizens, will haunt children's nightmares for years as parents use tales of the hag to threaten unruly kids. She's now accompanied by a new legend: Nightmare Nahum, a sinister and shadowy figure who will frighten children into eating their vegetables and going to bed for generations forth.

If saved from her fate, Madame Carrington recovers and continues to nurture her protected flock. The PCs themselves will face strange scrutiny from Bridgefront citizens; though few will know their names, many will vaguely recollect seeing them somewhere before, as if in a dream. This recognition grants the PCs smiles and doting treatment from the people of Bridgefront, even if they don't quite recognize the heroes who saved their neighborhood as well as the city of Korvosal!





BRIDGEFRONT GAZETTEER

Korvosans who don't have to experience the misery of life in Old Korvosa often say the old quarters of the city are "burned over." Most visitors to Korvosa believe the term refers to the district's charred hovels and the blackened bridges that span the Narrows, scorched by the flames of riots resisting the blood veil quarantine. Locals know the phrase is much older, though, and doesn't refer to the buildings so much as the people. Its streets are burned over, they explain, because, in the wake of a century of religious revivals and evangelisms turned to by the desperate poor, there is no fuel left for the fires of spiritual conversion.

In Old Korvosa's heyday, a confluence of cultures comingled in this seat of Varisian civilization, and nowhere was this melting pot more prominent than the curving harborside avenue once known as Hook Street. Here, as the long stretch of Wave Street hooked northward and followed the Old Wall, a smattering of small shrines and chapels competed for the supplication of the sailors

from distant ports of call. As each idol, demigod, or true god grew in prominence and worship, their adherents jockeyed for new positions westward, building new houses of worship, each larger and grander than the one before as they earned their rightful, abandoning the poorer shrines as the street arched north.

Now, those days are long abandoned. The great faiths eventually followed their worshipers from Old Korvosa and established temples elsewhere in the city as it spread across the mainland. Only the poor remained among the old sanctuaries, and there they stayed. Hook Street became known as "that merciless way" and was eventually renamed Merciless Way South. And while that charming moniker may satisfy those who look down on the old island from the mainland, to the locals forced by circumstance, addiction, bad luck, or low birth to inhabit the rotting docksides, it will always be Hook Street.

In recent years, Bridgefront's misery has only intensified. For reasons unknown to the public, the



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LOCAL LORE

Result Rumor

5+	"Between the bad dreams and night terrors, my neighbors and I haven't gotten a good night's sleep in two weeks. Used to be I'd dream of faraway lands and such, but these days it's just the same streets we see every day, all of us getting chased around by awful horrors. Little wonder those folks keep killing themselves. Soon I might want the same escape."
10+	"The drug dealers are putting shiver in the water to get us all addicted. Since my family got the terrors, we've been walking across town to get our water from the Reefclaw Run Fountain—no more Night Market water for us! It hasn't stopped the bad dreams, but maybe the shiver water we drank is still in us?"
15+	"Madame Carrington predicted the deaths, you know? She isn't much for conversation, but she's got some kind of weird power. She's this oneere... oneyero... well, a medium or something, and they say she's got this spirit guide called 'Baku' that tells her what folks' dreams mean, and all it's saying these days is 'murder, murder, murder.'"
20+	"I'm telling you, it's ol' Sally Scrabblebones behind these nightmares. I remember my grandmother used to scare me with tales that the hag was going to shuck my bones, but she's real! My daughter saw the crooked old crone coming for her surrounded by swarms of spiders, and she woke up screaming bloody murder with some big scratch marks on her arm."
25+	"My sister was in the Brotherhood, but they found her in the Narrows last week, all corpse-gray like the rest. The guards told me she was on shiver, but hard to believe she just sliced her own throat like that, ear to ear. I don't think I could make it halfway around my neck, myself."

benefaction provided by the Arkona family to the island's poor vanished after the riots. Without the house's financial protections, property abandoned or left behind in the wake of the deadly blood veil plague that wracked Korvosa years ago transformed in one of two ways: the city's merchant class took advantage of the vacuum to buy up the property cheaply, and the poor built atop the existing real estate, adding layers of shacks and hovels known throughout the city as the Shingles. As a result, the poor not only grew poorer, but the districts in which they lived—Garrison Hill and the Old Dock among them—were swept up in a mass gentrification as new property owners cleared out the hovels and restored the district's historic buildings. The poorer citizens were forced to move south into Bridgefront, condensing their neighborhoods closer to the Narrows, and the stacks of ramshackle buildings there grew higher and increasingly overcrowded, with tumbledown tenements growing above the old buildings' facades like barnacles on a ship's hull.

As the PCs begin poking around Bridgefront, they have the opportunity to pick up rumors and information about the increasing numbers of deaths and strange occurrences in Bridgefront from some of the people who live there. The result of a Diplomacy or Knowledge (local) check determines the information learned, as detailed on the table above.

FINDING RELIGION

Due to the sweeping changes of the last few years, Bridgefront citizens are an understandably resentful lot. They are forced to live in the shadow of Korvosa's high-perched Acadamae; the sun's rays don't arrive in Bridgefront until well after midday to disperse the thick fog that often settles over the district. Many Bridgefront citizens harbor unswerving resentment

toward Korvosan authorities, from the local guard on up. Some families sought aid from established religions during the blood veil plague only to find locked temple doors. This bred resentment that—in some cases—led to wholesale abandonment of some of the major faiths of Golarion, including the officially sanctioned church of Abadar. Apocalyptic street preachers, fortune-tellers, phrenologists, mesmerists, and burgeoning splinter faiths have filled the void of belief in this desperate atmosphere. Hundreds have joined the secretive cult known as the Brotherhood of the Spider, lured by promises of immortality for its strictest adherents. The massive loss of life during the blood veil epidemic also provoked a surge in spiritualism as survivors sought to contact the souls of lost family members. It also brought with it all manner of unscrupulous frauds seeking to exploit the bereaved.

Those who find no solace in careless gods or occult practices often turn toward increasingly powerful intoxicants to escape their sorry lot, descending into an unbreakable cycle of dependency. With money scarce in Bridgefront, burglary, robbery, and other crimes run well beyond the guard's capacity to control, and many supposed peacekeepers are themselves complicit in the illegal activities. While its citizens desperately desire hard coinage, a healthy system of barter and exchange has become the district's more practical means of commerce in its absence. An endless variety of scams, confidence games, ineffective disease-warding talismans, and deceptive snake-oil "remedies" flourish, all claiming to alleviate the struggles of life in the district.

SHIVER DREAMS

Shiver is the current drug of choice in Bridgefront. A clear liquid sold in small glass vials, it was first introduced to Korvosa decades ago when dream spiders were imported



from the Mwangi Expanse. When the spiders' venom is boiled in a mixture of water, alcohol, and dream spider webbing—requiring successful a DC 22 Craft (alchemy) check—shiver is the end result. Though a precious commodity in other parts of Varisia, where a single dose can command prices as high as 500 gp, the Brotherhood of the Spider's firm control of supply and production make the drug plentiful and relatively cheap in Bridgefront.

SHIVER

Type drug (injury or ingested); **Addiction** major; Fortitude DC 18

Price 25 gp

Effects variable; 50% chance to sleep for 1d4 hours or gain immunity to fear for 1d4 minutes;

Special see below

Damage 1d2 Con damage

Special shiver's effects are augmented in the area of the Bridgefront dreamscape (see below)



SHIVER VIAL

Shiver users experience augmented effects (in addition to the drug's normal effects) while under the drug's influence within the creeping radius of the *dreamstone* (see page 52 for more information on the *dreamstone*).

Users that fall asleep under the drug's effects become lucid dreamers, allowing their lucid bodies to enter Bridgefront's dream realm overlay for 1d4 hours, with all the abilities afforded lucid dreamers (*Pathfinder RPG Occult Adventures* 241). Those intoxicated by the drug ignore the incorporeal quality of dream haunts. Additionally, while in the dream realm, they can use a successful Charisma check to channel positive energy as a cleric of the lucid dreamer's character level in order to damage the dream haunt.

Those who instead gain immunity to fear for 1d4 minutes after taking the drug experience an additional lingering side effect for 1d4 hours. In this somnambulistic state, users gain the staggered condition and are under the effects of *see invisibility*, which allows them to perceive the fog-shrouded dimensional overlay of Bridgefront's dream realm. All forms of the creature's vision are reduced to 10 feet, and most users disregard the strange passing creatures and landscape distortions as vivid hallucinations.

THE NIGHTMARE PLAGUE

As if crime, poverty, oppression, addiction, and religious abandonment didn't make life hard enough for citizens of Bridgefront, a new scourge has settled over the district. Though locals call the experience the "nightmare plague," it is not actually a disease. It is an affliction of sorts, triggered by the *dreamstone's nightmare* effect (see page 52) and the stabilized dream realm that rests over the waking world which endangers lucid dreamers. In addition, strange presences known as dream haunts (see

page 8) have begun to manifest at places where the veil between worlds is thin, creating strange supernatural effects and harming some citizens.

As the adventure begins, the *dreamstone's* radius spreads from the Old Wall to Shale Street between Wave and Saint Alika streets. By the adventure's conclusion, it spreads as far as Pearl Street and begins to creep over Waydon Street and into Garrison Hill. The nightmare that Bridgefront citizens' slumbering minds drift through isn't a bubbling amalgam of individual dreamscape, but rather a singular manifestation of the communally shared subconscious of all who fall asleep within the *dreamstone's* radius. It is a shadowy, grossly distorted reflection of Bridgefront, populated by the dream-forms of wandering slumberers. Dreamers experience strange manifestations of the shared dreamscape: muddy puddles that come alive to grapple with passersby, naked dreamers frozen in fear on street corners, *dreamstone*-produced nightmares that pursue terror-stricken souls through dark streets, and the occasional victim of the dreamscape's nightgaunts, who drop dreamers to the streets below and feast on their horror.

The dream streets are mostly filled with non-lucid dreamers. A majority of those encountered here stagger in a state of heavy-lidded confusion and awaken exhausted if killed in the dream realm. The *dreamstone* grows more familiar with its visitors with each passing night and more gradually succumb to its insidious nightmares—afflicted citizens wasting away and eventually dying from the effect's nightly strain.

Lucid dreamers—including those intoxicated by shiver—have greater control over this realm and perform fantastic feats, but not so much as they would have in their own personal dreamscapes. A lucid dreamer can attempt a check as described under the highly morphic planar trait for the Dimension of Dreams (*Occult Adventures* 241) to achieve a fantastic feat, such as casting a spell, summoning a magic item, or creating doors where none exist. The DC for this check is equal to 15 + the level of the spell being cast or spell effect replicated, or half of the caster level of the item conjured (nonmagical items are caster level 0). A lucid dreamer's spell slots and magic item charges used on the dream realm are similarly consumed in the waking world. Most importantly, lucid dreamers in Bridgefront's dreamscape that are killed while dreaming also die in the real world and their corpses take on a distinctive look. The psychic shock of death while dreaming drains the color from the bodies of the deceased, turning their corpses ashen and gray.

Those who fall asleep in the *dreamstone's* radius appear in Bridgefront's dreamscape 1d8 × 100 yards a random direction from the location where they fell asleep (to the limits of the *dreamstone's* borders). Determine the random direction by using the rules for a missed thrown



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splash weapon (*Pathfinder RPG Core Rulebook* 202). Unlike the greater Dimension of Dreams, the Bridgefront dreamscape has the alterable morphic and normal magic planar traits.

BRIDGEFRONT DREAMSCAPE ENCOUNTERS

The Bridgefront dreamscape uses the same map as Bridgefront, but dreamers visiting the realm notice strange differences in the details: doors to familiar businesses are not where they should be, alleys dead-end where they otherwise wouldn't, and streets seem to shift strangely. Along the borders of the *dreamstone's* influence and along the harbor's edge, the stabilized dreamscape abruptly stops, and beyond is nothing but a roiling, highly morphic mass of the unstable Dimension of Dreams. Those who step through this border risk becoming lost in that dimension, and immediately suffer the effects of a *nightmare* spell. Though at first relatively benign, the *dreamstone's* Bridgefront dreamscape is increasingly hostile territory. The following encounters can seed rumors and harrowing tales of citizens' nightmares early in the adventure, providing inspirations for nightmares PCs may face themselves when dreaming, or actual challenges when they physically visit the dream realm in Chapter 3.

Baying Hounds (CR 8): The baying of shadow hounds echoes through the streets and alleys of Bridgefront's dream realm. Those within earshot must succeed at a DC 16 Will save or become panicked for 1d4 rounds, sending many dreamers fleeing in panic through the streets. More dangerous are the hounds themselves, which typically run in packs of three or more and can often be found materializing from shadows to tear cornered dreamers limb from limb.

Dreamquake (CR 7): Sometimes the streets of dreaming Bridgefront simply quake, crack open, and swallow passing dreamers. Creatures in the area of a dreamquake must make a successful DC 15 Reflex save or be knocked prone. Fissures spiderweb out to engulf those on the ground, and every creature in the area has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). The fissures are 40 feet deep and creatures take falling damage as normal. After 1d4 rounds, the fissures grind shut, trapping any who failed to escape, dealing 8d6 points of bludgeoning damage and trapping them without air as if they were in the bury zone of an avalanche (*Pathfinder RPG Core Rulebook* 429).

Flight of Nightgaunts (CR 7): Dozens of voracious nightgaunts (*Pathfinder RPG Bestiary* 4 203) fly above the streets of Bridgefront's dreamscape. The nightgaunts typically gang up in flights of three, taking cover in the

roiling clouds some 150 feet above, then dive down to snatch exposed dreamers and feast on their terror before dropping them to their deaths below. They have no way of telling lucid dreamers from non-lucid dreamers until their victim's final death throes, when a broken body gasps its final breath and fails to awaken or fade from the dreamscape.

Hungry Houses (CR 7): Some buildings exhibit supernatural hungers akin to living beasts, animating to swallow those who pass before them. Though they typically animate as nightmarish forms with leering windows for eyes and doorways morphing into gnashing maws, treat them as collapsing structures, dealing 8d6 points of bludgeoning damage (Reflex DC 15 half) and pinning those that fail their saves beneath them in rubble. Pinned creatures take 1d6 points of nonlethal damage per minute. An animated house deals 1d6 points of lethal damage each minute if the pinned creature falls unconscious, as the building slowly begins chewing its unconscious form.

Muddy Puddles (CR 8): When the cobblestone streets of Bridgefront's dream realm aren't threatening to collapse, the massive muddy puddles they harbor try to smother the life from passersby. The mud animates as a Huge mud elemental (*Pathfinder RPG Bestiary 2* 120) and attacks, though it is confined to the space in which it animates.

BRIDGEFRONT OCCULT LOCATIONS

Bridgefront still hosts the normal commerce one might expect in an extremely poor urban neighborhood: blacksmiths and artisans condemned to the area by lack of talent or alcoholism; seedy taverns and flophouses; morning markets for common goods; and other merchants, drug dealers, and shop proprietors trapped in the ghetto by poor personal choices, or the perpetual cycle created by the hand-to-mouth living conditions of the urban poor. Others make their way here to take advantage of cheap rent or real estate, willing to brave the dangers of a largely unpoliced environment to stake their claims and make their way independently. GMs should assume all of these staple locations exist within Bridgefront, and the occult-themed locations detailed here subtly and seamlessly fill in the gaps between them.

A. Rook's Roost: Though many other dens have since emulated proprietor Asnaan Sharoosh's model to lesser effect, this shiver den was the first establishment of its kind, and most consider it the definitive shiver den. The business model is simple: Asnaan provides a safe and

secure environment for shiver users to experience the drug. His guards charge 5 gp per person for entry through the stoutly barred door into what is essentially a large common room appointed with thick curtains, cushioned divans, and once-decadent finery now soiled and shabby. Customers navigate the crowded room to take their pick of any available cot and indulge in their vice. Those

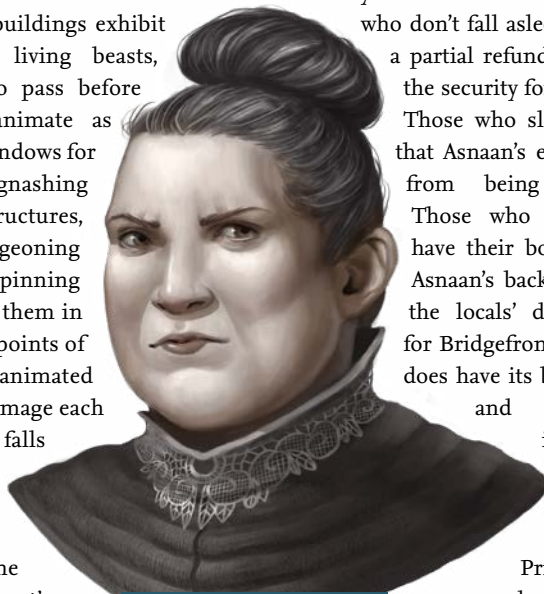
who don't fall asleep can immediately exit for a partial refund of 4 gp or stay and enjoy the security for the duration of their high. Those who sleep can rest easy knowing that Asnaan's enforcers will prevent them from being awakened prematurely. Those who die during their dreams have their bodies discreetly dumped in Asnaan's back alley pigsty, giving rise to the locals' derisive "hogslop" moniker for Bridgefront junkies. The environment does have its benefits: the mix of incense and comfortable atmosphere increases the duration of shiver intoxication by 1 hour within the establishment's walls.

Private rooms and personal guards are available to the Roost's more genteel clientele. This location is detailed more fully beginning on page 9.

B. Fever Dream Alley: The overbuilt shanties above provide unstable rooftops to this alley. They afford some shelter to the street below, and it has become a crowded, impromptu flophouse for shiver users. The alley's inhabitants generally look after one another and try to assist each other in their common vice, though their desperate natures do not tend toward long periods of serenity. In the dream realm, a deathweb lurks above this alley, feeding off the lucid dreamers below. This location is detailed more fully beginning on page 10.

C. Madame Carrington's Oneiromancy: Madame Carrington is a gifted spiritualist, oneiromancer, and object reader. Although she is paralyzed from the neck down on the Material Plane, Carrington finds mobility in her dreams as a unique type of somnambulist and a talented lucid dreamer. In this altered state, she is also free to indulge in the embrace of her phantom: her former lover, Giurescu. Her private seances are popular and reliable, and she is highly regarded as an honest and trustworthy medium in a sea of frauds. With the coming of the nightmare plague, Carrington has become an important figure, providing safety and comfort to the dreamers she protects within her establishment's dream realm sanctuary with the aid of a baku, as described beginning on page 11.

D. Night Market: The Night Market is so-named not because of any unusual operating hours, but because its



MADAME ANGELICA



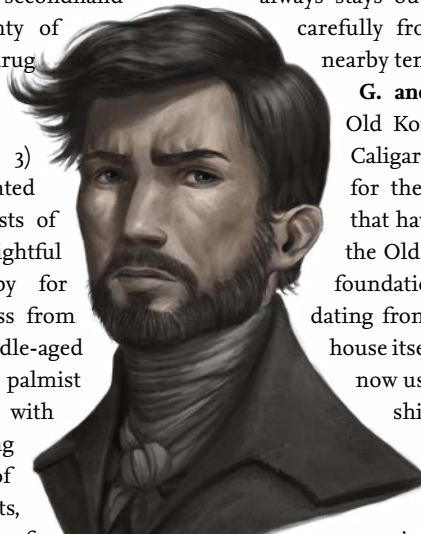
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location in the shadows of the Old Wall means it sees very little sunlight. Known for its famous “Red Oliphant” landmark—the fading remnants of an old, massive signboard—this thriving market provides Bridgefront’s citizens with an open venue for the barter-and-trade system that exists in the absence of much coin-based wealth. Dozens of merchants set up here regularly in both permanent stalls, in temporary tents, or on plain rugs. Alongside mundane goods, secondhand supplies, household items, and plenty of food carts, the market is rife with drug

dealers, fortune-tellers, psychics, and seers. The phrenologist **Giles Warrick** (CG middle-aged male human bard 3) unfurls his banners featuring segmented craniums, unboxes several plaster busts of labeled humanoid skulls, and offers insightful phrenological readings to passersby for 3 gp or its equivalent in trade. Across from Warrick is **Madame Angelica** (NG middle-aged female human psychic^{OA} 2), a talented palmist and crystal seer, who has grown fat with Bridgefront’s barter system, accepting payment for her advice in the form of vouched meals from local establishments, plates of oysters, and all manner of foodstuffs and handspun clothing to accept her ever-widening girth. Locals delight in pointing out that, when viewed from beneath the Red Oliphant, Madame Angelica’s palmist banner seems superimposed over Giles’ phrenological head banner in such a way that the conglomerate character seems to be thumbing his nose at passersby.

E. Breakwater Pier: Under construction during the reign of King Eodred and sponsored by the rich Arkona family, this pier was envisioned as a work project to turn Old Korvosa’s urban poor into self-employed oyster shuckers and fishermen. During Korvosa’s recent troubles, construction was halted, and the abandoned wharf and shoreline warehouses have become hovels for squatters, beggar gangs, and shiver users. Much of the property is now owned by the Brotherhood of the Spider, which uses it to stage the ambush described beginning on page 12.

F. Greeley’s Den: The king of the Night Market shiver trade is Brotherhood cultist Moses Greeley, who keeps his lair in a third-story Shingles tenement below the Red Oliphant sign. His operation is a complicated one. On the street level, Brotherhood members don’t directly handle drugs or money; they rely on freelance “coinboys” to take a buyer’s money and direct them to a “vialman” somewhere in the immediate vicinity—typically across a busy thoroughfare—for the actual exchange of product. The drugs are resupplied in the dead of night by initiates called “tunnel-runners,” who



THEODORE BLACK

specialize in quickly navigating the cult’s most well-kept secret: the web-filled hollows of the Old Wall, which allow cult members to pass without detection from one end of the district to the other along the west edge of the island (see areas **F5** and **G1** for more information on this passage). The operation is overseen by a “tattletale” who reports activity directly to Greeley’s guards—members of Barvasi’s Band—who in turn report it to him. Greeley always stays out of sight, watching the operation carefully from the darkened windows of his nearby tenement.

G. and H. Hook Street House: One of Old Korvosa’s oldest surviving homes, the Caligaro family estate is now just a support for the clinging and towering tenements that have grown up around it. Built against the Old Wall as well as over and around the foundations of a ruined temple of Desna dating from Hook Street’s earliest origins, the house itself has fallen into heavy disrepair. It is now used primarily for the manufacture of shiver, as a repository of occult secrets and artifacts, and as a gateway to the Brotherhood’s true temple—a domed underwater ballroom that juts out into the sea, accessible only from an entrance below the house. The real world mansion is fully described beginning on page 19, and its dream realm equivalent on page 41.

I. The Winding Way: This dilapidated bookshop deals in all manner of esoteric tomes, occult broadsides, and spiritualist newspapers from across Golarion. Its proprietor, **Diogorgio** (CG male human expert 2/psychic^{OA} 1), keeps its shelves stuffed with occult implements and manuals for reading auras, parting the veil of spirit communications, opening one’s third eye, and healing by holistic methods. Diogorgio subscribes to a smorgasbord of occult practices, and is actually moderately proficient in a wide variety of psychic skills. He happily—but with grave seriousness—engages customers in methods and techniques he has discovered in various books he offers, and he holds nightly workshops and training for the uninitiated. He does have a darker side, though. Secreted behind a pivoting bookcase is his hidden library, filled with more dangerous tomes, such as binding grimoires and forbidden hymnals to Shax. This collection is typically only available on loan, though volumes can be purchased for twice market value. Diogorgio pays 75% of market value for tomes worth 500 gp or less. Diogorgio and his daughter, Avigail, have an important role to play in events when they acquire the *Paginarum Lethargica*, as described beginning on page 33.

J. Sylvestri and Company: The primary competitors to the Winding Way bookshop is Sylvestri and Company.



Though they offer many of the same occult reference materials, talking boards, and aura goggles, the couple who runs the establishment, **Mason** and his wife **Naticia** (N male and female half-elf experts 4), are more interested in commerce than belief. For this reason, they undercut the prices of Winding Way by some 10% to lure customers their way, then capitalize on the increased foot traffic to expose a particular segment of their customer base to their more nefarious dealings. Sylvestri and Company is responsible for an underground catalog catering to fraudulent spirit mediums and other occult con artists. Only a few copies of the rare catalog exist, loaned to professionals on a temporary basis only. The catalog features all manner of gaffed items for performing fraudulent spirit communications: rigged spirit slates for producing spirit writings, trick seance trumpets, and clockwork spirit rapping devices among them. The couple hosts twice-weekly seances in their shop, but they are primarily extravagant spook-show affairs meant to demonstrate their special wares for those in the know. The shows also provide cheap theater for most new-to-port sailors, who usually make callous grabs for luminous gauze-wrapped “spirits” flitting about in the dark—reports of which have become so common as to no longer be newsworthy.

K. Collegium Scientifica: This dilapidated three-story row house hosts the so-called “Higher Courses in Occultism” taught by **Theodore Black** (N male human mesmerist^{OA} 7), a dapper man who dresses in Korvosa’s highest fashion, and who cultivates a distinct air of superiority. He advertises his services in various cheap esoteric publications from Absalom to Chelixa and retains a large retinue of beautiful young scribes to keep up with his school’s correspondence, long-distance faith healing, aura healing, and generic astrological readings. Black also publishes his “Complete Course,” a subscription service offering curriculum in various esoteric teachings, including dowsing, hypnotism, and reading auras, as well as treasure finding, reclaiming lost loves, and petty necromancy. Black’s spurious claims have drawn the ire of the authorities, who are looking at some of Korvosa’s laws to see how they might entrap Black to shut his enterprise down. In the hopes of ensnaring new customers, Black also sends some of his most attractive scribes out into Korvosa to sell a cheap talisman known as his “Osirion luck charm.” He is a regular performer at the World’s Stage, though he has an extremely short fuse for heckling—threatening to hypnotize the entire audience at once before storming off in the middle of a performance.

L. The Truth and Light: Housed within a shoddy old inn smothered by stories of additional shacks and hovels,

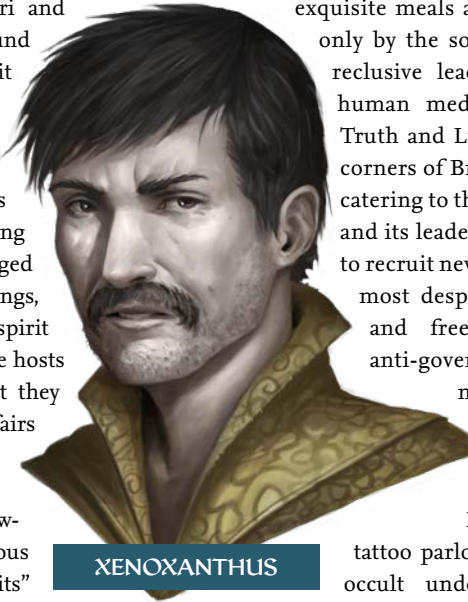
this charitable esoteric commune claims to look after the welfare of Bridgefront’s poorest citizens, giving them food, clothing, shelter, and a fresh start. Many who come to the society for aid don the society’s distinctive high-collared, mustard yellow robes, assume a new name based on obscure numerological theories, and become full-time devotees of the collective. Once initiated, followers live a sparse lifestyle devoid of most material pleasures, with

exquisite meals and entertainment doled out only by the society’s debased founder and reclusive leader, **Xenoxanthus** (LE male human medium^{OA} 5). Members of the Truth and Light spend their days on the corners of Bridgefront ghettos, ostensibly catering to the greater needs of the society and its leadership while working in shifts to recruit new members from the district’s most desperate. The society publishes and freely distributes provocative, anti-government handbills soliciting membership and calling for a revolution for the poor to take back what is rightfully theirs.

M. Quill and Inkwell: This tattoo parlor is popular in Bridgefront’s occult underground for the discreet services it provides to cultists and rogues

alike. The proprietor, the lithe and attractive **Tarla** (NE female half-elf tattooed sorcerer 7; *Pathfinder Campaign Setting: Inner Sea Magic* 40), is well-versed in inscribing magical tattoos that offer talismanic protections and warding seals to esoteric practitioners. She also owns a set of *needles of fleshgraving*^{UE} that make her popular among thieves and assassins, who use her talents to create easily concealed items and weapons to smuggle into well-guarded locations. Frequent visitations by imps do nothing to dispel rumors that she is in league with devil-summoning aspirants at the Acadamae, and many wonder why she remains in Bridgefront given the prices her services command.

N. Rodenthome: This shabby urban block is heavily overbuilt with layers of tenements that are now given wide berth by the citizens of Bridgefront due to an enormous infestation of rats. The teeming numbers of vermin that inhabit the block’s west side are loyal to a rat king (*Pathfinder RPG Bestiary* 4 225) that calls itself Twenty-Who-Are-One. The east side is infested by a rival pack nearly equal in size to the rat king’s court, led by a corpulent ratling (*Pathfinder RPG Bestiary* 4 226) named Bartheleme who maintains a blood feud over its rival’s territorial claims. Both oversee massive swarms of followers; it is said that the rats will offer their services as assassins to those who know how to summon their assistance.



XENOXANTHUS



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O. The Lamplighters: As part of a government effort to combat theft and vagrancy in crime-riddled Bridgefront, the Arkona family once helped establish a civic street lighting enterprise. While the project fell out of favor, the infrastructure remained, and the operation was taken over by a private citizen now known only as the Lantern Man. As dusk settles over Bridgefront's foggy streets, scores of children in the Lantern Man's employ rush throughout the district with long hooked poles loaded with freshly filled and lit lanterns, hanging them on high hooks installed throughout the district. Though theft of the lanterns was once a problem, locals know better than to disturb the Lantern Man's placements, for they know he is always watching through the flames. Though the aged Lantern Man rarely allows visitors, his magical talents for scrying through the flames his minions distribute make him among the most knowledgeable and informed inhabitant of Bridgefront, and one of the most dangerous.

P. The World's Stage: Despite its lofty moniker, this theater is perhaps the most run-down and ramshackle amphitheater in all of Varisia. High walls encircle a three-story open-air shaft, with rickety balconies containing stadium-style bleachers that loom over the stage and audience pit. Discarded oyster shells serve as both a hazardous floor and as projectiles to run less appreciated acts from the stage. Six days a week, the venue presents mostly raunchy and coarse plays that find favor with Bridgefront's baser citizens. Evening performances, however, take a more occult turn, and the theater hosts a competitive roster of spook-show magicians, mesmerists, somnambulists, and phrenologists. Most of Korvosa's more prominent occult practitioners, all with various stages of legitimacy, use this stage as a pulpit to subtly ridicule competitors and make grand public appeals for followers of the esoteric truths they claim to have uncovered.

Q. Library of Thought: This library and tavern is rumored to cater exclusively to psychics, mesmerists, and prognosticators, who meet here to explore the deeper mysteries of mentalism and the esoteric arts. The establishment is difficult to locate, as the entrance seems to only exist to those whose third eye has been opened—or those who have been convinced it has. Within, smoking censers create a confusing, intoxicating haze that can be disarming to first-time visitors, who often seek out the establishment on rumors that Old Korvosa's most talented psychics dwell there. That may be true, but their advice and counsel is hardly beneficial for prospective clients. Instead, the place hosts a clever, unsanctioned thieves' guild operating right under the nose of the Cerulean Society. The psychics and mesmerists that make up the



TARLA

organization's ranks use the front to casually interview and steal information from the minds of visitors, and use it to either discern the location of valuables or blackmail them in exchange for gold. The shelves of leather-bound tomes along the tavern's back bar are filled with notes on every citizen ever fleeced by the guild, as well as secret information on everyone its members have ever extorted, which the gang sells to fraudulent mediums seeking to trick grieving citizens into giving up gold to "talk" to departed loved ones.

R. Finwick and Marrow Carnival: Four evenings a week, the Finwick and Marrow Carnival entertains the oyster shuckers returning from a hard day's work at the Narrows. Grizzled old Marrow juggles razor-sharp knives before narrowly missing a distressed damsel from the audience, while Shyne the fire-eater spouts gouts of living flame. The strongman Zrob casts his steely gaze on the audience as he breaks chains by hand and smashes cast-iron chamber pots with his mighty hammer, and Madame Rosea prognosticates paying clients' futures through crystal ball, palm, or tea leaves. Passersby can pay a silver to take a short tour of the carnival's cabinet of oddities, which includes mostly pickled humanoid fetuses. The show's real income, however, comes from the racks of snake oil curatives and warding occult talismans offered by dearly departed Fenwick's second cousin **Dr. Kalendrel** (N female half-orc alchemist^{APG} 2/mesmerist^{OA} 2), who guarantees the effects of her toothache-and-rheumatism-curing tonics.

S. Ledbetter's Apothecary: **Silas Ledbetter** (NG venerable male human alchemist^{APG} 10) is something of a living Bridgefront legend. His apothecary inhabits a former shrine to Aroden along Hook Street, providing reliable curatives in sharp contrast to Finwick and Marrow's loathsome swill. He is a well-liked proprietor, though opinionated, slightly racist, and generally grumpy in his elder years. Locals maintain that during the blood veil riots, a massive, hulking brute burst forth from his shop's door to protect citizens from looters and arsonists, sparking the legend of the golem of Bridgefront. Silas merely chuckles at those who inquire about the story, but the fact is that his attic hosts the currently inanimate form of a lifelong endeavor: a powerful flesh golem. Teenagers often try to break into the shop to see for themselves, but are always caught and turned away by Silas' strange "son," Albin. Though most suspect that something is not all right with the lad, and that he never seems to sleep, tire, or leave Silas' side, the fact is that he is Silas' homunculus and the perfect fulfillment of the alchemist's craft.

APPENDIX 2: NEW MONSTER

DREAMSPAWN CREATURE

A miasma of swirling, nightmarish shapes spill forth from the torn-asunder jaws of a corpse the mists drag in their wake.

DREAMSPAWN HUNGRY FOG

CR 7



XP 3,200

NE Huge outsider (extraplanar) (*Pathfinder RPG Bestiary 3* 152)

Init -1; Senses blindsight 60 ft., darkvision 60 ft., thoughtsense 60 ft.; Perception -5

Aura bewitching brume (10 ft., DC 9), discordant feedback (10 ft., DC 9)

DEFENSE

AC 7, touch 7, flat-footed 7 (-1 Dex, -2 size)

hp 59 (7d8+28)

Fort +6, **Ref** +1, **Will** -3

Defensive Abilities gaseous, negative energy affinity, span planes; **DR** 10/magic and DR 5/good or silver;

Immune acid, electricity, mind-affecting effects, sonic;

Resist cold 10

Weaknesses vulnerable to wind

OFFENSE

Speed 0 ft., fly 15 ft. (perfect)

Melee +3 touch (6d6 negative energy)

Space 15 ft.; **Reach** 15 ft.

Special Attacks enveloping mists (DC 17, 3d6 negative energy and staggered)

STATISTICS

Str —, **Dex** 8, **Con** 18, **Int** —, **Wis** 1, **Cha** 3

Base Atk +5; **CMB** +7; **CMD** 16 (can't be tripped)

Skills Fly +3

SQ sleepwalker

SPECIAL ABILITIES

Bewitching Brume (Su) Any creature within 10 feet of a dreamspawn hungry fog or currently being affected by its enveloping mists must succeed at a DC 9 Will save at the start of that creature's turn or become shaken for 1 round at the half-glimpsed shapes of phantoms floating within the fog. This is a mind-affecting fear effect. The save DC is Charisma-based.

Enveloping Mists (Ex) A dreamspawn hungry fog can engulf foes as the universal monster rule. A creature engulfed by the fog does not gain the pinned condition and may move normally—such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it is staggered in addition to the damage the attack causes. The save DC to avoid the enveloping mists is Constitution-based.

Gaseous (Ex) A dreamspawn hungry fog has a body composed of eerie mist. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It has no Strength score, and cannot manipulate objects as a result.

Vulnerable to Wind (Ex) A dreamspawn hungry fog is treated as a Tiny creature for the purposes of determining the effects high wind has upon it.

Dreamspawn creatures are created when the lucid bodies of dreamers are killed in certain corrupted areas of the Dimension of Dreams, their nightmarish final moments resulting in true death in the waking world. On some rare occasions, the creature or creatures responsible for the death of the dreamer are intrinsically bound to that dreamer's death throes, their ethereal forms dragged along with the victim's fleeing soul and stranded somewhere between the sleeping and waking worlds. These creatures soon emerge on the Material Plane, bursting forth from their victim's corpse as nightmarish spectres of the dream-thing they once were.

Dreamspawn creatures are always linked by ectoplasmic strands to the corpse of the dreamer that created them. They drain the corpse of fluids and essence in order to manifest, desiccating the remains in the process. Their initial manifestation usually disfigures the corpse in some horrifying manner. Dreamspawn creatures are forced to drag the remains of dead dreamers behind them, motivate to experience the Material Plane but shackled to their creator's rotting body.

These otherworldly creatures seek out new host bodies to replace the original rotting corpses that first brought them into the world. This effort allows them to extend their lives as their host body rots beyond repair. Those who hunt these escaped nightmares and seek to silence them have learned to sense the eerie vibrations that accompany the dreamspawn's violation of planar physics, and use it to their advantage to locate and destroy the creatures.

Creating a Dreamspawn Creature

"Dreamspawn creature" is an acquired template that can be added to any corporeal creature (referred to hereafter as the base creature). Dreamspawn creatures are typically at least one size category larger than their hosts. A dreamspawn creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature's CR + 1.

Alignment: Usually evil.

Type: The creature's type changes to outsider (extraplanar). Do not recalculate base class Hit Dice, BAB, saves, or skill points.

Senses: A dreamspawn creature gains thoughtsense 60 feet.



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Thoughtsense (Su): A dreamspawn creature can automatically detect and locate conscious creatures within the specified range (usually 60 feet). This functions similarly to the blindsight ability. *Nondetection*, *mind blank*, and similar effects can block thoughtsense. Thoughtsense can distinguish between sentient (Intelligence 3 or greater) and non-sentient (Intelligence 1–2) creatures, but otherwise provides no information about the creatures it detects.

Aura: A dreamspawn creature has the following aura.

Discordant Feedback (Su): The dreamspawn creature's psychic energy creates an eerie, shrieking feedback in the minds of living creatures in a 10-foot radius. Creatures within the aura take a –2 penalty on all attack rolls, skill checks, and saving throws while in the area, and must make a successful Will save or take 1d2 points of Charisma damage. Spellcasters who attempt to cast spells in the aura's radius must make a concentration check with a DC equal to 10 + 1/2 the dreamspawn creature's Hit Dice + the dreamspawn creature's Charisma modifier. If the character fails, the spell is expended but does not function. This is a mind-affecting effect.

Defensive Abilities: A dreamspawn creature gains DR 5/good or silver, immunity to mind-affecting effects, and the following defensive ability.

Span Planes (Su): Dreamspawn creatures exist partially on the Material Plane and partially in the Dimension of Dreams. Dreamspawn creatures take half damage (50%) from all nonmagical attack forms, and full damage from magical weapons, spells, spell-like effects, supernatural effects, incorporeal creatures and effects, and force effects.

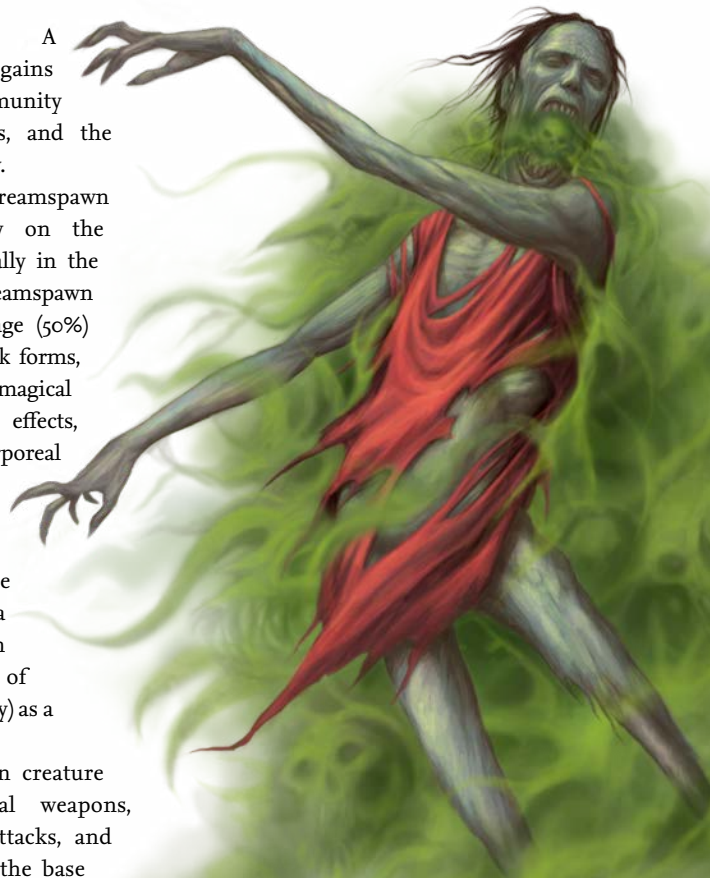
Speed: Same as the base creature. If the base creature does not have a fly speed, the dreamspawn creature gains a fly speed of 10 (perfect maneuverability) as a supernatural ability.

Attacks: A dreamspawn creature retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. If the base creature has no other natural attacks, the dreamspawn creature gains a slam attack that deals damage based on the dreamspawn creature's size.

Special Qualities: A dreamspawn creature gains the following special quality.

Sleepwalker (Su): A dreamspawn creature is tethered to the corpse of the dreamer whose death birthed it, using it as a conduit between one world and the next. Typically, the desiccated corpse is dragged lifelessly along with the materialized dreamspawn creature, occupying an adjacent square and moving along with it. As a move action, the dreamspawn creature can also withdraw wholly into the corpse where it can control the movements of its host. While inhabiting the corpse, it can attack foes with a slam attack. Any attack against the host deals half damage to the dreamspawn creature as well, although its DR, resistances, and immunities may negate some or all of this damage. The dreamspawn creature can materialize from the corpse as a free action. If a dreamspawn creature kills another corporeal target, it can discard its tethered corpse and attach itself to the newly killed victim.

Abilities: Dex +4, Cha +2.



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THIRD FLOOR



Dreams Turn Deadly!

In Old Korvosa, nightmare-spawned horrors begin stalking the district's shiver addicts, sparking a manhunt to bring those responsible to justice. What role does the strange cult known as the Brotherhood of the Spider play in the mysterious deaths, and why is the veil between the dreaming and waking worlds so thin? To solve these mysteries and others, the heroes must walk the unseen paths of Bridgefront's occult underworld, and even enter the Dimension of Dreams itself to unravel the web of intrigue concealing the cult's deadly machinations. But what will happen when the heroes' own dreams turn against them, and what becomes of those who uncover esoteric secrets too terrible to know? Beset by dangers from their own minds, the heroes must race against time to save Korvosa—and their sanity.

Designed for use with *Pathfinder Roleplaying Game Occult Adventures*, this adventure is packed with terrifying thrills! Written by fan-favorite author Brandon Hodge, *The House on Hook Street* is a deluxe adventure for 6th-level characters, and includes 64 action-packed pages of engaging combat, urban investigation, and a new monstrous foe, plus a gorgeous double-sided poster map featuring an overview of Korvosa's Bridgefront neighborhood and a miniatures-scale battlemap.

Players can expect to reach 9th level upon completion of this adventure—if they can survive the nightmares of a menacing dreamscape!



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