

## Backstory

Earthfall. A meteor falls through Dimension of Dreams into Material world on the Mindspin Mountains. It is the **Dreamstone**. It can warp reality and infect it with nightmares. It can also offer immortality.

**Mog-Lathar** – a Leng Spider– sought it but was killed. Its body became fossilised.

Clerics of Desna collected the Dreamstone and locked it away in a secret shrine in Korvosa 200 years ago. They recorded this in the **Paginarum Lethargica**.

20 years ago an occultist, **Nahum Caligro** found the tome “Paginarum Lethargica” in his family library that had been built over the shrine.

Nahum and his lover **Myra Lombroso** set out to find the stone, with her father, **Stainton Drune**, because it offers immortality. They didn't find the stone but they did find the fossilised Leng spider.

The spider relic was promised to the **Jegarre Museum** but Nahum and Myra stole it. They used it to found the **Brotherhood of the Spider**.

Stainton Drune has now grown bitter and has risen to high rank. He is now **Magistrate of Civic Order**. He seeks the cult and the spider.

The cult of the Brotherhood of the Spider have achieved immortality and control the **Shiver** trade. The drug trade funds their cult.

Nahum Caligro **found the Dreamstone** secreted by priests of Desna, in a deep well below his family mansion.

Mog-Lathar grew jealous and ordered Myra Lombroso to betray Nahum. She disrupted his ritual intended to awaken the Dreamstone. **Nahum and followers and the Dreamstone were sucked into the Dimension of Dreams**. They seek revenge on Myra.

**Frell Tann**, one of **Bavarsi's Band** stole the book, **Paginarum Lethargica**, and the mithral key, **Clavis Somnus** at an occult ceremony where the Brotherhood of the Spider was split by a schism. He sold the key to a drug dealer, **Moses Greeley**, for Shiver and Greeley passed it back to Myra. **Barvasi kept the book**.

Nahum and his acolytes are using the Dreamstone to murder the Brotherhood of the Spider in their dreams but the effects are breaking through into the dreams of all lucid dreamers and Shiver addicts. This is the **Nightmare Plague** that is infecting Bridgefront.

Nightmare creatures are breaking through. Residents and PCs are having terrifying dreams. **Sally Scrabblebone's** heartstone sucks souls from the corpses so they can't talk. A mystic occultist named **Madame Carrington** offers psychic refuge with her **Baku**.

The cult hides in their **underwater temple**, which partly shields them from the Dreamstone.

Magistrate Stainton Drune has become bitter at losing the chance of immortality. He wants to seek out and destroy the Brotherhood of the Spider.

## HOOKS

A governor of the **Acadamae** contacts players to investigate the strange planar emanations in Old Korvosa and the ash-grey corpses.

**Priests of Desna or Abadar** contact PCs about worrying dreams their followers are experiencing.

The **Cerulean thieves guild** commissions helps as they lose control of the Shiver trade.

An **uncorrupt Korvosan Guard** asks for help.

## Part 1.

**Frell Tann** (who stole the Paginarum Lethargica), is killed by one of Sally Scrabblebones minions and fed to the hogs. His half consumed ash grey corpse is dragged through the streets by a Dream-Thing. P6

**Cpt Cora Crandon recruits PCs** and takes them to Magistrate Stainton Drune. He offers them 8,000gp.

They must find

1. proof that Frell died while under the effects of shiver
2. evidence of his dealer or the drug's source
3. proof of that dealer's association with the Brotherhood of the Spider.
4. Drune expects the party to aid in combating the nightmare plague. He can relate **case histories**. P7

**Fever Dream Alley B P10**: talk to other shiver users. **Reynaldo, Langston**, and **Nomi**. Dreamhaunt.

**Rook's Roost A P9: Asnaan Sharoosh**. Find Frell's signet ring. **Night Market Fountain D P12**: meet rumour monger, **Kestrel**, at the well. Later they may see a Deacon leave shiver for a Barvasi Band collection. This triggers the Breakwater Ambush. P13  
**Madame Carrington C P11**: hear about her psychic refuge. She has info on Nightmare Plague

Brotherhood of the Spider set **ambush at Breakwater Pier E P13**. Kestrel sells them info that Greeley's hideout is on the pier.

Drune will call in favours for a **Raise Dead** if necessary. Gather info or questioning an assailant will give them the **true location of Greeley Den**. Drune gives them an Arrest Warrant to serve.

Confrontation with **Moses Greeley** and his bodyguards from **Barvasi's Band**. **F P16**. Find items stolen from Frell Tann. Find Old Wall tunnel. **P18**

Drune sends the party to **attack the cult at their Hook Street House** compound **G P19**.

**G1–7 Ground Floor** Summoned Kyttons, 6x small Dream Spiders, Dream Haunt, 3x Deacons, 2x Areneas, Traps,  
**G10–18 Upper Floor** Nightmare Ettercap, small Dreamspiders, Trap, Invisible Stalker, Barvasi Band, Dreamhaunts, Acolytes, Deacon, Deathweb,  
**G8–9 Attic** Spider Eaters, Dream Haunt,

**The Drowned Presbytery G21 P28**:

Phase Spiders, Cult Rabble, **Myra Lombroso** She negotiates for the key. She explains that sect heretics have caused the nightmares and fled to a dreamrealm to acquire a powerful artifact. She shut the door behind them. If they don't negotiate then combat ensues.

**Mog Lathar Idol animates** in either case. **PCs get the mythral key Clavis Somnus**.

## Part 2

**Drune** pays extra 1,000gp for cult roll of names. Hook Street House seized by Korvosan guard. Nightmares continue. Young and infirm die in their sleep. Ash grey corpses found each day. Dreamscape encounters happen to PCs *P57*

**Madame Carrington will perform psychometry to tell the history** of the Clavis Somnus. *[See P34]* She tells them of Nahum Caligro's betrayal of the cult and of the Paginarum Lethargica. Info from G9 already told them that the cult is withholding payment for a "book of dreams" from the Barvasi Band. They should remember Night Market booksellers dealing with Barvasi's Band.

The Barvasi Band has gone into deep hiding. An information broker. **Weatherly**, offers to put them in touch for 100gp. The Band run scared and sell the book to **Diogorgio of Winding Way bookshop** *P59*. Nahum sends a **Hound of Tindalos** after Barvasi's Band and slaughters them in the Rook's Roost. It then tracks to the Winding Way bookshop where it pursues the Diogorgio, the owner, who runs away and is killed by Nightgaunts.

**Weatherly sends a note** to direct PCs to Rook's Roost, scene of the murder. They find carnage and a dreamspawn Blood Golem.

**Anaan tells all**...Frell Tann stole a book and a key from an occult ceremony where the Brotherhood of the Spider was split by a schism. Frell sold the key for Shiver and Greeley passed it back to Myra. Frell died at the Rook's Roost and Barvasi kept the book.

**Korvosan Guard** discover the shredded corpse of Diogorgio at Winding Way bookshop. The guard say it's suicide. His daughter **Avigail disagrees and asks for PCs' help**. A "Bookmark of Deception" is hiding it. Avigail appeals for protection at Madame Carrington's sanctuary.

## The book:

- can fill in any bits of story the PCs have missed, such as Nahum Stainton, the discovery of the petrified body of the Leng Spider, Mog Lathar and the discovery of the Dreamstone in the well below the old temple to Desna and the construction of the ancestral house around it.
- can be used in a "Breach the Veil of Dreams" ritual with the Clavis Somnus to transport the PCs to the Realm of Dreams after 6 days of study. *P39*
- in the Realm of Dream, they can use the book to open a deeper portal for the Dreamstone that will destroy it forever.

More dream deaths occur. **Nahum sends assassins after the PCs**. Nightmare cleric and Hound of Tindalos – hit and run. *P37*

## Transition

**Sally Scrabblebones abducts Madame Carrington's lucid body and her Baku**. Her lucid body is trapped in the Dreamworld losing 1 Con per day (8 Con left). Her faithful assistant **Maynard Colville** summons the PCs. He has been *Dominated* and goes Invisible and sets an ambush with the 4x Xytabays. *P38*.

## "Breach the Veil of Dreams"

The Ritual (*Occult Adventures P209*)

DC 16 Intelligence check to learn it.

At night-time, chant 1 hour and sway, drinking wormwood wine in the incense smoke. DC27 skill check. Clavis Somnus gives +5 to primary caster. Secondary casters can perform some of the skill checks in their areas of expertise. Use ashes and grave dirt to draw a portal with a keyhole. Clavis Somnus is inserted to open the portal.

## Part 3

They arrive some distance from the House and experience several **Dreamscape Encounters** *P57*.

**Sally Scrabblebones harasses the PCs** with *Magic Missiles* and *Rays of Enfeeblement*. She changes form into Madame Carrington to tease them.

Sally and the quasit Millikin can change the **Morphic** quality of the house – move doors, make stairs a mile long, make entrances disappear.

Rats and animate objects offer warnings.

## Ground Floor

**Grounds P42**: Advanced Assassin vines, Quickwood.

**Foyer P42**: Stained Glass Golem in spider/butterfly form.

**Theatre / Phasmagoria P42**: Magic lantern show. Excommunicante erases the door. Adhukait materialises from a slide and attacks.

**Game room P43**: Dream Haunt *Song of Discord* from instruments. Nahum introduces himself with Enter Image spell into portrait.

**Smoking Den P44**: Two smokers exhale 2x Belkers and then die. Shiver Smoke DC 14 Fort or -2 Wis and Will saves.

**Macabre Closet P44**: Pile of corpses turned into an Advanced Gibbering Moulder.

**Alchemy Lab P45**: Treasure

**Old Temple P45**: 4x Vulnadaemons (Sally Scrabblebones children)

**Altar P45**: Mutilated Baku Juju Zombie attacks.

**Gallery P46**: **Sally holds Madame Carrington to ransom**. She descends the staircase dragging Madame C banging her head on every step...then snaps her up with her teeth to Madame C's neck to bargain. She wants the book and the key. Madame C throw down the hag's heartstone to the PCs.

**Flooded shaft P47**: Huge Water Elemental

## Upper Floor

**Dream effects increase**...up to 6 encounters with Nahum using dream altering feats *[see P41]* with +10 on checks. *Repulsion / Wall of Force / Hungry Pit / Black tentacles*.

**Parlour P48**: Wormwood wine.

**Sally's Bedroom P48**: *Paranoia* spell - see everyone as Sally.

**Ceremony Chamber P48**: Dreamhaunt replay of the excommunication and *Hungry Pit* spell effects.

**Caligro Collection P48**: Millikin Quasit appears as origami creature. He then uses a *Tome of Origami Animals* at 2 per round.

**Taxidermy Hallway P49**: Stuffed animals stare and gasp for breath.

**Captured Dream P49**: 10ft radius silver magic circle contains a captured Animate Dream. An excommunicate Feigns Death beside circle and then erases part of it to free the Animate Dream. It pretends to be trapped but casts *Confusion*.

**Repository P50**: 3 bureaus (two are Mimics)

One has a *Glyph of Warding* inside the drawer *Enemy Hammer* spell.

**Balcony P50**: Open to the sky and a scene of an occult blast. 4x Nightgaunts attack.

**Nahum's Bedroom P51**: Nahum Caligro releases Nightmare Beast and a *Vision of Hell*. Pre-cast *Stoneskin* and *Shocking Image*, and creates a *Shadow Babau*.

**Dreamstone Shrine P52**: The stone hovers in centre of room.

Radiates 50ft *Vision of Hell*. They must perform the *Breach the Realm of Dreams Ritual* within the 50 ft radius. PCs must create a portal, unlock it with the key and drop the Dreamstone into the portal. *P53*

The **dreamscape starts to erode** and suck them into the portal, too. DC 20 concentration check to return to the place on material world. Each round that they fail, they take 2d6 damage and the DC is reduced by 1.