DREAMS OF SOLITUDE



30 Ravenloft adventures that can be played as a single campaign. For levels of 4-13. Can you escape your dreams?

By Mistfactor Press

GUILD



Credits

Lead Design and Development: Georgios Komis

Writers: Arthur Rouise, Boutsikas Dimitris, Daniel Chivers, David Stephens, Dionysios Christoforidis, George Mpaklatzis, Georgios Komis, Jimmy Meritt, Kim Frandsen, Patrick Harron, Stratos Fotakis, Walt Srebalus Jr.

Graphic Design and layout: Georgios Komis

Cover Art: Ludovico Tellatin

Interior Art: Cian Dooley, DMsguild art packs, Ludovico Tellatin, Manos Sparekiss, Mario De Rose, Mattias Traberg, Michelle Peric, Natassa Ioanidi, PixaBay.com, Unsplash.com, Shutterstock.com and royalty free images from various other sites.

Map Makers: Dionysios Christoforidis, Evangelia Zaimi, George Mpaklatzis, Kim Frandsen, Patrick Harron, Stratos Fotakis, Walt Srebalus

Proof-readers: Asha J. Panesar, Cat Evans, Daniel Chivers, Georgios Komis, Sandra Elliott

Playtesters: Alina Wright, Dennis Kappatos, Evangelia Zaimi, John Lekkas, Lampis Manousakis, Marcin Roszkowski, Moshe Ratt, Nathan Haslé, Nathanael Elish, Nikos Kampylis, Panos Livieratos, many others who wish to remain anonymus.
Special thanks to Morningstar Games in Savannah, GA for letting us playtest during their DnD event.

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WRITER	NAME:	LEVELS:	DOMAINS:
Arthur Rouise	Horror in Chateaufaux	4-6	Dementlieu
Arthur Rouise	Journey through Barovia	10-12	Barovia
Boutsikas Dimitris	Lava Trip!	7-9	Forlorn
Boutsikas Dimitris	Graveyard Of Invitation	4-6	Barovia
Boutsikas Dimitris	Defend the Keep!	7-9	Barovia
Boutsikas Dimitris	Raid the Shadow	10-12	Shadowfel
Daniel Chivers	Fey Blood Merchant	4-6	Sebua
Daniel Chivers	Choose Nothing	10-12	Shadowfel
Daniel Chivers	Vampire Child Escort	4-6	Barovia
Daniel Chivers	A Night at the Museum	10-12	Richemulot
Daniel Chivers	Drowning In Filth	7-9	Lamordia
Daniel Chivers	Journey to the Center	10-12	Lamordia
Daniel Chivers	Monster Laboratory	7-9	Lamordia
Daniel Chivers	Among us	10-12	Dreamworld
Daniel Chivers	The Free Trader, Mist Runner	10-12	Saragoss
Dave Stephens	Tomb of Hentempet the Red Queen	4-6	Har'Akir
Dionysis Christoforidis	Shyclin's Circus	10-12	Carnival
Dionysis Christoforidis	Teety's Hunt for Lulo	7-9	Dreamworld
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Dionysis Christoforidis	Demon's Isle	4-6	Blaustein Island
Dionysis Christoforidis	Through Fire and Steel	7-9	Gothic Earth
George Mpaklatzis	Labyrinthine Horror	7-9	Dreamworld
Jimmy Meritt	The Heinfroth Heist	4-6	Dominia
Jimmy Meritt	The Curious Case of the Man Who Drowned in Air	10-12	Gothic Earth
Kim Frandsen	Singing Showdown	7-9	Kartakass
Kim Frandsen	On the Run	4-6	Sebua
Patrick Harron	Wilted Roses	10-12	Sithicus
Patrick Harron	Fractured City	4-6	Richemulot
Stratos Fotakis	Airic's Forest	4-6	Nova Vaasa
Walter Srebalus	Lena's Pets	7-9	Markovia



Using this product

Basic Info:

This campaign was created as a community project by Mistfactor Press for the Dungeon Masters Guild. It is recommended that you run this story for parties consisting of at least 4 players. The story is separated into 3 tiers for levels 4-6, 7-9 and 10-12. You can decide to start from whichever tier you wish but it is recommended starting at level 4 (tier 1), as to experience the whole thing. You can also run each adventure as a standalone piece to be inserted into your campaign.

You should read through the whole book at least once before running it. While the adventures are quite simple, some of the creatures employ advanced tactics as to create a more memorable experience, while some mechanics require a better level of understanding.

This module assumes you have have access to the *Player's Handbook (PHB), Dungeon Master's Guide (DMG), Monster Manual (MM), Volo's guide to monsters (VGM) and Mordenkainen's Tome of Foes (MToF)*. Combat encounters have detailed tactics for every creature. It is recommended that you follow these in order to create a challenging and memorable experience for your players. At the end of each encounter there are notes detailing how to adjust the combat for strong or weak parties. This module uses a style familiar to official Dungeons & Dragons products. Creatures appear in **bold.** Custom creatures and NPCs are marked with an asterisk(*). Their stat blocks are found in Appendix A, Spell names appear in *italics*. Magic items used as treasure appear in both ***bold and Italics.***

Text that appears in a box like this is meant to be read aloud or paraphrased.

Text that appears in a box like this speaks directly to the DM. These sidebars will include: rules, reminders, roleplaying hints and other information.

Using NPCs

During the adventure the party is introduced to several NPCs. These NPCs can decide to follow the party throughout the adventure, for better or worse. If you are running the whole campaign as an adventure, the NPCs dissapear when each adventure "room" is completed. Each NPC is described in its corresponding entry in "Characters and NPCs".

Characters and NPCs:

All characters and minor NPCs have their own backstory. Make sure that you read and memorise their key-points in order to role-play them as they are meant. If you forget something, you are free to make it up on the go, you are the DM after all. Unless stated, regard the NPCs as commoners.

How to run the product as a single campaign:

If you wish, you can run the whole book as a campaign. Atarte (pronoun: they, their) is a darklord of their own pocket plane domain. In reality, the whole domain is a single room, but Atarte being a master of illusions, has created a dream world - pocket dimension to trap the victims that are unlucky enough to enter the domain.

When the victims enter the domain, they immediately fall in a dream like state and are placed on stone slabs as their shared dream starts and they appear in the "dream waiting room". Atarte manipulates the dream to create adventures and problems for the adventurers as to enterntain theirself. Three tiers of adventures - dreams exist and they are seperated into the following levels: 4-6, 7-9 and 10-12. The adventurers do not realise that their are dreaming at first but they might realise it later as they progress.

How to progress through the tiers:

In order for the adventurers to progress through the tiers, they need to complete at least three adventure-dreams of each tier successfully. Each time the adventurers succeed or fail an adventure-dream, they are transported to the dream-waiting room. You as the DM, roll on the adventure-dream table to see which task they will face later when they decide to continue. This means that not even you, the DM, knows what dream might come next, making the campaign unique each time it is played. Since the whole campaign is a dream, there is no death even if a character fails their death saving rolls. Instead, they are tranported to the dream-waiting room, to wait for the rest of the characters to succeed, fail or "die". Atarte allows the adventurers to face five adventures-dreams in each tier. If they fail three dream-adventures they are immediately killed in their sleep. When they succeed three of them, they are deemed worthy to experience higher tier dreams. The players are allowed to "wake-up" from a dream-adventure as to skip it if they deem it impossible to complete. They are allowed to skip a dream only once per tier.

Each time the adventurers complete a dream successfully they level up as they enter the waiting room and they are immediately under the effects of a long rest. Consumables used in the dream are wasted but other resources are replenished. The adventurers are not allowed to long rest in a dream-adventure but they are allowed to take short rests. All non-magical and quest items dissapear when the adventurers "wake up" and enter the waiting room. You may choose to ignore this rule for some items that you wish for them to keep. Inside the waiting room, there are some chests that generate random rewards for whence the adventurers finish a dream-adventure, check the random loot table for more information.

When the adventurers reach level 12 and complete the third dream challenge of the third tier 10-12 levels they are transported to the waiting room where a dream version of Atarte faces them after they take a long rest. If the adventurers manage to beat Atarte, they wake up to find Atarte lying weakened before them. If they decide to kill Atarte in their weakened state, the whole domain crumbles as it dissolves and frees everyone trapped in it.

Creatures found in this campaign:

Aboleth: MM, pg. 13
Abominable: Yeti MM pg. 306
Animated Armor MM, pg. 19
Ape: MM, pg. 317
Archer: VGtM, pg. 210
Avatar of Death: DMG, pg.164
Awakened tree: MM, pg. 317
Baboon: MM, pg. 318
Bandit: MM, pg. 343
Banshee: MM, pg. 23
Black Bear: MM, pg. 318
Black Pudding: MM pg. 241
Boar: MM, pg. 319
Brown Bear: MM, pg. 319
Brown Bear: MM pg. 319
Cave Fisher: VGM, pg. 130
Commoner: MM, pg. 345
Constrictor Snake: MM, pg. 320
Corpse flower: MTF, page 127
Crocodile: MM, pg. 320
Death Dog: MM, pg. 321
Death Knight: MM, pg. 47
Deathlock wight: MTF, pg. 129
Dire Wolf: MM, pg. 321
Earth Elemental: DMG, pg. 124
Elephant: MM, pg. 322
Elk: MM pg. 322
Flameskulls: MM, pg. 134
Flesh Golem: MM, pg. 169
Flying Sword: MM, pg. 20
Gargoyles: MM, pg. 140
Gelatinous Cube: MM pg. 242
Ghast: MM, pg. 148
Ghost: MM, pg. 147
Ghoul: MM, pg. 148
Giant Boar: MM, pg. 323
Giant Crocodile: MM, pg. 324
Giant Rats: MM, pg. 327
Giant Scorpion: MM pg. 327
Giant Spiders: MM, pg. 328
Gibbering Mouther: MM, pg. 157
Goat: MM, pg. 330
Grick: MM, pg. 173
Guard: MM, pg. 347
Homunculus: MM, pg. 188
Knight: MM, pg. 347
Korred: VGtM, pg. 168
Kuo-toa Whip: MM, pg. 200
Leuctottas: VGtM, pg. 169
Lion: MM, pg. 331
Mages: MM pg. 347
Magma mephits: DMG pg 217
Mimic: MM, pg. 220
Minotaur Skeleton: MM, pg. 273
Mummy: MM, pg. 228
Nalfeshnee: MM, pg. 62
Necromancer: VGtM, pg. 217
Ochre Jelly: MM, pg. 243
Ogre: MM, pg. 237
Ogre Zombie: MM, pg. 316
Otyughs: MM, pg. 248
Owlbears: MM pg. 249
Phase spiders: MM pg. 334
Pixie: MM, pg. 253
Poisonous snakes: MM, pg. 334
Polar bear: MM, pg. 334
Priest: MM, pg. 348
Purple Worm: MM pg. 255
Rakshasa: MM, pg. 257
Rust monster: MM, pg. 262
Shadow Demon: MM, pg. 64
Shadows: MM, pg. 269
Shambling Mound: MM, pg. 270
Skeleton: MM, pg. 272
Specter: MM, pg. 279
Swarm of Bats: MM, pg. 337
Swarm of Insects: MM, pg. 338
Swarm of Rats: MM, pg. 339
Thug: MM, pg. 350
Thug: MM, pg. 350
Vampire: MM, pg. 297
Vampire Spawn: MM, pg. 298
Veteran: MM pg. 350
Wererats: MM, pg. 209
Werewolf: MM, pg. 211
Wight: MM, pg. 300
Will O'Wisps: MM pg. 301
Winter Wolves: MM pg. 340
Wolf: MM, pg. 341
Wraith: MM, pg. 302
Xorn: MM pg. 304
Zombie: MM, pg. 316



Roll 1d10 and pick the corresponding dream, re-roll when the result is a dream that you have already run.

Tier 1 dream-adventures
Levels: 4-6

1. Demon's Isle
2. Airic's Forest
3. Fractured City
4. The Heinfroth Heist
5. Vampire Child Escort
6. Graveyard Of Invitation
7. Fey Blood Merchant
8. Horrors in Chateaufaux
9. On the Run
10. Tomb of the Hentempet the Red Queen

Tier 2 dream-adventures
Levels: 7-9

1. Defend the Keep!
2. Lena's Pets
3. Through Fire and Steel
4. Labyrinthine Horror
5. Singing Showdown
6. Drowning in Filth
7. Monster Laboratory
8. Lava Trip
9. Teety's Hunt for Lulo
10. Escape Rooms

Tier 3 dream-adventures
Levels: 10-12

1. A Night at the Museum
2. Wilted Roses
3. Among Us
4. Journey to the Center
5. The Curious Case of the Man Who Drowned in Air
6. Shyclin's Circus
7. Raid the Shadow
8. Choose Nothing
9. Journey Through Barovia
10. The Free Trader, Mist Runner

THE WAITING ROOM

Introduction

This room is a play on a modern corporate waiting room, complete with a board receptionist who offers no assistance. This room allows the characters to take a long rest, strategise, exchange items and prepare between dream-adventures.
There are no threats in this room other than the possibility of character-on-character shenanigans and violence. The characters wake up lying on stone slabs when they first enter the domain of Atarte and every time they exit a dream-adventure.

Lore Background

This room is designed to allow for player, DM, or play session breaks. Characters should finish a long rest here before advancing to the next room. The receptionist exists only to answer very basic questions but cannot be compelled to give out any hints or secrets.

Room Challenge Description

This room can produce random rewards and allow for a break or rest between sessions. Possible conflict may arise over sharing the loot in the 3 random treasure chests (which should contain treasures for 4 to 6 characters) if a character dies in the waiting room, they are permanently removed from the game. When the adventurers successfully complete a dream-adventure one of the chests opens and reveals randomly generated treasures. Roll 2d10 x number of characters and fill the chest with the generated loot. Its up to the characters to share the loot as they see fit.

Environment Description

The waiting room is a large furnished room that allows for relaxation and rest. In its annex sits a receptionist (Atarte speaking through a large opaque grey crystal sheet that conveys sound only) and two sets of large mahogany double doors. One set opens when the DM or the players decide it is time for the characters to experience a random dream-adventure. The last set of doors only opens after the characters have completed all of the tiers and defeated the dream version of Atarte. When they enter this set of doors, they wake up from the dream world to face the weakened real Atarte. None of the doors can be forcefully opened.

The waiting room is a well furnished (feel free to add furniture or embellishments) room with no hidden secrets or traps. This room allows for a long rest between the random rooms as well as grants random treasure, after completing a Dream-adventure, in the three large chests on the western wall. Each chest is numbered with I, II and III (one for each tier) and only opens when the characters are completing a room of said tier. The adjoining room is empty except for 2 large sets of double doors and a large section of grey crystal that speaks and introduces itself as the receptionist. There are also three ceramic vases with dirt and plants. The voice is that of Atarte, but they will not explain who they are or answer many questions.

1. Waiting Room

Read or paraphrase the following the first time the characters arrive in the waiting room:

You wake up in a large, cozy, well-lit room designed for rest and relaxation. As you touch the cold marble slab to raise yourself from the sleeping position, you notice a massive burgundy velvet sofa, large enough to fit two ogres comfortably, faces an equally massive fireplace on the north wall. Cots line the south wall, and the western wall is dominated by three stone chests, each almost ten feet wide. On the east wall, some furniture can be seen. The chests are currently closed, and an ornamental stone archway is the only exit.

Initial Entrance.

Let the characters explore the room and allow them to waste time checking for traps, hidden areas, magic, etc. They should eventually get bored enough to head to room 2. If the characters are trying their hardest to drag their feet you can always make them fall asleep and then wake them up inside the illusion of one of the adventure-dreams.



Daniel Chivers

rive, but each time they complete a dream-adventure, a random treasure hoard will be generated. Detect Magic shows that the chests are emitting a strong transmutation aura. They cannot be destroyed or forced open when they are closed. Each granite chest is 9 feet wide, 4 feet tall, and 5 feet deep. They weigh roughly 4000 pounds each.

Fireplace.

The 17-foot wide granite fireplace has an enchanted everburning flame at its base (and no visible fuel) that causes 5 (2d4) fire damage per round if any of the characters decides to explore or wander into the flames. An enterprising character can climb up the inside of the chimney with a successful DC 12 Strength (Athletics) check. After climbing up thirty feet, though, the character will be paralyzed (no saving throw) for 2 rounds and fall back into the everburning flame. This disaster should result in 16 (3d10) bludgeoning damage and 5 (2d4) fire damage. Other than playing with fire, there is nothing in this room that is dangerous to the characters.

Returning after completing a dream adventure.

This waiting room is also where the characters return after completing one of the rooms. All the changes the players do to the alignment well-being of furniture is reversed when they enter again. Each large chest of the current tier will generate one random treasure the first time it is opened. Each chest will reset with a new treasure after completing another room.

Random Treasure.

Upon completing a dream-adventure, the chests will generate one treasure each based on the difficulty tier] of the room the characters just completed. Completing a Tier I room results in Tier I treasure, Tier II rooms generate Tier II treasure, etc. Each chest will have coins, gems, and at least one magic item. The DM will need access to chapter 7, "Treasure," of the Dungeon Master's Guide, or other relevant resources in order to assign found magic items by their rarity. The DM can also assign treasure as they see fit.

If the DM is using the following tables, roll 2d10 to determine one treasure hoard per chest per completed room.

Tier I Chest Treasure Hoard Table (Level 4-6)

2d10	Treasure
2	(44) 8d10 PP, (10) 4d4 50 GP gems, (1) Alchemy Jug.
3	(33) 6d10 PP, (5) 2d4 5 GP gems, (1) 10 pieces of +1 ammunition.
4	(27) 5d10 PP, (15) 6d4 10 GP gems, (2) potion of climbing.
5	(22) 4d10 PP, (12) 5d4 10 GP gems, (5) potion of healing.
6	(16) 3d10 PP, (10) 4d4 10 GP gems, (2) potions of greater healing.
7	(11) 2d10 PP, (7) 3d4 10 GP gems, (1) bag of tricks, Gray.
8	(5) 1d10 PP, (5) 2d4 10 GP gems, (1) martial weapon +1.
9	(22) 4d10 GP, (10) 4d4 5 GP gems, (2) 1st level spell scrolls.
10	(16) 3d10 GP, (7) 3d4 50 GP gems, (1) boots of elvenkind.
11	(11) 2d10 GP, (5) 2d4 50 GP gems, (1) simple weapon +1.
12	(16) 3d10 GP, (7) 3d4 50 GP gems, (1) Bracers of archery
13	(22) 4d10 GP, (10) 4d4 50 GP gems, (2) driftglobe.
14	(5) 1d10 PP, (5) 2d4 10 GP gems, (1) helm of telepathy.
15	(11) 2d10 PP, (2) uncommon magic item of player's choice.
16	(16) 3d10 PP, (10) 4d4 10 GP gems, (1) robe of useful items.
17	(22) 4d10 PP, (12) 5d4 10 GP gems, (1) morning star of warning.
18	(27) 5d10 PP, (15) (1) revolver +1 with 10 bullets.
19	(33) 6d10 PP, (5) 2d4 50 GP gems, (1) wind fan.
20	(44) 8d10 PP, (10) 4d4 50 GP gems, (1) item of DM's choice.

Tier II Chest Treasure Hoard Table (Level 7-9)

2d10	Treasure
2	(55) 10d10 PP, (4) 1d8 100 GP gems, (1) amulet of health.
3	(44) 8d10 PP, (9) 2d8 50 GP gems, (1) armor of acid resistance.
4	(33) 6d10 PP, (4) 1d8 50 GP gems, (2) bead of force.
5	(27) 5d10 PP, (25) 10d4 10 GP gems, (1) arrow-catching shield.
6	(22) 4d10 PP, (20) 10 GP gems, (1) Ring of Feather Falling.
7	(16) 3d10 PP, (15) 10 GP gems, (1) 1d3 Potion of Heroism.
8	(11) 2d10 PP, (10) 4d4 10 GP gems, (2) oil of etherealness.
9	(66) 8d10 GP, (20) 8d4 5 GP gems, (1) mace of terror.
10	(44) 6d10 GP, (1) 1d4 potion of supreme healing.
11	(22) 4d10 GP, (10) 4d4 5 GP gems, (2) 1d4 javelin +1.
12	(44) 6d10 GP, (1) 1d4 potions of greater healing.
13	(66) 8d10 GP, (20) 5 GP gems, (3) 1d4 potions of healing.
14	(11) 2d10 PP, (1) Heward's Handy Haversack.
15	(16) 3d10 PP, (15) 6d4 10 GP gems, (1) 1d3 weapons +1.
16	(22) 4d10 PP, (8) 10 GP gems, (3) rare potions of DMs choice.
17	(27) 5d10 PP, (25) 10d4 10 GP gems, (1) boots of speed.
18	(33) 6d10 PP, (4) 50 GP gems, (1) bowl of commanding water.
19	(44) 8d10 PP, (9) 2d8 50 GP gems, (1) belt of dwarvenkind.
20	(55) 10d10 PP, (4) 1d8 100 GP gems, (1) item of DM's choice.

Tier III Chest Treasure Hoard Table (Level 10-11)

2d10	Treasure
2	(66) 12d10 PP, (2) 1d4 50 GP gems, (1) animated shield.
3	(55) 10d8 PP, (4) 2d8 10 GP gems, (1) ioun stone of protection.
4	(49) 9d10 PP, (7) 2d6 50 GP gems, (2) 1d4 potion of flying.
5	(38) 7d10 PP, (3) 1d6 50 GP gems, (2) 1d4 potion of vitality.
6	(27) 5d10 PP, (25) 10d4 10 GP gems, (1) +2 martial weapon.
7	(22) 4d10 PP, (20) 8d4 10 GP gems, (1) ring of regeneration.
8	(16) 3d10 PP, (15) 6d4 10 GP gems, (10) ammunition +2.
9	(49) 9d10 GP, (10) 10 GP gems, (2) 1d4 Potion of Invisibility.
10	(38) 7d10 GP, (5) 2d4 10 GP gems, (1) robe of stars.
11	(27) 5d10 GP, (2) 10 GP gems, (3) spell scroll (up to 4th level).
12	(38) 7d10 GP, (5) 2d4 10 GP gems, (1) spellguard shield.
13	(49) 9d10 GP, (10) 4d4 10 GP gems, (2) ring of resistance.
14	(16) 3d10 PP, (15) 6d4 10 GP gems, (1) ring of the ram.
15	(22) 4d10 PP, (20) 10 GP gems, (5) potions of greater healing.
16	(27) 5d10 PP, (25) 10d4 10 GP gems, (1) robe of meteors.
17	(38) 7d10 PP, (3) 1d6 50 GP gems, (1) Dagger of Venom.
18	(49) 9d10 PP, (7) 2d6 50 GP gems, (2) 1d6 potions of health.
19	(55) 10d10 PP, (4) 1d8 100 GP gems, (1) tentacle rod.
20	(66) 12d10 PP, (2) 1d4 50 GP gems, (1) deck of many things.

2. Reception

Read or paraphrase the following the first time the characters enter the reception room:

You have entered a 30ft by 30ft, mostly empty room with beige carpet and blood red wallpaper. The south wall has a few foldable wooden chairs leaned against it next to a large grey crystal slab inset into the wall. The crystal is opaque and resembles a full-length viewing mirror. There are two identical sets of double mahogany doors, one in the northern wall and one in the southern wall to the left of the crystal. Each door looks durable and expensive and is embossed with a multitude of ballroom dancers covering the frames. Before you begin to explore, you hear a voice coming from the crystal, slowly repeating "Welcome" in a variety of languages.

Doors. The doors are further explained in 2a and 2b.

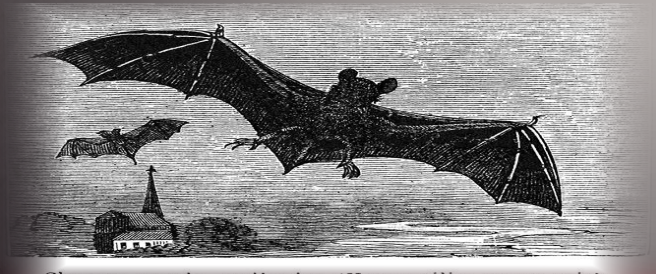
Receptionist Crystal.
This heavily enchanted crystal functions very differently based on which side the viewer is on. It is located next to the 2B door and looks like an opaque window on the wall.

-From the receptionist's (Atarte's) side, this crystal allows Atarte to speak to any sentient creature in room 2, as well as the ability to hear and understand any spoken language or whispers. Atarte can also see into the room with Truesight and will spend most of their time examining the characters and watching how they interact with each other.

-From the character's side, this crystal will be completely opaque and cast no reflections. The characters will be able to talk to the "receptionist" in any language they chose. The crystal is immune to all magic other than magic causing sonic damage, or spells or effects that grant Truesight.

If the crystal is viewed with Truesight, the viewer will see a rapidly spinning spiral of unnamed horrors and acts of torture covering the crystal. Viewing the crystal with Truesight causes 13 (2d12) psychic damage per round.

The crystal has 200 hit points, an AC of 19, and is immune to all damage sources other than adamantine or sonic damage. If a character manages to damage the crystal, Atarte will immediately send all the characters to a random dream-adventure area.



Roleplaying the Receptionist.

Atarte will pretend to be a bored receptionist during all conversations with the characters. They will give nothing away and are not susceptible to spells, intimidation, or persuasion. They will only tell the characters the following:

"Welcome to the reception room, how may I help you?"

Atarte as the receptionist will not give away any information regarding the dream-world or who actually rules it but they will try to make the characters sympathise with them and portray the "ruler" as a victim trapped in this dimension in need of saving.

Foreshadowing: The receptionist will foreshadow things that will be experienced by the characters in the adventures-dream to follow but will never do it in a direct way. They will always speak in riddles or information-lacking sentences.

You as the DM, can choose to grant the characters with info on what it is expected of them in each dream-adventure before they start it. Be careful though, do not spoil the secrets of the challenges that are to be faced.

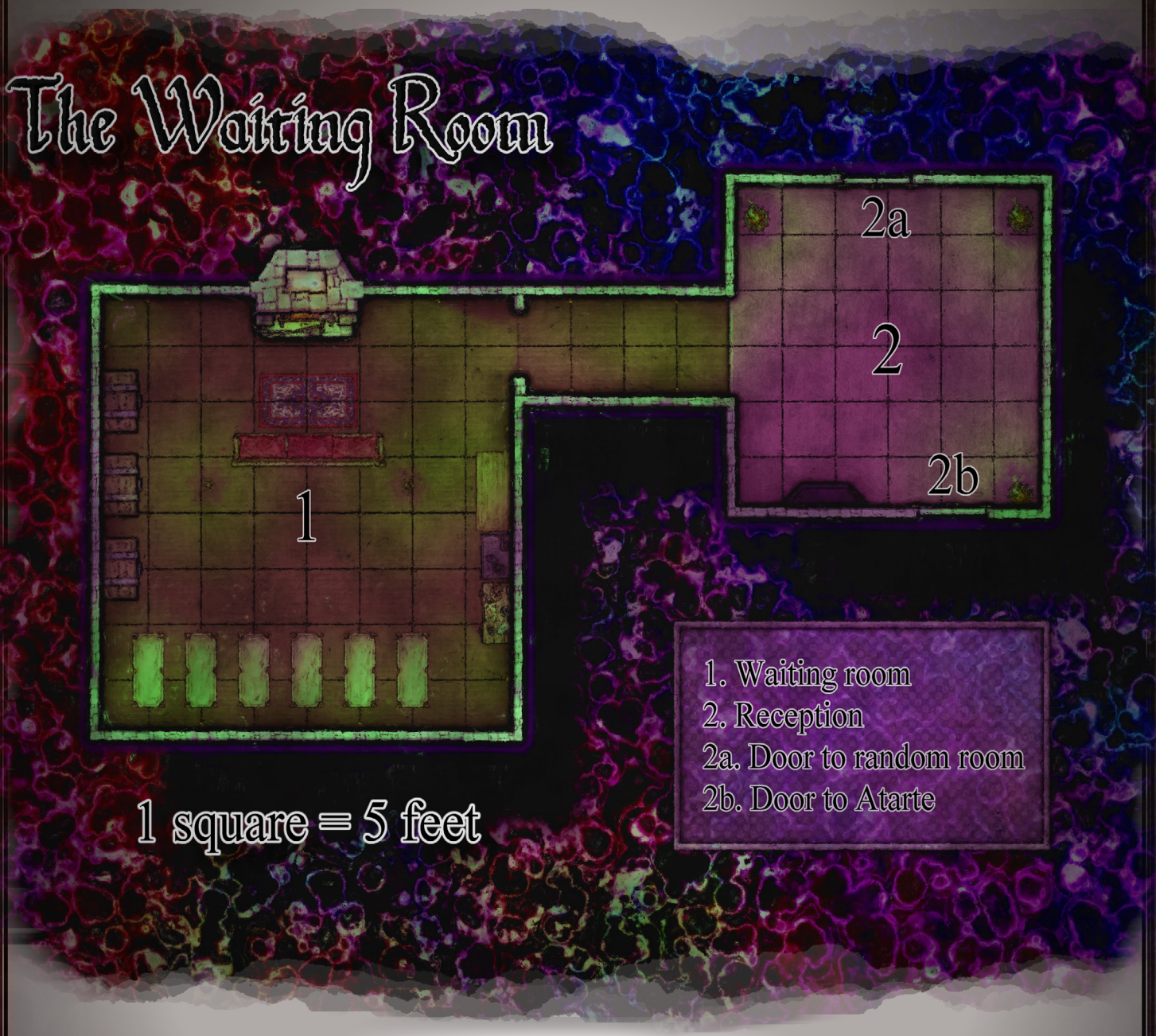
2a. Doors to Dreams-Adventure.

These double doors are not enchanted and are never locked. Opening the doors immediately teleports all living creatures in rooms 1 and 2 to a random room. After the characters have completely 3 rooms, the doors at 2b will be unlocked and these doors open to a blank stone wall. If the doors are damaged in any way, the characters are teleported to a random room, unless they have successfully completed three already.

2b. Doors to the receptionist (Atarte)

These double doors seem to lead to the receptionists room. They are locked at all times and are protected by an invisible 3" wall of magical force. Any attempt to bypass this door or otherwise enter the final room (see Final Room), will result in all living creatures in rooms 1 and 2 being teleported to random locations within the rooms. When the characters have completed 3 sets of dream-adventures and Atarte deems them worthy of facing them, the doors will unlock and the magic barrier will be lifted. Behind these doors is the final challenge. By entering it, the showdown with Atarte starts.

MAP OF THE WAITING ROOM





Demon's Isle

Dream Environment: Watery Cave

Challenge Type: Investigation, final boss encounter

Dream Background:
Atarte, in their adventurers moving from one place to another looking for a cure to their ailment, found, near Saragoss, the journal of Captain Zekel. Atarte was inspired by his story and made a copy version of what they think Zekel was like, creating a demonic illusion entity, which roams the watery caverns.

Dream Environment Description:
The dream takes the form of a cave filled with water up to the ankle. There are barrels, skeletons, chests, pirate banners, and wooden planks here and there, floating about. The temperature is quite asphyxiating as the room has high humidity and the air is not recycled, everything smells of rotten wood and dead fish.

Dream Challenge Description:
The characters will have to wander inside the cave finding the appropriate materials they need to light up a brazzier. In order, they will gain access to the area were the "Pirate Demon Zekel" resides.

Creatures Encountered:
Zombie: MM, pg. 316
Skeleton: MM, pg. 272
Mimic: MM, pg. 220
Grick: MM, pg. 173
Kuo-toa Whip: MM, pg. 200
Flying Sword: MM, pg. 20
Cave Fisher: VGM, pg. 130



New Creatures:
Pirate "Demon" Zekel

Introduction

A lot of legends have been sung for the legendary pirate named Zekel. His greed led to his downfall, and the characters must complete a simple ritual to reveal the twisted man who made a pact with fiendish forces in order to defeat him.

Lore Background

A legendary pirate named Zekel is caught in a torment after making a pact with fiendish forces, and is now trapped between realms. Zekel needs to feast on enemies once he is freed from his sealed prison, thus fighting any adventurer who might complete the ritual in promise of escape or loot.

General Features of the Demon's Isle
The following features are common throughout all areas of the cave.
Ceilings: The stone caves have ceilings up to 100 feet high, unless noted otherwise.

Lighting: Candles and torches throughout the cavern provide dim light.

Smells: The stench of rotten wood and dead fish permeate the caves.

Walls: Made of stone and are difficult to climb (DC20).

Terrains: Shallow water, shipwreck, rock

Locations of the Demon's Isle
1. The Dim Damp Cave.
Read or paraphrase the following the first time the characters enter the cave:

"Mists take you in front of a cave entrance. Further vision is blocked by waterfalls, chains hang from the top of the cave. Shiver crawls through your spine as the last mists fade away. There is not much to do other than proceeding into the cave underneath the waterfall"

Seeing is difficult as everything is lightly obscured in this part of the cave due to the flickering weak lights that are affected by water droplets coming from the waterfalls.

"Nothing can be heard here but the drops of water and the sound of the waterfalls behind you fade away. Dead fish and rotten wood are the most dominant scents here. There is miasma in the air, a negative energy that makes you feel uneasy; you have trouble perceiving the room around you as the torches are flickering and some snuff out. In the center of the large cave is a brazier. On your left-hand side, you see a barred iron gate. Your eyes follow the trail of dead bodies, both skeletons and rotten corpses all around the cave. On the right of the barred gate entrance, there are two chests, cobwebs, and some more rotten corpses. Two more tunnels can be seen on your further right. On the ceiling, you see dangling cages containing skeletons, as well as torn-up pirate banners."

Dionysios Christoforidis

1a. The Barred iron gate: The barred iron gate is protected by an invisible force barrier which is harmless; it cannot be destroyed unless the characters light up the brazier. In which case they will be able to go to the area 5 which leads to the area were **Zekel*** rests.

1b. Brazier

In order for the brazier to light up, the characters must find the apropriate materials, some dry wood can be found in a ceramic jar in the first cave, the flammable blood of a Cave fisher can be found in the Third Cave. Magic fire must also be used, any fire type spell will do, the characters can also use an Alchemist's fire flask.

If the characters do not have any fire magic, you may let them use any fire starting tool or decide that they have failed.

1c. Chests and Cobwebs

Two chests lie at the eastern part of the cave covered by mud and rotten weeds. Any character who tries to open or move any of the chests, is immediately attacked by the two **mimics** , as well as 3d4 **zombies** and 2d4 **skeletons** that animate from the corpses. Remember that characters who do not have darkvision or other light sources attack with disadvantage. The cobwebs are there to slow down the characters or even un-nerve them. They can be easily removed with a lit torch or any other source of fire. As long as they persist, treat them as difficult terrain.

2. The first cave

"There are skeletons in this room, a lot of humanoid creatures seem to have died of starvation. Some of them must have willingly chose to drown than face their hunger as their faces lie underwater. In the depths of the cave, a part of the natural wall seems to have collapsed. A large ceramic jar stands in the corner of the cave, near the crumbled wall."

Here a **Grick** stands guard to protect the dry wood which the characters need in order to light the brazier to open the barred door. A character which has a passive perception (Wisdom) score of 19 or higher notices the hiding **Grick**. When the **Grick** attacks, 6 **Skeletons** animate and assault the characters as well. The wood is inside a large jar which is sealed with wax.



3. The Second Cave.

"As you enter this cave, the smell subsides a little. The room is quite empty, the only noticeable detail is the broken wall that seems to connect to someplace else."

This cave, at first glance, holds nothing of interest for the characters. But inside the still water, a **Kuo-toa whip** lies waiting to ambush anyone that approaches, while a **Cave Fisher** hangs upside down from the cave's ceiling. The **Cave Fisher** can be spotted with a DC16 Perception(Wisdom) check. The characters need the flammable blood of the **Cave fisher** to light the brazier. In the broken cave wall between Second and First cave hides a **Grick** which protects the jar in the first cave (see "First Cave" for more information).

4. Third Cave

"This cave is dimly-lit, and resembles a makeshift office. A skeleton clad in an officer's uniform sits on a chair next to a desk, with empty bottles of rum around him. Under the table is a sealed jar attached to a small, sealed bottle containing a letter."

In this cave, the characters can get a flask of oil, an alchemist's fire flask and four unidentified potions.

The flask of oil cannot be used to light the brazier but the characters don't know that and they might waste the Alchemist's fire flask. The unidentified potions can be anything the DM deems appropriate at the time.

The skeleton sitting on the table has a ship's logbook tucked under its arm. Due to the humidity and time, the logbook is not readable. A mending spell on the logbook salvages only one page, which reads as follows:

"First day of the summer solstice, we arrived on Paradise Island, carrying two tons of gold and artifacts. Captain Zekel has ordered double rum rations for the crew while waiting for the smugglers to push the loot into the market."

Below this text are indecipherable fiendish sketches and drawings, followed by some more text:

"I am Captain Zekel. I live alone on this ship. Everybody is dead; a sudden whirlpool took us down to a strange place where I cannot escape from. My supple of dry rations and fresh water will last more than three months. There is still time."

If the characters open the bottle and read the sealed letter, it reads as follows:

"I, the captain, have hidden beyond the force-barriered entrance. I have made this to keep safe from the mad spirits of my crew that are haunting me. If you wish to leave this place, you must open the barrier and help me defeat the spirits. In order to lift the barrier, you must pour the most flammable blood and dry wood into the brazier and light it up with the nature of fire itself. I will give you half of my treasure and your freedom if you help me."-Captain Zekel.

In truth, there are no angry spirits. The undead form of Zekel tries to trick characters into getting weakened so he can use the characters to gain more pow-

er and eventually leave this place himself, a feat he will never manage, as he is an illusion programmed to think he is real and trapped.

5. Tunnel to Zekel.

When the characters light the brazier, read or paraphrase the following:

"As the metal barred gate crumbles and falls, you are finally free to walk towards the tunnel to find Captain Zekel, you think of what lies ahead or perhaps of the great treasure that awaits you. Walking through the tunnel, you feel cold, not physical cold but something inside you is freezing. The wet tunnel leads you to a ledge that you must vault. It is about 8 feet high and certainly won't hurt much; you've been through worse lately. The tunnel then narrows and leads you to a hole. Looking inside the hole, you understand that this is your destination. From there, you see a part of the ship."

If the characters do not use a rope to climb down the hole, they must succeed on a DC 20 (Athletics or acrobatics) check or fall 40 feet and take 14 (4d6) bludgeoning damage.



Read or paraphrase the following when the characters land in the 2-inch-deep shallow water at the bottom of the hole.

Your stomach goes up to your mouth as you land in shallow water that reaches your ankle. You then hear a crank - you feel something wooden under your feet which broke under the weight of your landing. On your left, a great treasure hoard, protected by a fiery force barrier. On your right is the bow of the great wooden ship, half a ship, a shipwreck. On top of it is a large wooden throne with a figure sitting as if waiting someone.

The figure on the throne is **Zekel*** (see appendix A). He is still in a slumber and is immune to all damage and conditions as long as he is not awaken. He awakes if someone attacks or tries to snatch the keychain from around his neck (see below). The shipwreck is considered difficult terrain for all creatures other than Zekel.



When the characters notice Zekel, read or paraphrase the following.

"Your eyes focus on a wooden throne, on it, there are six rapiers with their tips deep inside the wood. You see a pale figure sitting still, stone-dead. He appears to be wearing a captain's outfit as two sheathed swords lay at his hips. His face and skin is pale, his bony fingers grasp the arm of the throne tightly, his knuckles are boney white from the pressure. A chain that holds a golden key, hangs around his neck. You immediately recognize this figure as Captain Zekel."

If **Zekel*** is awaken, he draws his swords and attacks the characters, offering no explanation whatsoever. **Zekel*** uses his 6 **flying swords** to target characters with the lowest armor class first, they attack on the same turn as **Zekel*** and can target different creatures for their attacks.

"Rapiers untucked from the wooden throne start to levitate as if dancing around the pirate. Zekel, suddenly rises at his full height. An evil grin on his lips and his eyes are filled with lust for blood. He reaches for his sheathed swords, drawing them simultaneously and says "Let's dance."

If Zekel is defeated, read or paraphrase the following:

"Zekel's body spasms, floating in the air before dissolving into a black, foul-smelling mist. A black ash remains where he stood, and his treasure key falls on top of the ash. "

When the characters use the golden key to open the treasure room, the mists take them away and place them to the waiting room before they can claim any treasure. The golden key is still in the hands of the one that holds it.

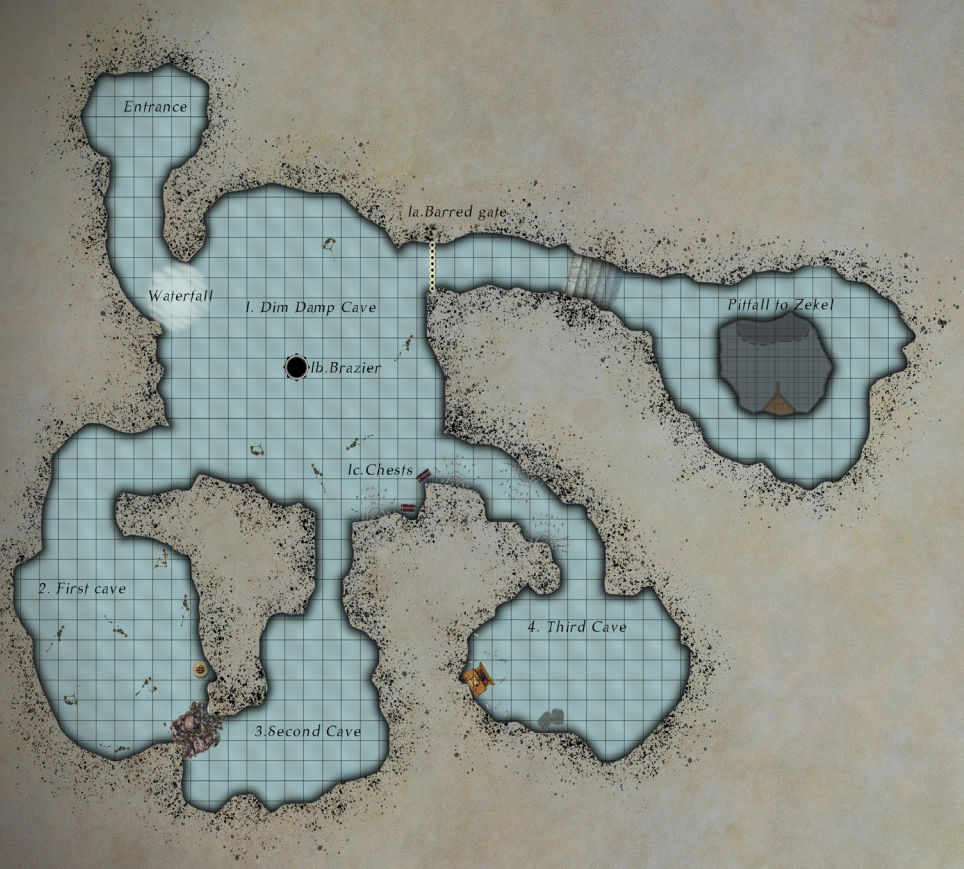


If Zekel is victorious, read or paraphrase the following:

Zekel's laughs with a demonic voice while devouring the internal organs of his foes. Floating in the air, licking the blood out of his blades. He screams, "Your blood will be weapons used in my ascension."

They are then immediately teleported to the waiting room.

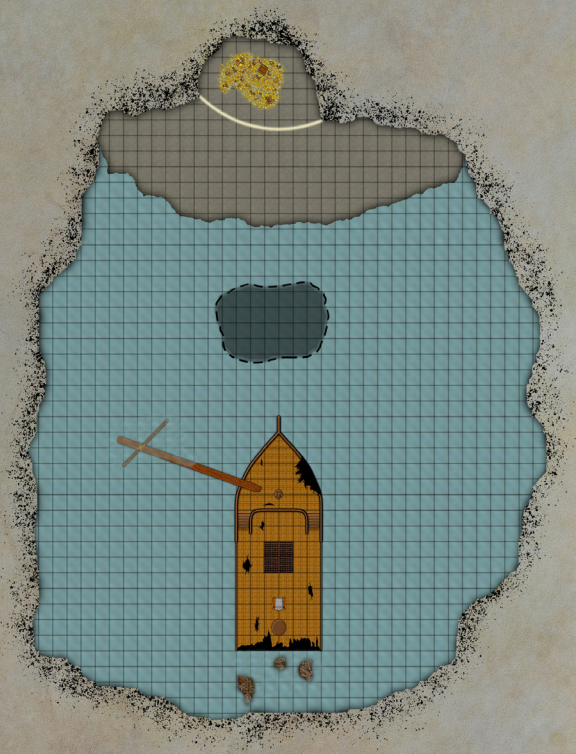






ONE SQUARE = 5 FEET

Zekel's Shipwreck





ONE SQUARE = 5 FEET

Airic's Hanging Forest

Dream Environment
Forest

Challenge Type
Survival

Lore Background
This forest was created by Atarte in the image of the forest where they once met Airic. Airic was a strong human knight that was bestowed with the curse of lycanthropy after his encounter with Granny Sally Twigmouth, a green hag that was living in the Hanging Forest. Airic entered the forest along with his trusted men in search for all the missing children from his village (including his son). When they reached the coven of Granny Sally, the sight of the beheaded children drove Airic and the rest of his men mad, seeking vengeance for the lives of the innocent children. After a fierce fight with Granny Sally, the only one left alive was Airic. Little did he know that before he was able to deal the final blow to Granny Sally, he had also succumbed to lycanthropy. Knowing that he would never be accepted back into his hometown, Airic decided to stay in the forest. Although he tried, he couldn't contain the savagery of his curse. He soon started to hunt down humans that were passing through the forest, becoming the monster he hunted a long time ago. Shortly after, the forest was named the "Hanging Forest,"since most of Airic's victims were decapitated and their heads were hung from the branches of a huge, withered tree.

Adventure Summary
The characters are teleported through the mists and into the Hanging Forest. They are then greeted by the sight of a dead adventurer being devoured by a couple of dire wolves (loyal to Airic), and the voice of a woman screaming in the distance. A **death dog alpha*** and two other **death dogs** try to attack the lady in the camp. The characters have to either save the woman from the immediate danger or decide to run and save the kid. Splitting the party will put the characters in probably fatal danger due to traps and roaming creatures in the forest. If they save Lillian Halliwell, the characters will be asked to save her son, who has been abducted by Airic. Lillian is a roaming merchant (former adventurer) that was attacked by wolves earlier that day, but she actually managed to fight them off, but she couldn't save her horse. She decided to set up a temporary camp, so she and her son could gain some strength before they would head out of the forest. Lillian knows about the stories of Airic and the possible dangers of the forest but she has heard rumors about an ancient temple inside the forest that would bless her son and heal him from his illness. The characters can either explore the forest, searching for possible allies and treasure, or they can decide to immediately head towards Airic in order to save Lillian's son. Ailpen, the **rune wolf***, can be their possible ally in a time of need, if he deems that the characters have genuine and good motives.Defeating Airic is the only way that the characters can complete the dream-adventure.

Creatures Encountered
Archer: VGM, pg. 210
Boar: MM, pg. 319
Giant Boar: MM, pg. 323
Death Dog: MM, pg. 321
Werewolf: MM, pg. 211
Shambling Mound: MM, pg. 270
Wolf: MM, pg. 341

New Creatures:
Airic, Death Dog Alpha, Rune Wolf

General Features of the Hanging Forest
The following features are common throughout all areas of the forest.

Mists. At the edges of the forest, beyond the map, the thick mist is covering the trees, giving the illusion as if the forest goes beyond the map dimensions. Any character that tries to go toward the mist is teleported behind any ally that is located the furthest from the mists.

Light. Throughout the forest, the sunlight seems to be obscured by the thick clouds, resulting in dim light throughout the forest.

Odor. The smell of wet soil and fresh blood is apparent.

Sky. The sky is obscured by clouds. If a character tries to fly/hover above 120 feet, its magically teleported to the ground, in a straight line of his previous location.

Stratos Fotakis

Locations in the Hanging Forest
The following areas correspond to areas marked on the map of the Hanging Forest.

A.1 Forest Entrance
The adventure starts as the characters are teleported in the forest through the mists.

You can read or paraphrase the following:

"As the mists around you start to fade out, you can see large and withered trees adjacent to you, alongside vibrant and full of life. The sky is cloudy and 5-inch thick fog covers your feet. The sound of growling immediately catches your attention, as two dire wolves 80 feet away from you seem to be feasting off of a human body. Immediately after you can hear the screams of a woman's voice coming from the east side of the forest."

As the characters enter the forest they can immediately see two **dire wolves** feasting on a body of a previous adventurer. The **dire wolves** are loyal to **Airic*** and attack any adventurer that enters the forest. If they seem to be overwhelmed they flee to warn Airic about the presence of powerful adventurers. If the characters decide to follow the main road to head towards Lillian's camp, they might trigger the hidden pit trap that Airic has placed.



Hidden Spiked Pit Trap.
Simple trap (level 1- 5, dangerous threat)
This pit has a cover constructed from leaves blending to the floor around it.

Trigger. When a creature steps on the cover, it has to succeed on a DC 16 Dexterity saving throw or fall into the pit below. The pit is 20 feet.

Effect. A creature falling into the pit takes 11 (2d10) piercing damage from the spikes and 2d6 falling damage.

Countermeasures. A successful DC 15 Wisdom (Perception) check discerns an absence of foot traffic over the section of the leaves that forms the pit's cover, the characters can be alerted that something is amiss and might want to investigate further. Once the Pit Trap is detected, an iron spike or similar object can be wedged between the pit's cover and the surrounding floor in such a way as to prevent the cover from opening, thereby making it safe to cross.

A.2 Lillian's Camp
Not far from the entrance of the forest, Lillian Halliwell (human **archer)** has made a camp along with her son, Theodor (human noncombatant). Lillian and her son were abducted by Atarte and have been wiped of their memories. She doesn't realize that she is in a Dread Domain, and "remembers" that she and her son were out on a hunting trip when his son was bitten by a **werewolf**. She is therefore looking for the temple of Sylvanus in the hopes of finding a cure. A few seconds after the characters enter the forest, Lillian and her son are hounded by a pack of **death dogs** sent by **Aeric*** to bring back easy prey.

As soon as the characters arrive at the camp, you can read or paraphrase the following:

"Approaching towards the location of the initial screaming you can see, a female human figure, holding two shortswords, trying to fight to medium ugly two-headed hounds,that have currently surrounded her. A third two-headed hound starts to run away holding a small humanoid figure in one of its mouths."

Lillian (human **archer** with 59 hp remaining) is flanked by a **death dog alpha*** (66 hp remaining; see appendix A for stat block) and one **death dog** (30 hp remaining). Another **death dog** is dragging her son Theodor (unconscious human noncombatant) away. If the characters arrive here at least three turns after their encounter with the **wolves** in Area A.1, the **death dog** carrying Theodor is already 30 feet away from the camp. It uses the Dash action each turn to take the child to **Aeric***, unless it is threatened in melee.



The characters will have to choose between saving Lillian or Theodor. If the party decides to split up, and the **death dog** carrying Theodor has traversed more than 80 feet away, there is a 50% percent chance that two more **death dogs** come to its aid, since Airic has been informed that his loyal pets need backup.

If the characters save Lillian without saving Theodor, she asks that they help her retrieve her ill son from the creature that abducted him. This leads the group to Area A.8.

If the characters rescue both Lillian and Theodor, she thanks them and shares the story of Airic and his savage tendency of beheading trespassers that get inside the forest and hanging their heads on the branches of a large withered tree to signify his territory. Lillian also gives the characters insight about a location inside the forest that rumor has it that a good aligned spirit could cure her son's disease. Lillian is willing to give the characters three ***healing potions*** that she was keeping. If the characters manage to save only Theodor, they will miss the information about the forest unless they have prepared a spell such as *Speak with dead*.

Treasure

A DC 15 Intelligence (Investigation) check allows the characters to find the ***healing potions*** Lillian has been saving. The death dog alpha has two ***special collars*** (one around each head) that allows it to communicate telepathically with Airic (treat as sending stones).



A.3 Fallen Protector

Not far from Lillian's Camp is a wooden statue of a humanoid figure holding a longsword and shield. The statue is covered in vines and there is a stone memorial in front of it.

In the memorial, the following text is engraved in Sylvan: "*Here lays Beathan (Child of Nature), the greatest protector of the forest*." Beathan was a wood elf paladin dedicated to protecting the forest until his last breath. After his death, his loyal partner Ailpein, became a **rune wolf*** (see appendix A) who took over guardianship of the forest. Although he is strong, Ailpein knows he can't defeat Airic and restore vibrance to the forest again. He resides in an old temple of Silvanus (see Area A.6).



A.4 Lightning-Struck Tree

As the characters approach near the destroyed tree, read or paraphrase the following:

"As you move past the trees, you can see a clearing where there is a large, dark-bark tree that seems to have been destroyed by lightning. Next to the tree, you can see mounds of rotting vegetation. Engulfed in the vegetation is a humanoid skeleton holding an iron sword."

The mound of vegetation is in fact a **shambling mound** trying to blend with the environment. If one of the characters approaches the mound, it comes to life and attacks. The mound doesn't pursue any fleeing characters, Engulfed inside the mound are the remains of a previous adventurer. The only salvagable items are a leather pouch containing 30 gp and a ***sword of life stealing***.

The ***sword of life stealing*** and other treasures found throughout this adventure remain in the hands of the characters if they complete the dream-adventure.

A.5 Blessed Well

The well is 50 feet deep, filled up to 20 feet with water. There is no crank on top of the well, and no light source inside. A character who somehow reaches the bottom of the well and succeeds on a DC 13 Intelligence (Investigation) check finds a ***wand of magic detection.*** The water inside the well is blessed by Silvanus, god of wild nature. A creature that drinks water from the well gains the benefits of a lesser restoration spell. A creature can only benefit from this effect once.

A.6 Silvanus' Forgotten Altar

Deeper inside the forest is a long-forgotten temple of Silvanus, which is protected by Ailpein (see Area A.3 for more information on him). As the characters approach the temple, read or paraphrase the following:

"Four 10-foot-tall pillars surround a central stone altar. A large, white and gray wolf stands on top of the altar, with blue runes glowing on its skin."

The **rune wolf*** (see appendix A) is not hostile toward the characters unless they try to desecrate the temple or attack him. Due to his innate magical ability, Ailpein has saved several good-aligned creatures who have approached him for aid. Although Lilliana doesn't know it, he is the one that can cure her son.

He also despises Airic and the beasts that follow him by fear. If Ailpein believes that an adventuring party has the skills needed to defeat Airic, he might offer to assist them in battle. He can also provide them with magic items from the temple's treasure vault (see "Treasure" below).

Treasure

Characters who search the temple and succeed on a DC 17 Intelligence (Investigation) check can find a secret door. A DC 15 Intelligence (Arcana) check reveals that the door is magically protected by a *wall of thorns* spell, which triggers if any creature other than Ailpein touches the door. This magical trap can be removed by a *dispel magic* spell using a 6th-level spell slot (or a DC 16 check using the caster's spellcasting ability). Beyond the door is a vault where Ailpein's master had stored away some of his prized treasures: a suit of ***elven chain mail***, a pair of ***boots of elvenkind***, and two ***potions of healing***.



A.7 The Boar's Den

The rocky terrain inside the forest is home to wild boars that often rush inside the forest in order to find food to eat. Two **giant boars** and five **boars** protect the den. The boars viciously attack intruders in their territory. Towards the middle of the den, several large rocks hide the body of a long-dead tiefling warlock. A successful DC 14 Intelligence (Investigation) check allows characters to notice the body. Around the neck of the corpse is a ***Clockwork Amulet*** (XGtE).



A.8 Hanging Tree

As the characters approach here, read or paraphrase the following before going closer to the tree:

"After traversing deeper into the forest, the trees appear leafless and withered. An ominous wind begins to blow towards your location, as a deep wolf howling echoes around you."

Airic has placed several pit traps around here to notify him of any approaching intruders.

Hidden Pit Trap.

Simple trap (level 1- 5, dangerous threat)
This pit has a cover constructed from leaves blending to the floor around it.

Trigger. When a creature steps on the cover, it has to succeed on a DC 16 Dexterity saving throw or fall into the pit below. The pit is 30 feet deep.

Effect. A creature falling into the pit take 3d6 falling damage while a small wire triggers a ring that immediately notifies Airic about creatures that got trapped.

Countermeasures. A successful DC 15 Wisdom (Perception) check discerns an absence of foot traffic over the section of the leaves that forms the pit's cover, the characters can be alerted that something is amiss and might want to investigate further. Once the Pit Trap is detected, an iron spike or similar object can be wedged between the pit's cover and the surrounding floor in such a way as to prevent the cover from opening, thereby making it safe to cross.

If the characters fall inside one of the pit traps, they are attacked by a **werewolf** named Fianna, along with her two pet **wolves**. They are tasked by Aeric to guard the Hanging Tree.

Game Statistics:

Fianna is a **werewolf** with the following changes:
Fianna is neutral evil. She wears hide armor (her AC is 12 in wolf form and 14 in humanoid or hybrid form).
Fianna has long, black hair, green eyes and a snarky attitude. She is loyal to Aeric and is tasked with guarding the area around the Hanging Tree.
If Fianna thinks she is outmatched, she retreats back to Airic. If this happens, Aeric beheads her for her failure and hangs her head alongside the two-dozen other heads on the branches of the Hanging Tree.



When the characters approach the Hanging Tree location you read or paraphrase the following.

"As you move deeper inside the forest, you arrive at a clearing where a huge withered tree stands in front of you. Hanging from its branches you can see at least two-dozen severed heads, each one tied to a different rope. A couple of feet in front of the tree is a 6-foot-tall, well-built humanoid figure, around 50 years old, with grey hair and several visible scars near his face and neck. He comes up to you and says: "It seems that my incapable pets could not stop a bunch of wandering adventurers. But worry not. I, Airic, will soon remove the weight of your heads from your shoulders." You watch as the human figure assumes a hybrid shape of a human and a wolf,grabs a big wooden greatclub, and starts approaching you"

If the **death dog** from Area A.2 managed to bring Theodor to Airic, the characters see the boy lying unconscious in front of the withered tree. The boy has a visible wolf's bite on his neck and is also affected by the curse of lycanthropy.

If the characters have managed to encounter Airic without triggering any of the traps, **Fianna** and the two **wolves** come to fight on his side. Otherwise, he faces the characters alone. In that scenario, **Airic*** fights ferociously to knock the characters unconscious, focusing on one target at a time, usually attacking the most frail target first. Airic carries no treasure other than his ***blight tree greatclub*** (see sidebar) and his hide armor.

Aftermath

After defeating Airic, the spirit of Beathan appears near them for a brief moment, kneeling in front of them as a gesture of gratitude, before fading once more. Trees within 150 feet of his location are affected by the *plant growth* spell.

If Lilliana is alive and has accompanied the characters, she runs toward her son, trying to wake him up. Ailpen can offer to cure the child, if he has his *remove curse* spell available.

Treasure

Although Airic has destroyed Granny's Sallys den long ago, there is a secret cavity in the tree that Granny Sally used to keep some of her items. A successful DC 18 Intelligence (Investigation) check on the Hanging Tree reveals the secret cavity. Inside the cavity, there is a ***scroll of remove curse***, ***a scroll of vampiric touch***, and the ***eye of a cleric***, preserved in a liquid-filled jar; When an undead creature comes within 100 feet of the jar, the eye darts about as if looking around in a panic, but otherwise remain motionless. On the feet of the huge withered tree is a large wooden door. If the characters manage to defeat Airic, the door can be opened, revealing a corridor completely engulfed by the mists, allowing the characters to proceed back to the waiting room.

Blight Tree Greatclub

Weapon (greatclub), rare

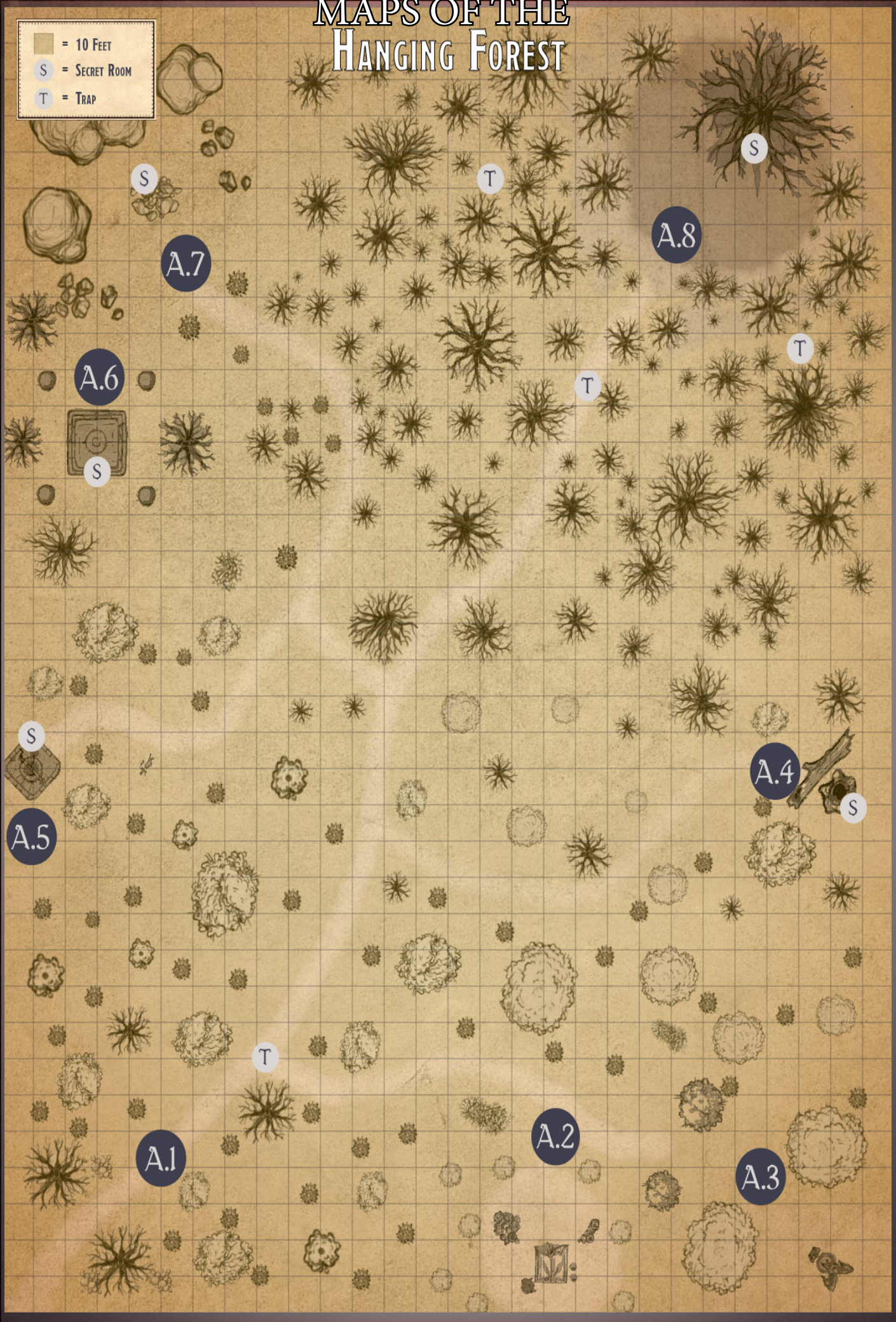
This black wooden greatclub was created by the hide of an ancient blight tree. Every hit made with this greatclub drains the vitality of the target.

This magical greatclub deals an additional 1d6 necrotic damage on a hit.

Destroying the Greatclub. If the greatclub takes 25 points of radiant damage in one turn, it is destroyed. Once the greatclub is destroyed, all blights within 200 feet immediately wither and die.



Maps of the Hanging Forest



The Fractured City

Dream Environment
Urban with Sewer dungeons

Challenge Type
Investigation / Survival

Lore Background:
One of Atarte's earliest creations, this room lacks the refinement of some of their later illusory work. A hollow reflection of the domain of Richemulot, it never completely formed, and remains a vague imitation of that domain. Making use of a small portion of Pont-a-Moseau, it resembles the great city yet lacks the verisimilitude that the rest of Atarte's dreamscapes possess. Despite its inherent flaws those drawn into Atarte's domain did find themselves here, albeit rarely. The earliest visitors found little here to accomplish and no clear path to escape, much to Atarte's dismay. Atarte tried to add to the empty room, to complete their broken creation, but such attempts kept going awry. In the end they abandoned their creation leaving the figments of people, and half realized construction to do as it would.

General Features of the Fractured City.
The following features are common throughout all areas.

Doors: Simple wooden doors unless otherwise noted.

Lighting: Daylight, Lamplight (Dim Light), Night (Darkness), Alleys (Darkness).

Smells: Oil, dirt, woodsmoke.

Walls: Brick and wood (Buildings).

Terrains: City.

Dream Environment Description
Most of the room takes the form of a glitchy dense urban environment. Narrow streets, closely packed buildings and shadowy alleyways make up most of the place. Dim lamps line the street corners casting long shadows. In contrast, during the day, the sun shines brightly in the sky and the city is almost pleasant. The streets are remarkably clean and the buildings kept in good repair. Many of the buildings sit empty, their inhabitants long since dragged away to meet grisly ends while other buildings never had the luck to be filled with anything other than glitchy illusory entities.

Dream Challenge Description
The characters will have to uncover the truth of the Dream and locate the being stalking the city after dark. This involves encountering Rinas, who has survived here for years, and is the only one who truly understands the nature of the place. They must attempt to gain the truth from him and follow clues to the location of Cloven's lair. If the party can find and defeat him, then the passage out of the dream will be opened for them. Hindering them along the way are numerous traps Rinas has placed, feeble attempts to hinder his former companion. These obstacles will prove dangerous to the characters if they are not careful, and may prove deadly if they stumble upon them while dealing with a more direct threat. Defeating the threat may take one of two forms. The first is to merely kill Cloven. The second is to gather clues and confront him and force him to remember who he really is. If they do this, he will thank them and ask them to release him from the pain and suffering he has inflicted during his time in Atarte's domain.

Creatures Encountered:
Giant Rats: MM, pg. 327
Giant Spiders: MM, pg. 328
Ochre Jelly: MM, pg. 243
Swarm of Rats: MM, pg. 339
Wererats: MM, pg. 209
Ghost: MM, pg. 147
Thug: MM, pg. 350
Commoner: MM, pg. 345

New Creatures:
Cloven, the Butcher
Rinas, the Survivor

The Fractured City

"So delightful in its imperfection, how can we not take pleasure in the chaos it brings." —Atarte

Introduction
This room was never completed, considered an amusing anomaly by its creator. Broken even for their twisted standards, they observe it closely, having taken on a life of its own. To escape the incomplete dream, the characters must navigate the strange city and destroy Cloven, a former adventurer, who has become a monster. Given the open nature of this room, and the randomness of the traps and glitches, a DM may want to adjust things on the fly to increase or decrease the challenges as necessary.

Patrick Harron

Background
A small group of adventurers once again found their way here. Much to Atarte's surprise the room had taken on a life of its own, as if subconsciously building on what they had begun. The streets were full of people, shops bustled with activity, and dangers lurked in every shadow and hidden place. The four adventurers were skilled but unprepared for the challenges they faced in the dream realm. Their failures in earlier rooms haunted them and one of them was driven insane by the darkness that infected the realm. This warrior, Cloven Garet, was taken by desperation and madness; he began to slaughter the people of the city one by one. When his companions learned of his depravity, he turned on them as well, killing two of them outright, including his once lover, the sorceress Namywn. Another, the half-elf Rinas, went into hiding. Then working unopposed Cloven began to murder the room's inhabitants, ultimately proving to be a greater threat than the dangers Atarte themself had envisioned. Amused by the outcome, they left the room as is, and still watches from time to time. The lone adventurer still lurks in the hidden places, avoiding his former comrade at all costs, driven only by fear and the will to survive.

What Atarte tells the party:
When its time for the characters to be advised by the receptionist for the upcoming adventure read or paraphrase the following:

"The receptionist seems confused, a sound of unease on their words. "Strange, I do not recognize this place." They suddenly vanishe with a shriek, as if pulled forcefully back into the mists. Leaving you alone with no clues or guidance. Who knows what awaits you in the next adventure."

Atarte wishes to add confusion to the already awry dream, leaving the characters to figure things out on their own. They give no advice regarding what is to be confronted in the Fractured city.

Entrance
When the characters enter the dream-adventure read or paraphrase the following:

"As the mists part you find yourselves standing in a long, dark alley. Buildings rise all around you casting deep shadows upon the cobbled streets. Light from oil lamps can be seen in the distance, and voices echo along the narrow streets."

The characters entering the room arrive along one of the many dark alleyways, out of view of any of the locals. The location of their entry is marked on the map. The voices heard are those of the beggars in area A1.

Pont-a-Moseau
This dream uses a relatively small portion of the city of Pont-a-Moseau. A large settlement in the Domain of Richemulot. Due to the nature of this dream's creation the city is a broken and distorted facsimile of that place. Below you will find more information on noteworthy locations within.

People
The natives of the dream are only vaguely aware of the danger stalking them from the shadows. Every night another person is dragged away never to return. The population has been dwindling but the people show only a passing concern. The threat is realized in the moment, but quickly forgotten as if a distant memory. They don't even seem to notice the empty buildings and act as if they were always that way, even if confronted with the truth they brush it off, unable to understand it. They are cordial to visitors but know little about the true nature of the city or the threat they face when the sun sets each night.

Almost all of the people found in this Dream-adventure are made out of shadow material, they are realised illusions.

Places
As this area represents only a small fraction of Pont-a-Moseau. It is limited in what services it may offer. The area is primarily residential, with crowded buildings making up much of the area. Many of these homes now sit empty as the population slowly dwindles. For businesses there is a small tavern, Le Chat du Noir, and a small shop selling general goods and supplies. There are also a handful of specialty shops, butcher, bakery, etc., as well as a few abandoned warehouses.

Anything bought from the shops can be kept after the adventure is completed.



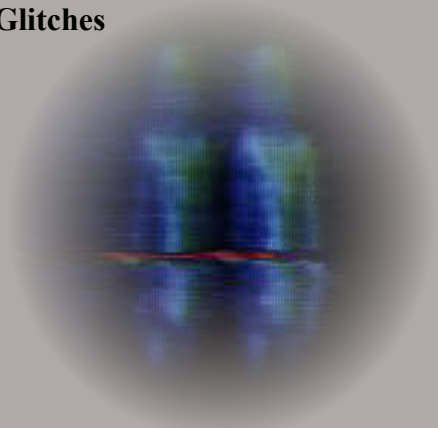
Glitches

The Dream's imperfect nature causes numerous anomalies that may help or hinder the characters. These range from superficial changes in the area to hazards that may hinder or even cause serious harm. The people of the city, flawed themselves, do not notice these glitches, oblivious to their existence and act as though they do not exist. If a character attempts to point them out, they merely act confused. They may think the characters are making a jest or showing signs of mental instability.

The table below shows a list of some possible glitches, but the Dungeon Master should feel free to create their own glitches as well. Some areas will have specific glitches that should be employed. While the characters explore the city, you may roll on the following table or choose one, whenever you deem it appropriate. Glitches are not static and should change regardless of how many times a character visits a location. These effects cannot be dispelled or countered in any way. Each glitch effect lasts for 10 minutes.

Table 1: Random Glitches

D10	Glitch
1	Darkness
2	Silence
3	Altered Time
4	Sorrow
5	Random Encounter
6	Reality Shift
7	Deconstruction
8	Altered Gravity
9	Rejected Presence
10	Dual Glitch



1. Darkness

The characters are plunged into darkness as per the *darkness* spell. If the characters are within a room of a building then the darkness affects the entire room, otherwise it affects a 60-foot radius area, centered on the characters.

2. Silence

All sounds are instantly silenced as per the *silence* spell. If the characters are within a room of a building then the silence affects the entire room, otherwise it affects a 60-foot radius area, centered on the characters.



3. Altered Time

The progression of time is altered. Roll on the table below to determine how time is affected. If the characters are within a room of a building then the effect affects the entire room, otherwise it affects a 60-foot radius area, centered on the characters.

D4	Altered Time
1-2	Accelerated
2-4	Slowed

Accelerated: Time begins to move more quickly. All creatures within the affected area are treated as if under the effect of the *haste* spell.

Slowed: The progression of time slows to a crawl. All creatures within the affected area are treated as if under the effect of the *slow* spell.

4. Sorrow

A great wave of sadness washes over all creatures in the area. Each creature must succeed on a DC 16 Wisdom saving throw or take 2d6 psychic damage and gain one level of exhaustion.

5. Random Encounter

Roll on Table 3 to determine the nature of the encounter. If you've already rolled for an encounter, then the characters witness the objects or creature shift and change to the new result.

6. Reality Shift

The room or area the characters are in shifts location to another building or place within the city. They arrive at this location immediately if outdoors or upon exiting a room if inside. The DM may choose or roll on the following table to determine the new location. NPCs or other creatures in the area do not notice anything out of the ordinary, responding as normal to the character's presence.

D6	New Location
1	Beggar's Row (A1)
2	Le Chat du Noir (A2)
3	The Marketplace (A3)
4	Warehouse (A4c)
5	The Church of Ezra (A6b)
6	The Shack, exterior (A5)

7. Deconstruction

The area slowly attempts to tear itself apart, as bits and pieces of it break away and vanish into nothingness. This effect threatens to take the characters with it. Any creature ending its turn within 100ft radius centered at a point of the DM's choice, takes 1d6 necrotic damage.

8. Altered Gravity

The effects of gravity in the room change, becoming stronger or weaker. Objects float in the air or are fixed tightly to the ground. Roll on the table below to determine how gravity has changed.

D4 Altered Gravity

1-2 Decreased
2-4 Increased

Decreased: Objects and creatures become lighter. The characters' carrying capacity, speed, and jump distances are doubled. They also gain advantage on attack rolls and Dexterity saving throws.

Increased: Objects and creatures become heavier. The Characters' carrying capacity, speed, and jump distances are halved. They also gain disadvantage on attack rolls and dexterity saving throws.

9. Rejected Presence

The city seeks to remove the characters as a body might try to rid itself of a disease. All creatures within 60ft or everyone within a room of a building must make a DC 16 Constitution saving throw, taking 11(2d10) necrotic damage on a failed save or half as much on a success. In addition, all characters in the affected area are transported to Beggar's Row (Area A1).

10. Dual Glitch

Roll twice on Table 1. Ignoring results of 10. Both rolled glitches take effect simultaneously.

Other Dangers and Hazards

In addition to the various glitches characters may encounter while venturing through the city, there are other threats lurking in the numerous alleyways and abandoned buildings.

Traps

Placed throughout the city by Rinas, numerous traps litter the streets, alleys, and buildings. Some traps will be specifically detailed in following sections, while others may be chosen or determined randomly from the table below.

Table 2: Random Traps

D8 Trap

1.Tripwire
2.Blade
3.Pit
4.Bomb
5.Arrow
6.Broken Trap
7.Poisoned Darts
8.Glitched Trap

1.Tripwire (DC 10)

A thin wire is connected between two points. A character who fails to notice the trap falls prone unless they succeed on a DC 12 Dexterity saving throw. A DC10 Wisdom (Perception) check reveals the presence of the wire. A successful DC 10 Dexterity check using thieves' tools disables the trip wire harmlessly.

2.Blade (DC 15)

A thin wire holds a heavy blade in place. A DC 15 Wisdom (Perception) check or a DC 15 Intelligence (Investigation) check reveals the trap's presence. A successful DC 15 Dexterity check using thieves' tools disables the trip wire harmlessly. If the trap is sprung, the blades swing out at the characters. The blades have +6 to hit and deal 2d10 slashing damage.

3.Pit (DC 15)

A 10-foot-wide hole that descends 20 feet has been dug into the floor or ground and concealed by an illusion that periodically glitches. A DC 15 Wisdom (Perception) check or Intelligence (Investigation) check reveals the trap's presence. A character that triggers the trap falls into it and takes 2d6 points of damage from the fall.

4.Bomb (DC 15)

A tripwire has been placed across the entry to the room, connected to a simple explosive device. A Wisdom (Perception) check DC 15 or an Intelligence (Investigation) check DC 15 will reveal the trap's presence. A successful DC 15 Dexterity check using thieves' tools disables the trip wire harmlessly. A character that triggers the trap sets of the explosive. The trap has an area of 10' and deals 4d10 points of fire damage or half as much on a successful Dexterity save DC 15.

5.Arrow (DC 12)

A thin wire is connected to one of more crossbows on the far side of the room. A Wisdom (Perception) check DC 12 reveals the presence of the wire. A successful DC 12 Dexterity check using thieves' tools disables the trip wire harmlessly. If the trap is sprung 1d4 crossbow bolts shoot out at the character, each bolt has +6 to hit and deals 1d6 piercing damage.

6.Broken Trap

This trap has already been set off or has otherwise fallen into disrepair. You may roll again on Table 2 to determine the nature of the trap (ignoring results of 6 or 8), but it is otherwise harmless.

7.Poisoned Darts (DC 14)

A pressure plate on the floor is connected to small holes on the far side of the room. A Wisdom (Perception) check DC 14 reveals the presence of the pressure plate. A successful DC 14 Dexterity check using thieves' tools disables trap. If the trap is sprung, a dart shoots out at the character, the dart has +8 to hit and deals 1d4 damage the character must also succeed on a DC15 constitution saving throw or take 2d10 points of poison damage.

8.Glitched Trap

Roll again on Table 2 to determine the nature of the trap (ignoring results of 8) and Table 1 to determine which glitch takes effect, combining both results. The glitch takes effect regardless of whether the trap is set off, disarmed or avoided.

Key NPCs

Cloven, the Butcher

A former adventurer and trusted companion to Rinas, Clover was driven mad and turned on his allies. Twisted and corrupted by the Dark Powers, he has become a horrible distortion of his former self and now stalks the streets of Pont-a-Moseau at night, abducting and murdering its inhabitants. His appearence has changed to depict a colorless black and white creature as if he has escaped a noir film. Cloven will not directly oppose the characters at first, as his delusions keep him from acknowledging their presence. Instead he stalks the people of the city, dragging them off into the shadows and building the tension until he is eventually encountered. Once the characters have his attention, he begins to stalk them as he has many others. His corrupted nature and time in the city have rendered him immune to the glitches and anomalies, and granted him the ability to move through the shadows, seemingly appearing and disappearing wherever he chooses. Cloven cannot be truly defeated outside his lair. If encountered earlier and faces defeat, he flees into the shadows. The people of the city are aware of his presence, but due to the nature of the place, show little concern, reacting in the moment only to quickly forget the threat exists. They treat Cloven as an only urban legend and have taken to calling him "The Butcher".

Rinas, the Survivor

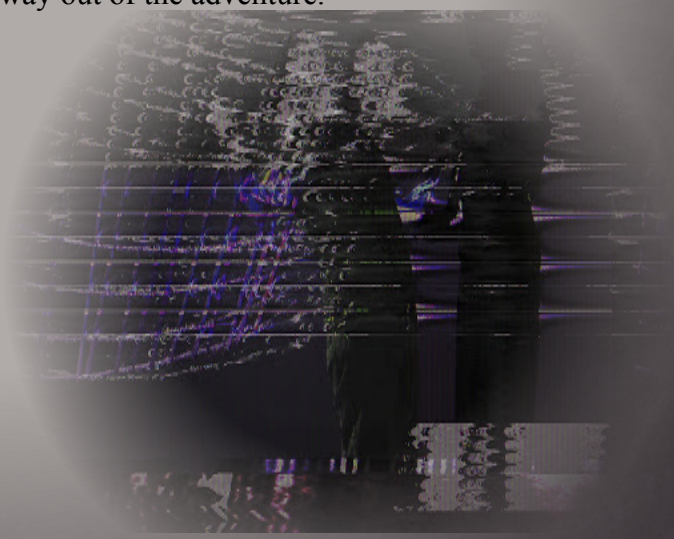
Once a member of a small adventuring party, **Rinas*** and his companions were pulled into Atarte's domain and forced to play the deadly game. Once a devout cleric of Lliira, he was not without skill, but the party was ill prepared for the dangers and horrors that awaited them. When Cloven's madness ultimately caused him to turn on his allies, Rinas did his best to protect them, but as he watched their brutal deaths his survival instincts drove him to flee from the Butcher's wrath. As a half-elf he has a life span that surpasses most and has been living beneath the city for many long horrible years. While not driven to the extremes that pushed Cloven into violence, his solitude and fear has driven him to extreme paranoia. Fearing the monster Cloven has become above all else, he has riddled the city with traps and other hazards to hinder him, dangers which unsuspecting characters may fall into. Having lost his faith due to the extreme circumstances he has long since discarded his holy symbol. If the characters find and return it to him, he will recover enough sanity to aid them in defeating Cloven.

Namwyn, the Lost Soul

Namwyn lost her life to her former friend and ally, Cloven. Once a skilled sorcerer, her **ghost** now lingers, clinging to life. Once lovers, she and Cloven had grown close during their adventures together and even after her death she still holds on to those feelings of love and seeks a means to redeem him. Until Cloven is killed or redeemed she is unable to pass on to whatever fate awaits her. She haunts the city but mostly remains within a warehouse where she met her end. Her body lays broken, the remains withered by time. Within it is a silver brooch, a ***token of Cloven's love*** for her. This jeweled token may provide a means to weaken Cloven and release him from the torments of his own mind.

Pastel, the Beggar

A native inhabitant of the city, Pastel, a common **Thug,** lives on the streets of Pont-a-Moseau. Living his life off the kindness of others, he makes his home living among the alleys and streets. His lifestyle has given him a unique perspective on the comings and goings of the city and has somehow managed to avoid Cloven's notice. Pastel is amiable and inquisitive, and will attempt to befriend the party. This is mostly an attempt to get them to part with their hard-earned gold. He does not wish the characters ill but won't go out of his way to help them either. Like most of the inhabitants, his memory of current events is hazy. He has, however, retained a greater understanding of the strange and often horrible events that occur when the sun sets. Pastel may be the most reliable source of information in the city but will require the characters to pay well for such information. If they do, he may give them information that can help them find their way out of the adventure.



Exploring the City

House Occupants

When the characters explore an area other than those detailed below, you may choose an encounter from the following table or roll one at random. At your discretion, you may also wish to add a trap set by Rinas to the door of the house (see Table 2: Traps).

Table 3: House Occupants.

D8	Occupants
1	Cloven's Victims
2	1d4+1 Ochre Jellies
3	City Folk
4	2d4 Giant Rats
5	Namwyn's Ghost
6	1d4 Swarms (Rats)
7	Glitched House
8	1d4+1 Wererats

1. Cloven's Victims

This house has been the target of Cloven's depravity. The occupants have long since been murdered and carried away. Dried blood coats the floors and walls, and furniture lie in disarray. Anything of value is gone or broken beyond repair, and the stench of death hangs heavy in the air.

2. Ochre Jellies

While most of Cloven's victims are killed and their remains dragged away to the slaughterhouse, some are left behind. Their remains have become a food source for **Ochre jellies** that have been driven to the surface, seeking sustenance. They lay in wait and attack any who enter the abode.

3. City Folk

This house is home to native inhabitants (**Commoners**) of the Pont-a-Moseau. They are not hostile to the characters but won't go out of their way to aid strangers. They know little about the dangers lurking in the city but may direct characters to the tavern for information.

4. Giant Rats

A pack of 2d4 **giant rats** chew on the remains of the house's inhabitants. If disturbed they turn to attack the characters.

5. Namywn's Ghost

The **ghost** of Namwyn haunts the city. Unable to pass on, she moves about seeking a means to put her soul to rest. Her ghostly presence lingers in the house, begging for help before vanishing. She is mostly incoherent, but if the characters are having trouble figuring out what to do, she offers short, cryptic advice on where to go next.

6. Swarm of Rats

When the door to this building is opened 1d4 **swarms of rats** pour out attacking any characters in the vicinity. A DM might wish to use different types of swarms, not higher than 1/2 CR, to add to the randomness.

7. Glitched House

This house is afflicted by the broken nature of the place. Roll once on Table 1 to determine the nature of the permanent glitch and again on Table 3, rerolling results of 7. Some of the rooms of the house have no ceiling, letting anyone gaze into a glitchy dark and misty sky, other rooms have no floor, falling into a glitchy abyss that anyone who falls into is immediately killed and their body lost. Some walls might be illusions that glitch periodically.

8. Wererats

The adventurers who came here long ago drove out or killed most of the native wererat population. Those that survive hid in the shadows and have slowly been increasing in number. They will attempt to kill any characters that enter their lair but flee if facing defeat.

Areas of the city.

A1. Beggar's Row

When the characters enter the Beggar's Row, read or paraphrase the following:

"The muttering voices of humans fill the alley. Their shapes litter the ground, blankets wrapped around them. Some stare at you with looks of surprise or disdain, while others ignore you completely. One of them stands to greet you, his blanket tied around his neck like a cape as he bows. A smile creeps across his face, almost hidden by the filthy tangles of his unkempt beard. "Greetings travelers, you must be new to the city. I am Pastel, allow me to welcome you to Pont-a-Moseau. How may I help you?"

The beggar Pastel **(thug)** attempts to give the characters information in exchange for gold. He will not accept food or other gifts, unless they succeed on a DC 15 Charisma (Persuasion) check. Half mad himself, Pastel rambles on, going off on long tangents unless the character keep him focused on the question.

What Pastel knows

-The local tavern, Le Chat du Noir, is the best place to get a drink, and may have any information they seek. They could also try the Marketplace if they need goods or supplies.

-The people of the city are friendly but have grown distrustful of outsiders through the years.

-Once, adventurers like themselves, came to the city and managed to drive out most of the wererats that controlled it.

-Strange things happen, and most don't notice it, or soon forget. Pastel seems mostly immune to this effect.

-People have been vanishing in the night, but he does not know how or why.

When they are done questioning Pastel or when they grow bored or annoyed with his rambling, read or paraphrase the following.

"A scream fills the air and the beggars in the alley hide under their dirty rags. Pastel takes a step back and looks nervously in the direction of the noise. A monstrous voice calls out into the night. "TO MARKET! TO MARKET TO BUY A FAT HOG." The voice is followed by another scream, then silence."

If the characters rush to the sound of the noise, they find nothing other than a bloody smear on the ground and unusually large footprints that disappear a few steps from the blood. After this event occurs, Pastel is too frightened to answer any further questions.

A2. Le Chat du Noir

"A small tavern sits amidst the crowded buildings. A simple wooden sign hangs above the door depicting the image of a black cat. Light and the sound of voices spill out onto the streets, and the scent of warm food fills the air."

The Chat du Noir is the only tavern still operating in the city, and a common gathering place for the locals. It is often crowded at night as they gather to drink and make merry. It is operated by Francis, an older resident who is acquainted with most of those who live here.

When the characters enter the tavern read the following.

"The tavern is lively, its patrons crammed together into a handful of tightly packed tables. Behind them is the bar which sits mostly empty. An aging barkeep can be seen pouring drinks behind it and greets you with a smile. You get a few glances as you enter, but few give you any notice, their attention focused on their drinks and their companions."

The patrons will be friendly and social to the characters, asking many questions about their travels. If asked about the screams or any information gleaned from Pastel's rambling, they will brush it off saying "*there used to be trouble like that, but it was a long time ago.*" If pressed for details, they simply shrug it off. Francis, the barkeep and owner of the tavern, is more gracious, offering them drinks and a hot meal. He, like the rest of the locals, knows very little about the current dangers facing the city. He shares what he knows, but it is as if remembering events long ago, and mostly forgotten.



What Francis Knows

-A group of adventurers, not unlike the characters, once came to the city and killed off most of the wererats.

-There were four adventurers, and they were all quite skilled. One of them is said to have been a powerful sorcerer.

-The adventurers all left the city suddenly, after some disagreement among them. The people feared them killed or worse.

-If he is asked about the "shadowy figure" lurking in the city, he doesn't know anything, and claims it to be nothing more than an urban legend.

After they are done talking, Francis resumes serving his patrons. If approached again, he treats the characters as if meeting them for the first time, their previous conversation already forgotten.

A3. The Marketplace

When the characters enter the marketplace for the first time, read or paraphrase the following:

The streets of the marketplace are dark and devoid of people. A light fog clings to the ground and the lanterns cast dancing shadows across the ground. A loud booming voice calls out from the far side of the street. "TO MARKET! TO MARKET TO BUY A FAT PIG." You hear the scraping of metal and a sewer grate opens, and a young half-elf in priestly robes emerges and waves toward the far side of the market. A young woman appears in a brown cloak, staff in hand, and rushes toward the priest. The two disappear into the sewer as the grate falls shut behind them.

As soon as the sewer grate closes, night turns into day, and the stalls of the marketplace suddenly get busy with activity. None of the people or shopkeepers notice anything out of the ordinary, and will think the characters mad for suggesting anything unusual has taken place. If the characters have previously encountered Namwyn's ghost and bring her up, they recognize the woman as being the same person.

Glitch: Light of Day

Right after the encounter with Namwyn's ghost, the sun rises and the marketplace instantly becomes busy with activity. No matter what time of day it is in the rest of the domain, it is always daytime in the marketplace. When the characters leave, night returns and the city is again shrouded in darkness.

A3a. Bofo's Fine Wine

A quaint stall run by the halfling **commoner** Bofo. He is extremely friendly to the point of being pushy and will try to get the characters to purchase whatever wine or beer he can sell them. He knows nothing of the current events, but if asked about the adventurers, he speaks of a half-elven priest who once frequented his shop, but it's been many weeks since he's seen him. The characters can purchase any ale or wines available in the Player's Handbook from him at the listed price.

A3b. Etienne's General Goods
A shop full of bags, pouches and general goods. The proprietor, Etienne a human **commoner** is a bit gruff and straight to business. He won't comment on anything going on in the city but can sell them most any non-weapon item available in the Player's Handbook, subject to DM discretion. Prices however are three times the listed price. If they ask why, Etienne tells them that since the warehouse closed it's been difficult to get a steady supply of merchandise. If the warehouse is reopened, he would gladly give them a discount for their troubles.

A3c. Trinkets and Things
Specializing in jewelry, collectables, and other rare items, the shop's owner, Constance a Gnome **commoner**, sells a variety of goods. Most of the jewels are fakes meant to trick travelers, but a few items are genuine. With a successful DC 12 Wisdom (Perception) check, a character can notice an ornate staff, nearly identical to the one carried by the woman they saw when entering the marketplace. If they ask about the staff, they are told it is magical and once belonged to an adventurer that passed through the city. She tries to sell it to them for 100 gp, but settles for 75. Inspecting the staff reveals it is carved with strange runes. Identifying the staff reveals it to be a ***Staff of Adornment*** (XGE, page 139).

A3d. The Salty Swine
A shop offering sausages and cured meats. It boasts an excellent variety and a pleasant aroma hangs in the air around it. Its owner, Marcel a Human **commoner**, offers the characters a free sample if they approach. The meat is harmless and quite delicious. He assures them that he uses only the "finest" meats from the best slaughterhouse in the district (area A7). If asked about the city or the adventurers that once passed through town, he reveals that one of them was a great warrior named Cloven and was a great fan of his meats, buying fresh sausage nearly every day from his shop. Marcel hasn't seen him in quite some time though, and has grown worried.

A4. Warehouse

A large wooden building sits alone at the end of the street. It is dark and silent, the lamps on either side of the entrance remain unlit. You can see little through the narrow window, save for the dark outlines of large crates piled high.

The warehouse has gone unused since Namwyn's death and the old decaying structure remains her tomb. Her remains were unceremoniously left behind after she was murdered brutally by her former companion and lover, Cloven. Namwyn's spirit (**Ghost**) is bound here, and although it can leave the building, she will not know peace until her soul is put to rest.



A4a. Main Doors

"The large double doors are old and cracked. Mold covers large portions of them. A rusted chain is wrapped around the handles, held together by a simple padlock."

The lock is too rusted to pick but can be easily broken with a DC 10 Strength (Athletics) check. Dealing any damage to the lock or door causes either to break apart, allowing entry.

A4b. Storage Area A

"Stale air fills the room. Boxes, crates, and casks are scattered about, covered in layers of dirt and dust. The main storage area doesn't appear to have been used in quite a long time. Most of the crates are full of old dry goods and moth-eaten fabrics. It does not appear as if anyone has been here in quite some time, and the floor is covered in a thick layer of dust."

There are two doors leading out of the main storage area. One small one leading to the Office (Area A4c) and a set of double doors leading to a secondary storage room (Area A4d). Neither doors are locked, but the doors leading to the storage room are covered in thick cobwebs. They can easily be broken or cut away, but doing so will draw the attention of six **giant spiders** living in the rafters of the building. Once the webs are disturbed, they descend and attack.

A4c. Office

"The small office, like the rest of the warehouse, is covered in dust. Several cabinets sit on either side of the desk that lays covered in papers. A chair sits on its side, laying on the floor."

The office contains various shipping records and receipts. The most recent deliveries are almost 100 years old. Inside the office drawers, one can find enough utensils to create a Calligrapher's Supplies kit and a Forgery Kit. Laying on the floor, there is a common rusty paper knife and 6 copper pieces.

A4d. Storage Area B

"Barrels and casks fill the room. Small crates of dark glass bottles lay scattered about the floor. Broken shards of glass are littered around the body of a woman. It lays face down, and is adorned in a tattered brown cloak."

If the characters have encountered Namwyn's ghost previously, they recognize the body as the same person as the ghost haunting the city. If they turn the body over or examine it, they discover the robes covered in dried blood. A large ***silver brooch*** in the shape of a heart holds the robe around her neck, and it is adorned with a small ruby, which is worth 20gp, in its center. The ordinary silver brooch was a gift from Cloven as a token of his love for her. This brooch will lessen Cloven's madness if the characters show it to him, making him easier to defeat during the final encounter.

A5. Rinas' Shack

This small, unassuming shack leads to the current dwelling of Rinas and serves as his current point of access into the city. He watches the characters through the windows but is extremely wary of them. The one-room building is barely standing and much of it has been boarded up. The door has been trapped to alert Rinas to danger, as well as to kill any pursuers. As the characters pass by, they get the feeling that someone is watching. A DC 15 Wisdom (Perception) check or a passive Wisdom (Perception) score of 15 or higher will reveal the source of this feeling.



If the characters discover Rinas observing them, read or paraphrase the following:

"You see eyes peering out at you through a crack in the boarded windows of a small shack. The eyes widen as they realize they have drawn your attention. "No, no, no. You won't get me!" A voice shouts, and there is a crashing noise from within, followed by the sound of glass breaking."

Upon being discovered, Rinas flees into a tunnel leading to his safe house (Area A5b).

The door to the building is boarded up, but the characters can pry the boards loose with a successful DC 14 Strength (Athletics) check. They may also enter through a small window to the right of the door. Both the door and the window are trapped with simple blade traps.

Blade (DC 15) Mechanical Trap

A thin wire holds a heavy blade in place. A DC 15 Wisdom (Perception) check or a DC 15 Intelligence (Investigation) check reveals the trap's presence. A successful DC 15 Dexterity check using thieves' tools disables the trip wire harmlessly. If the trap is sprung, the blades swing out at the characters. The blades have +6 to hit and deal 2d10 damage.



A5a. Shack Interior

"A rank odor fills the room, emanating from heaping piles of dirty rags and clothes covering the floor. Broken scraps of wood lay about, and a table is tipped on its side. Broken bottles, their contents spilling out onto the floor, lay around it. Crudely carved into the wall are three six-sided stars arranged in a triangle. There is no sign of anyone within the shack."

A DC 15 Intelligence (Investigation) check reveals several loose floorboards, partially covered by dirty rags. The opening leads into a rough-cut tunnel that descends into Rinas's safehouse.

A5b. Rinas' Safehouse

"The room is full of wooden boxes, crates, and broken furniture stacked high around the room creating a haphazard maze. "What do you want?" a feeble voice calls out. "Leave me be. He'll find me. Get out before he finds me. You can't stop him. Nobody can, I'm trapped here, trapped forever, and now you are too.""

The room is surprisingly free of traps or other dangers. Rinas can be found on the other side of the room, huddled under a pile of blankets and rags. Tools and half eaten food scattered around the floor. Rinas has mostly given up hope of doing anything more than surviving. He does not react with anything more than repeating that they are doomed, and hope is lost. If attacked, he attempts to flee, but unless killed, he returns here.

Saving Rinas

If the characters can restore a bit of Rinas's sanity, he will be able to aid them when they confront Cloven. To do so, they must present him with his holy symbol which he discarded in the church many years ago.

If they present him with the holy symbol, read or paraphrase the following:

"Rinas looks at the jeweled amulet with a mix of surprise and sorrow. He looks up, tears flowing down his cheeks. "My goddess cannot help me now, she cannot hear my prayers, not in this place, and perhaps never again." He wipes the tears away and sits up and speaks inaudible prayer to himself before turning his gaze back to you. "However, perhaps she may be able to help you. Take it, and with it, the blessings of Lliira.""

Rinas can't recall much of Cloven's activity, but knows he makes his lair around the Slaughterhouse (Area A7). He wishes the characters well, but with a spirit so broken, only a succesful roll of a Charisma (Persuation) DC 20 will persuade him to follow the characters against his nemesis.

The Holy Symbol of Lliira

Wondrous item, Very rare (requires attunement by a creature of good alignment)

A character bearing this amulet is protected from Cloven. When fighting Cloven, they gain a +2 bonus to their AC. In addition, once per day as an action, they may touch a creature within 5 feet, restoring 3d8 hit points. When they leave the city, it loses all additional effects, but remains a holy symbol of Lliira.



A6. The Church of Ezra

"A small stone temple sits alone at the end of the street. The images in the stained-glass windows now unrecognizable, broken beyond repair. Large wooden doors hang ajar, bordered by a large stone arch. At its peak, carved in stone in the image of a shield emblazoned with a longsword across its center."

The church is dedicated to the goddess Ezra, The Lady of the Mists. The priests and priestesses of the church have long since perished, and the residents seem not to notice the place of worship which now sits empty.

The church is also the last place Rinas visited before casting aside his faith and going into hiding. His ***holy symbol of the goddess Lliira*** still sits upon the altar, waiting for him to return.

A6a. Main Hall

"Rows of pews sit empty, some broken or overturned. On the far side of the room rests an altar, bearing the same image as the one resting above the door. On the far side of the room is a small alcove, partially concealed by a stained white curtain."

The moment the characters enter the main hall, activate the glitch as shown below.

The church is mostly empty, though resting on the altar is Rinas's discarded ***holy symbol***. The alcove beyond conceals two doors, one to the left and right. To the left is a storage room (Area A6c), and to the right is the Priest's Quarters (Area A6b).

If the characters investigate the altar, read or paraphrase the following:

"Resting upon the altar is a jeweled pendant. Three six-pointed stars form a triangle, and each bears a precious stone."

A character who picks up the pendant is hit by a sudden wave of sorrow that quickly fades. A female voice whispers, *"please, help him once again find the light of faith."* If the characters have encountered Namwyn's specter, they recognize the voice as belonging to her.

Glitch: Profane/Divine Light

Each time a character enters the main hall, roll a d6 and consult the table below. These effects cannot be removed through magical means and persist until the characters escape the city or are reduced to zero hit points.

D6 Result

1-2 Profane Light
2-3 No glitch
4-6 Divine Light

Profane Light

All characters who enter the room gain the effects of the *bane* spell (PHB p.216).

Divine Light

All characters who enter the room gain the benefits of the *bless* spell (PHB p.219).

A6b. Priest's Quarters

"The room appears to be the living quarters of a priest who once presided over the church. A bed sits in the corner of the room, its bedding shredded and covered in dried blood. A bookshelf is partially tipped over, its contents spilling out onto the floor."

The priest here was murdered by Cloven as the room was torn apart. The books are mostly religious texts dedicated to the goddess Ezra, but are now barely legible. A successful DC 12 Intelligence (Investigation) check reveals a ***silver dagger +1*** hidden under the bed.

A6c. Storage Room

The room is full of linens and small boxes of candles, incense, and other religious implements. It also contains a small lantern and a flask of oil, as well as two bottles of ***holy water***.

A7. The Slaughterhouse

Since his descent into madness, the slaughterhouse has served at Cloven's lair. Hidden beneath it, he goes out every night seeking new prey. Displayed within it are the corpses of his victims, hanging from steel hooks like cattle. These bodies serve as grim warnings to any who might seek him out, and those dwelling within the city avoid the area for reasons they do not truly understand.

A7a. Approaching the Slaughterhouse

"The stench of death emanates from the large building that rests behind a rusted iron fence. The lightless windows stare out over a small courtyard of brown withered grass and stone. A small stone ramp leads up to large wooden doors at the front of the building."

The doors to the slaughterhouse are barred from the outside, but easily accessible. As the characters get closer, the stench of rotting meat grows stronger. The main doors are the only obvious entrance to the building.

If they open the doors, read the following:

"As the doors open, the smell of rot and decay threatens to overpower you. Flies buzz around your head and maggots squirm and writhe about."

Each creature when the doorway opens or upon entering the building must make a DC 12 Constitution saving throw. Any creature that fails this save gains the poisoned condition, which lasts until they complete a short rest outside and away from the slaughterhouse. On a successful save, a creature is immune to this effect.

A7b. The Killing Floor

"As the doors open, the smell of rot and decay threatens to overpower you. Flies buzz around your head and maggots squirm and writhe about. Neat rows of human corpses hang motionless from rusty steel hooks. A look of pain and horror frozen on the faces staring out across the room. Long heavy wooden tables are arranged around the room. Knives, saws, and buckets lying about them. On the far side of the room, past the hanging bodies are a pair of double doors, resting lightly ajar. The corpses are in varying states of decay, some appear relatively fresh, while others seem to have been here for years. Many of them have begun to rot and bits of flesh and limbs litter the ground beneath them."

A7c. The Backroom

"Chains hang from the ceiling of the cold stone room, ending in large steel hooks. On the floor in the center of the room is a heavy steel grate. Gore and entrails scattered across its surface. A low guttural voice calls out, echoing around the room. "HOME AGAIN, HOME AGAIN, MARKET IS DONE!" The voice is coming from below the grate."

If the characters discovered Namywn's brooch, it begins to glow with a pale blue light and her voice can be heard saying, *"Free him from his torment. He too has suffered."* The grate is heavy but can be lifted open with a DC 14 Strength (Athletics) check. Doing so reveals a wooden ladder that descends into Cloven's lair.

A7d. Cloven's Lair

"Lamplight flickers as blood pools around the floor of the cold stone room. It flows toward a drain in the center of the floor. More hooks hang around the room, the rattling of the chains the only sound here. On the far side of the room is a large man, a tattered cloak draped across his shoulders. To his right is a hook attached to chains. The man's head slowly lifts, and cold blue eyes stare up at you with a mix of pain and rage. Slowly lifting himself to his feet he reaches for the chained hook by his side as his voice booms around the room. "TO MARKET, TO MARKET, TO BUY A FAT PIG!""

Cloven pauses for a moment before attacking. If the characters reveal Namwyn's brooch to him, he seems overcome with grief, and this affects his abilities in combat (See Cloven's stat block for details.). He then attempts to kill the characters and add their corpses to his collection.

If the characters manage to defeat him, the exit is revealed.

Success:

If the characters succeed, read or paraphrase the following:

"The room begins to shake as chunks of stonefall from the far wall, revealing a large hole. Mist begins slowly trickling out into the basement. Cracks form in the walls, and the floor trembles as stone and dirt starts to fall from the ceiling."

The room is beginning to collapse, but passing through the opening returns the characters to the Waiting Room.

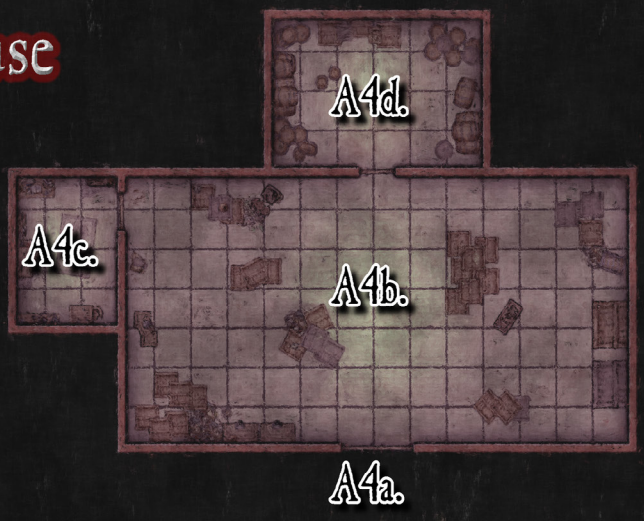
Failure:

If the characters fail, read or paraphrase the following:

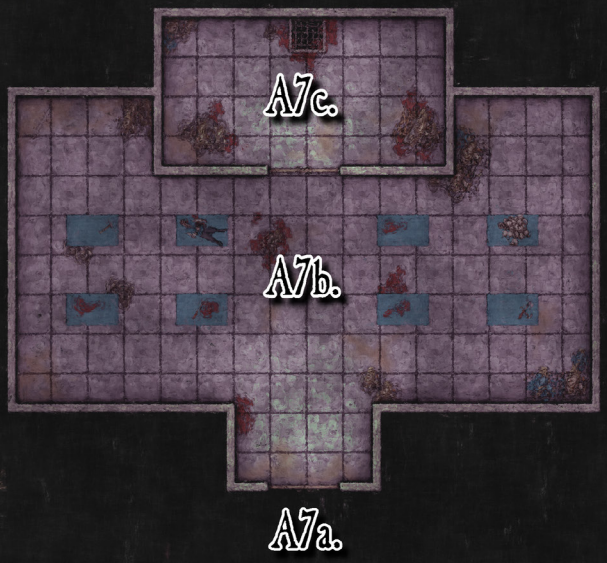
"As you fall, you hear Cloven's voice echoing around the chamber. "TO MARKET, TO MARKET, TO BUY A FAT PIG, HOME HOME AGAIN JIGGITY JIG!" Then everything goes black as the mist engulfs you."


Pont-a-Moseau
Entrance
A1
A2
A3
A4
A5
A6
A7
0
200
Feet
A1. Beggar's Row
A2. Le Chat du Noir
A3. Marketplace
A4. Warehouse
A5. Rinas' Shack
A6. Church of Ezra
A7. Slaughterhouse

A4. Warehouse



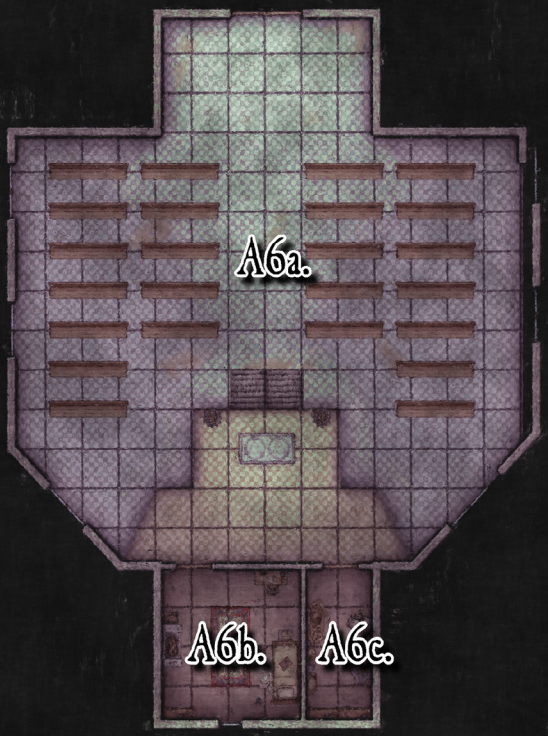
A7. Slaughterhouse





1 square = 5 feet

A6. Church of Ezra



A4a. Main Doors
A4b. Storage Area A
A4c. Office
A4d. Storage Area B

A6a. Main Hall
A6b. Priest's Quarters
A6c. Storage Room

A7a. Aproaching the Slaughterhouse
A7b. The Killing Floor
A7c. The Backroom
A7d. Cloven's Lair

The Heinfroth Heist

Dream Environment
Indoors

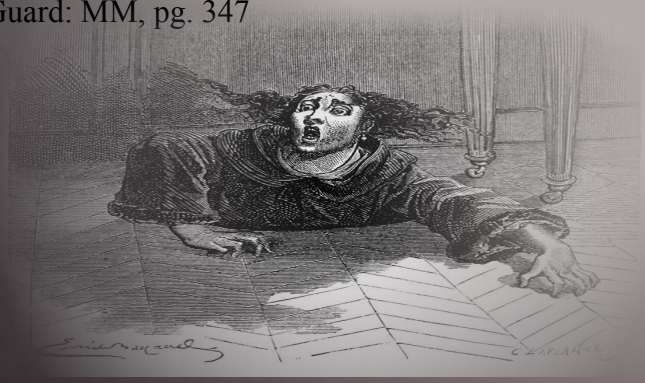
Challenge Type
Stealth, Puzzle Solving, Teamwork, Combat if it goes poorly

Lore Background:
This room is a tribute to the "Dr. Heinfroth's Asylum" segment in the "Bleak House" Raveloft 2e adventure. Doctor Heinfroth is the dark lord of Dominia where he runs a sanitarium in which he conducts cruel mental experiments on his prisoners to study the roots of insanity. As time passes, Doctor Heinfroth's motives turn away from experimentation into cruel sadism for its own sake: prisoners have been replaced by political persons, sent to him by other dark lords and kept as favors to them. Atarte visited the Doctor in an attempt to cure their mad situation. Dr. Heinfroth did not manage to cure them and instead tried to experiment and try his dark practice on them. Atarte, being a master of illusion and deception, managed to escape his sanitarium of evil.

Dream Environment Description:
This room takes the form of a large, gothic sanitarium - a near exact replica of Doctor Heinfroth's real Sanitarium.

Dream Challenge Description
Artarte wants revenge against Dr. Heinfroth for misrepresenting his sanitarium. Creating an exact replica of Heinfroth's asylum, Artarte gives the characters the assignment of stealing a valued book from Heinfroth's library, then escaping. Artarte monitors their plans and progress, hoping to recreate a successful heist at a later date in Heinfroth's actual realm.

Creatures Encountered:
Vampire: MM, pg. 297
Vampire Spawn: MM, pg. 298
Shadows: MM, pg. 269
Guard: MM, pg. 347



Jimmy Meritt

The Heinfroth Heist

Introduction:
The characters are thrown into this dream-adventure to pull off a heist. Hidden within Heinfroth's sanitarium are books of great personal value to Doctor Heinfroth. Characters are given time to plan their caper, then set loose in the sanitarium.

Background:
When Atarte first found themselves merged, they visited Doctor Heinfroth, hoping his mental health expertise could shed some light on their new condition. However, Atarte was horrified to find it was a sanitarium in name only - they wish to take Heinfroth down a peg. Attacking a Darklord directly in his domain is foolhardy, however, but they believe the characters can be used to help plan a different sort of attack.

Setting:
The decrepit, gothic sanitarium's upper floors consist of a large dining area, a "rec" room, a library, a parlor. and sleeping quarters where several cots are pushed uncomfortably close together. The basement has several small rooms where experiments on prisoners are performed. To discourage fraternizing or coordinated escape attempts, both guards and prisoners have wooden masks constantly affixed to their face, making it difficult to discern their identities.

What the Atarte Tells the Party:
Right before the characters enter the door to this dream adventure, Atarte in the guise of the receptionist handles a map of "Heinfroth's Sanitarium".

Characters who speak to the receptionist learn a bit about Atarte's background. Atarte portrays themselves as a patient that she knew a long time ago. They tell the characters of the time Atarte's forms were first merge and how they sought out Doctor Heinfroth, hoping to gain insight on their new mental state. However, they quickly learned this was a Sanitarium in name only - rather than a building focused on mental health, this was essentially a building designed to hold and mentally torture political prisoners or undesireables.

"This is a sanitarium in name only, the practices of the authorities within, and the prisoners, are abhorrent and evil incarnate. True sanitariums are a place of order, wellness, and healing. This building is the antithesis of that"

It is unclear if Atarte is offended by Heinfroth on a moral level, upset to have been deceived by what the Sanitarium is, or just starting trouble on a lark - the answer is likely some combination of these three.

If the characters have learned the nature of the dream domain, the receptionist explains that they are being transported into a simulation of Heinfroth's Sanitarium, and they plan on observing the characters so that their own minions can re-enact their plan at a later date. If the characters do not know the nature of the dream domain, Atarte allows them to believe that the characters are actually being transported into Heinfroth's realm.

Preparation:

Atarte gives the characters ten minutes to plan their heist. To help them plan, Atarte gives them the following information:

-The objective of the heist is to steal three books from Heinfroth's library - he has the original manuscripts of Van Richten's Guide to Vampires, Van Richten's Guide to Fiends, and Van Richten's Guide to the Lich. Heinfroth has hidden these books away within his library, finding them immensely valuable both for the information contained within, and as a collector's piece.

-These three books are all hidden in a book safe, somewhere on the library's shelves.

-Once the books are retrieved and the characters are ready to leave, they will either have to successfully retrieve Heinfroth's key from his study, cast the *knock* spell, or pick the lock without being noticed.

-Within the sanitarium, both prisoners and guards are dressed the same. All wear gray robes with a clay mask, obscuring their features. This is done to give a sense of paranoia to the prisoners. Anyone who plans to escape can never be sure if they're talking to a fellow prisoner, or one of the guards. However, these ready-made disguises can be exploited by a well coordinated team.

-All guards have injections that tranquilise anyone causing trouble.

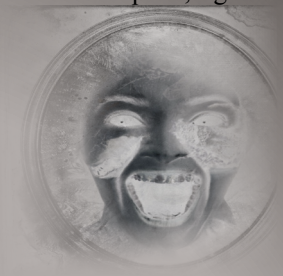
-Doctor Heinfroth, a **Vampire**, spends most of his time in an observation room, which allows him to supervise the entire grounds. He leaves if there is a disturbance that he believes requires his direct attention, or if he is subjecting a prisoner to his cruel experiments downstairs.

-In order to pull of the heist, the characters will have to create a distraction to get him out of that room.

The receptionist joyfully recommends that a character subjects themselves to Heinfroth's experiments, although other plans may be equally effective.

What the receptionist doesn't Tell the Party:

-All of the prison guards are in fact vampire spawn - it'd be a shame to spoil that fun surprise, right?



Entrance:

The receptionist explains that they have ten minutes to plan - once the ten minutes are up, the door will open to let the mists absorb them and place them into Heinfroth's Asylum. A large group all arriving in one place would be suspicious, so for ease of infiltration the mist will deposit them each in a random common room (DM's discretion).

If the characters are having a difficult time planning, Atarte assists by cueing them to certain contingencies:

"After being separated, how will you identify each other from behind the masks?"

"Who is responsible for getting the books from the library? How will you get the books without being noticed by any potential orderlies in the room?

"Is there a way to have the library emptied of any observers?"

"How are you getting out of the front door? If you decide to steal the key, who will do it?"

"What distraction will be used to keep Heinfroth's attention away from what is happening?"

"If someone is captured and brought into the Treatment Room, what is the rescue plan?"

Once the characters have spent ten minutes planning, the mist fills the room - even if they are in mid-sentence. Once the mist covers the characters, have each player roll a d6, in secret, to determine which room they begin in.

Random Areas d6

1 Main Entrance
2 The parlor
3 The library
4 The kitchen
5 Dining Area
6 The Sitting Room

When characters come across a prisoner, roll a d8 to determine the prisoner's personality.

Prisoner Personality D8

1 Aggressive, possibly violent
2 A snitch
3 Paranoid
4 No longer knows if they are prisoner or guard
5 Kind and soft spoken
6 Cheerful and friendly
7 Heroic and brave
8 Planning an escape

All guards and Dr Heinfroth are equipped with 1 Syringe of Serenity (explained at the end of the adventure).

Areas of the sanitarium:

1.The Main entrance.

This carpeted room's main feature is the large double doors, leading to the outside. This door may be opened using Heinfroth's Key (found in room 9), the knock spell, or a successful DC 20 Dexterity check using thieves' tools. If the door is opened while characters have possession of all three books, the mission is successful and a green mist takes them to the waiting room. Two masked figures are in this room - both are **Vampire Spawn** guards. If they see an escape attempt, they attack, attempting to subdue the characters and deliver them to the Treatment Room (see Area 9).

2.The Parlor

"A roaring fireplace lends a soothing tone, and calming paintings of land and seascapes adorn the walls. Tables with three-to-five chairs gathered around them are spread about the room, to make space for meeting in small groups."

The parlor is considered the common area of the sanitarium. Six masked figures are in this room - 1 of them is a **vampire spawn** guard, the rest are prisoners.

3.The Library

"Many rows of books cover the walls here, and a long rectangular table fills the middle of the room. Ink bottles and quills are set at every other table, allowing inmates to spend time writing or drawing."

Two masked figures are in this room - all are **Guards**. On a successful DC 13 Wisdom (Insight) check, characters spot that one of the largest books is a book safe. If the insight check is unsuccessful, characters may attempt a DC 13 Intelligence (Investigation) check - however, this investigation attracts the attention of the orderlies in the room, who then keep an eye on the characters. Characters can choose to make this check with disadvantage, keeping their search subtle and not arousing any suspicion. If both the Insight and Investigation checks are a failure, characters must carefully look through every book to find the book safe - this arouses suspicion from the orderlies. Characters who determine the book safe's location can make a DC 13 Dexterity (Sleight of Hand) check to pilfer through it. This check is made with advantage if the orderlies are not suspicious, and disadvantage if they are. On a failure, orderlies attack the character who attempted to steal the book, delivering them to the Treatment Room (Area 9) if reduced to 0 hp. If Heinfroth is in the Observation Room when the characters steal the book, he sends all orderlies to the front door to block the characters' escape, instructing them to restrain all characters and bring them to the Treatment Room.

None of the human guards carry weapons or wear armor. They all have a concealed Injection of Serenity.



4.The Kitchen

" This is a standard, industrial kitchen. Pots, pans, and other cooking implements line the walls. The masked figures in this room are working together to make food, cooking a bland oatmeal."

Six masked figures are in this room - roll a d4 to determine how many are **Guards**; the rest are prisoners. A secret door in this room leads to the "Treatment Room" - characters who studied its location on the map during the planning phase can find it with ease.

5.Dining Area

" This room contains a long dining table - the table cloth appears to be made of the same material as the robes, and set plates and bowls appear to be made of the same material as the masks. A large chandelier, shaped like a spider, hangs over the table."

When the characters first arrive in the sanitarium, this room is empty, but if they remain here for an hour, a combination of prisoners and guards come here to eat in three shifts.

6.The Sitting Room

" This is another room intended for relaxation and quiet contemplation. One "painting" is on the wall - the painting depicts a white background with what appears to be random black splotches on it - these splotches slowly move and change patterns."

Three masked figures are in this room. All are prisoners. The moving "ink blots" on the painting are actually three **Shadows**. On Heinfroth's command, they remove themselves from the painting, following his orders. If a character spends time observing this rorschach painting, one of the prisoners in the room will discourage it, warning the characters that if they look at it for too long, Doctor Heinfroth will appear and question them on it. The prisoner explains that Heinfroth believes that the interpretation of the images can provide insight into the prisoners' minds.



If the characters spend ten minutes looking at the painting, Doctor Heinfroth comes from the Observation Room into the Sitting Room, questioning the characters on how they interpret the inky shapes.

If the characters attempts to lie to Heinfroth, have them make a Charisma (Deception) check against Heinfroth's Wisdom (Insight) check (+7 bonus). On a success, characters are able to successfully deceive Heinfroth, and he spends ten minutes in the Sitting Room taking notes on their observations before returning to the Observation Room. If Heinfroth knows he is being lied to, he uses his Charm ability on the offending character. On a successful save, Heinfroth is frustrated and returns to the Observation Room. If Heinfroth is successful in charming the character, he starts interogating them, trying to find out who they are and when he realises that the character is an intruder, he asks why they are in the sanitarium, sending guards and **shadows** to intercept any potential thievery of his books.

If the characters decide to answer honestly, Heinfroth spends ten minutes examining their inner thoughts. This examination helps the character reach a better understanding of themselves - they receive a point of inspiration. However, this also makes Heinfroth suspicious of their activities in the manor - Heinfroth remains near the character, observing, until given a good reason to leave.

7.Heinfroth's Room

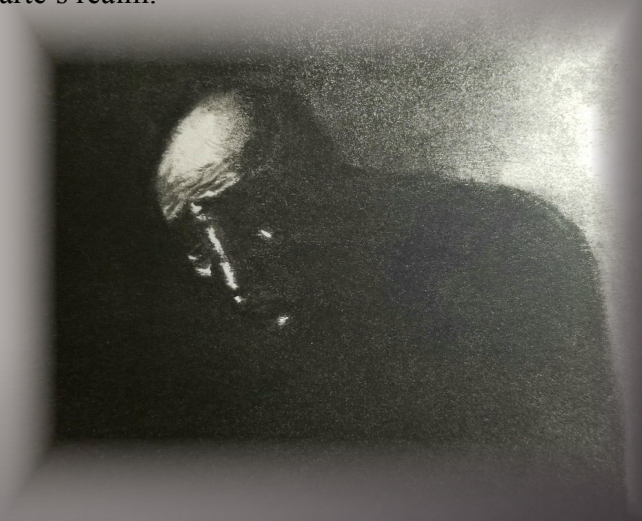
"Heinfroth's room is sparsely decorated. The windows are covered with a thick black cloth, and a coffin is in the middle of the room - heavy, dark linnen covers the coffin, allowing it to be in complete darkness. A variety of dressers and cabinets line the walls, and Heinfroth's journal can be seen lying on the nightstand."

Characters do not begin in this room - to enter it, they must make their way there by traveling through the sanitarium.

Heinfroth's door is locked - it can be opened with the knock spell, or a successful DC 14 Dexterity check using thieves' tools. Doctor Heinfroth also carries keys on his person - a character close to Heinfroth may pickpocket him, making an opposed Dexterity (Sleight of hand) check against Heinfroth's Wisdom (Perception).

If the journal is opened, it is empty - Atarte created this realm, and knows Heinfroth has a journal, but would have no idea of the contents inside.

Heinfroth's dresser is protected by an *alarm* spell. If triggered, Heinfroth's **shadows** from Area 6 begin making their way to the room. Due to Atarte's lack of knowledge of this area, the only thing within the dresser is the ***large key*** to the front door (Area 1). Inside the cabinets, 5 ***Injections of Serenity***, 2 straight jackets and a leather mask made out of human skin. If the characters have not yet learned that Atarte is creating simulations for them, the lack of detail in this room can be a valuable clue as to the nature of Atarte's realm.



8.The Observation Room

"This room's only light source comes from the ten crystal balls spread about on a long table, all displaying images from the various rooms of the sanitarium."

Characters do not begin in this room - to enter it, they must make their way there by traveling through the sanitarium. Heinfroth gives full attention to any prisoners in his Treatment Room.

Heinfroth watches and observes his prisoners and guards through these crystals. If Heinfroth is in this room when the characters attempt to steal the book from the library, attempt to steal the key from his room, or attempt to open the front door, he teleports into that room and calls for his **shadows** (from Area 6) to assist him.

When does he leave?
Heinfroth is certain to leave the room if the following circumstances are met:

-If a character shows interest in the ink blot painting in room 6, Heinfroth will go and attempt to get the character's interpretations of the shapes.

-If the characters prepare an elaborate meal in the kitchen, Heinfroth will go to the dining area to be served, intrigued by the proposition of a change of routine.

-Wishing his guards to remain anonymous, Heinfroth will go himself to handle minor disturbances. He defaults to trying to calmly talk a situation down, but if the situation escalates, he uses his charm abillity on the offender and takes them to the Treatment Room. If the charm is not succesful, he calls for his guards to restrain the target with a straight jacker and inject them with an ***Injection of Serenity.***

Injection of Serenity
A syringe which contains a potent chemical that is used to subdue troublemakers. A creature that is injected with this syringe must succeed on a DC 17 Constitution saving throw or fall unconcious after 1d4 rounds. The creature is stable and wakes up after 1d4 hours or within 1d4 rounds after it is given the antidote.



9.The Treatment Room

Characters do not begin in this room - to enter it, they must make their way there by traveling through the sanitarium or by being forcefully escorted by Doctor Heinfroth or his guards.

Characters in this room find themselves mentally probed by the fake Doctor Heinfroth. Using his vampire abilities granted to him, Heinfroth stares the character down, as the character is battered by a string of mental attacks. To withstand Heinfroth's mental battering, characters make six DC 15 saving throws, alternating between Wisdom and Charisma. On each failure, a character gains a level of exhaustion. The "Treatment" takes Doctor Heinfroth twenty minutes and once it is over, the surviving characters are taken by two **Guards** into the parlor (Area 2).

Exit:

Success:
The instant a character steps out of the front door with the books in hand, a green mist surrounds all characters, sending them off to the waiting room as Atarte's voice speaks in their head - "*Well done!*"

Failure:
If a character is killed, all characters are unsuccessful in their attempt to stealthily take a book from the library as Heinfroth becomes aware of the heist, and the mission is a failure. Atarte ends their simulation, surrounding the characters in a green mist as the room falls apart. Atarte, in the guise of the receptionist, grimly mocks the characters before sending them off to the next dream-adventure.



MAP OF the Heinfroth Heist



1. Main Entrance
2. The parlor
3. The library
4. The kitchen
5. Dining Area
6. The Sitting Room
7. Heinfroth's Room
8. The Observation Room
9. The Treatment Room



One Square = 5 Feet

Vampire Child Escort

Dream Environment
The dungeon is designed to force the characters to make the path safe for a vampire and then escort it to the fountain.

Challenge Type
Roleplay, escort Claudia, then escape after her transformation.

Lore Background
Claudia Berisha is trapped in the entry room of the Sepulchre of the Black Heart. This dungeon was created long ago, to keep the Black Heart Fountain out of the hands of vampires. It was mostly forgotten until discovered by Atarte. The Black Heart Fountain grants any undead one wish, the limits of its power supposedly endless. Claudia, who was turned young, is forever cursed to exist as a vampire in a child's body. She believes that if she reaches the fountain she can have a wish granted and be able to switch to an adult body. Claudia Berisha has few friends and many enemies, because she is considered an abomination by the living and the undead. Atarte easily tricked Claudia into being trapped in the dream world and serv as a guard by telling her of an ancient fountain of desecrated blood that is rumored to be able to "fix her condition." The Black Heart Fountain is very old, very real, and will actually help Claudia attain the adult form she so desperately wants. But both the fountain and Claudia are stuck in this illusionary dream unless Atarte dies or releases her. The road to the fountain is very dangerous to undead and Claudia was destroyed many times during previous attempts. But even her destruction would not free her from this illusionary cage. After Claudia was recreated from ash she was able to remember her previous attempts to go through this path and has figured out that she and the fountain are both trapped in a powerful illusionary reality, she might even alert the characters of the nature of the world around them.

Claudia flew into a rage when she learned of this trick and has slain many of her would-be escorters. When her bloodlust abated, she calmed down enough to try and talk the next group of characters into helping her by pretending to be a cursed human child. Her last bit of hope and sanity is attached to the idea that the fountain is at least as real as she is. Claudia is very good at deception, but if the characters figure out her ruse she will beg and cajole them to help her; she will likely agree to anything that they demand. If she cannot come to an agreement with the characters then she will slay them and wait on the next batch of adventurers. Claudia is aware that this entire dungeon is an illusion but does not know what will happen if she actually makes it to the fountain. Whether or not her transformation is permanent is up to the DM. Claudia can be a friend or foe to the characters later on in their adventures depending on how she is treated, or she can be trapped forever in this illusion.

Atarte assumed that Claudia would simply kill any adventurers that were unlucky enough to enter this room, or better yet permanently destroy herself in a mad attempt to force her way past the running water. But Atarte has underestimated Claudia's desperation and obsession to have an adult body and the dream's ability to recreate her from ash each time the room is recreated. Claudia will promise the characters anything they want if they can turn off the running water, bright sunlight, traps, etc. that are in her way. She claims to know how to get past the final puzzle of the blood fountain and warns the characters not to attempt it without her.



Dream Environment Description
The characters begin this room in the southeast corner of Room 1. The room is an illusionary recreation of the Sepulchre of the Black Heart, but none of the characters should know of it or be able to make any ability checks to figure that out. Claudia will go to great lengths to not explain the true power of the fountain at Room 10. This dungeon has running water, radiant energy traps and curtains, and a powerful unique *symbol* spell that only triggers against the undead. Everything except for the symbol can be turned off in room 8. Room 8 can also be used by clever adventurers to destroy Claudia if they can trigger the Elemental Water source at 6a while Claudia is in Room 6. But she will be recreated the next time the dream is restarted, and unlike most of the NPCs in Dreams of Solitude, Claudia will remember everything.

Daniel Chivers

Dream Challenge Description
The first challenge for the characters is negotiating and getting information out of Claudia. She will attempt to hide her vampire condition and claim to be a cursed immortal child with a blood condition, who was cursed to remain a child unless she can drink from a magic fountain at the end of all the traps. She will claim, rightly, that the energy field at Area 2 burns anyone with her blood condition horribly, but that the characters should be mostly unharmed by it. She will agree to anything if it gets the characters to agree to help her. She will also tell them that she is the only one that can clear the fountain so that the characters can escape. This is a half-truth, for Claudia has no idea what will happen if she actually makes it to the fountain. Claudia has no idea how to turn off the running water and the energy curtains but begs the characters to figure it out. If the characters fight her she will attempt to flee past her ghouls at Room 4 and make one last attempt to beg them to help. If that fails, then she kills them all out of frustration.

Creatures Encountered
Ghoul: MM, pg. 148

New Creatures:
Claudia Berisha

Vampire Child Escort

Introduction:
This dream-adventure is a small dungeon designed to be very deadly to undead and vampires. Nothing in this dungeon should kill the characters unless they do something strange, drown, or try and kill the vampire child, **Claudia Berisha***. The challenge level of this room also assumes that none of the characters are undead. After coming to terms with Claudia Berisha, the characters should easily navigate the dungeon and find Room 8. There they can turn off the traps, or they can also choose to leave Claudia on her side of the dungeon and attempt to swim down into the Black Heart Fountain to escape. If the characters attempt to destroy Claudia then she will likely slay all of them. The characters should not discover that she is a vampire unless they really press for what she is, refuse to help her, etc.

Setting:
-Dungeon: This dungeon guards the Black Heart Fountain from undead intruders. The ceilings are 10 feet tall, except for room 6, and room 10.
-Lighting: This dungeon is very bright with magically bright walls generating sunlight. Note that Room 1, 3, and 4 are only lit by torches, and that Room 5 is in darkness.
-Terrain: The only terrain issues that the characters face are moving through the water in Room 6 or if they attempt to swim into the blood fountain at room 10.
-White Marble Stones: Except for room 4 and 5, the entire dungeon, floors, walls, and ceilings, are made from a white marble quarried and transported here from the Upper Planes. This stone is immune to all damage except for thunder damage and damage from adamantine weapons.

Claudia Berisha
Claudia is wearing a dirty white dress in an attempt to look as pathetic as possible. She is very pale with platinum blonde hair and ice blue eyes. Claudia is a 300-year-old child vampire pretending to be a cursed immortal child with a rare blood condition. She also claims that Atarte has trapped her here (this is actually true) in the hopes that she will kill herself out of despair. She will speak as a 10-year-old child would speak in an attempt to garner sympathy from the characters. She desperately wants to reach the fountain at Room 10 and will promise the characters anything they ask for if they just clear out all of the traps that are designed to hurt a child with her blood condition. Claudia is going out of her way to beg and plead, having given up any hope of escaping on her own. Claudia is normally a gloomy little vampire, filled with self-hate, but she will do her best to act like a scared 10-year-old.

What Claudia Knows
-Fountain? Berisha will not tell the characters that it is the equivalent of a wishing well for vampires. She will claim that the fountain will cure her curse and she will become a "real woman."
-Horrible Noise from the Pit? Claudia will tell the characters that the pit is filled with nasty ghouls who attack and eat anything that drops into the pit. She will not tell the characters that she controls the ghouls and that most of them are all that remain of adventurers she slew in a fit of rage. If she is pressed for treasure in exchange for helping her, she tells them that she knows a secret way to calm the ghouls down and she will trade all the treasure, except for her dress, in

exchange for the character's help. She knows that the ghoul pit and her lair are not altered once the room resets but does not understand why.

-Traps? Claudia knows that the orange energy curtains burns her badly, but the characters should be able to pass through them with little damage. She claims to be too weak to swim (which is mostly true for the running water will act like acid to her but she will definitely not explain this). Those are the only traps that she knows of but she expects more.

-Loud Roaring Noise? Claudia pretends to assume that the loud roaring noise is a waterfall or other fast moving water. She knows exactly what it is but doesn't want to have to explain how she knows its running water and that it has destroyed her body in the past.

-Why are you Trapped? Claudia claims that she was cursed three hundred years ago to live forever as a child after her parents were killed in a peasant revolution (this is pretty close to the truth). Atarte hates Claudia's condition and thinks she is a vile creature that is better off destroyed. Note that Claudia is good at hiding truth by burying it in half-truths. This will usually give her advantage on any contested Charisma (Deception) ability checks.

1. Entry Point

"You find yourselves in a large rectangular room made of finished bricks of white marble lit by torchlight. The eastern wall has a white marble archway filled with an orange energy curtain. A beam of intense sunlight is radiating from it. The southwest floor has a ten-foot deep depression with a metal access ladder. Strangest of all, is the little pale human girl in a dirty white dress softly crying in the northeast corner. She doesn't seem to notice you yet. You hear a loud roaring sound, that could be the sound of a waterfall, coming from the area behind the energy curtain. There is also a slight smell of decay that seems to be coming from the large depression."

Characters that make a DC 10 Intelligence (Nature) ability check can determine that the noise is a large volume of water that is moving quickly. The smell of rot is coming from the 20-foot deep pit in the southwest corner (See Area 3). The energy curtain is one of three separate archways designed to keep the undead at bay and it is explained in Area 2. The ladder in this room is roughly 12 feet in length and can easily be removed. The little girl is **Claudia Berisha***, a vampire child, who is pretending to be a human girl. She has noticed the characters but will wait to be approached or spoken at. If the characters ignore her and look like they will approach the energy curtain or enter the pit in the southwest then she will initiate a conversation.

The DM should review Claudia Berisha's information on the previous pages as well as her statblock on appendix A.

She wants the characters to disable all traps so that she can reach Area 10. If the characters will not do it out of the goodness of their hearts or if they are acting suspicious then she will drop the child act and will speak plainly with them and ask, "what do you want for your help?" If the characters insist on exploring area 2 then she will cry loudly until they have all left and then sneak over to spy on them with her ability to spider climb and her Stealth ability. Once the characters have defeated the ghouls, Claudia will shout down the pit, "help me or die meat sacks!" If the characters still refuse then she will give up trying to communicate and kill them all. If by any chance, the characters manage to kill Claudia, Atarte deems them worthy and grants them victory for this dream adventure.

2. Radiant Energy Curtain Arch

"This beautifully crafted white marble arch is filled with a thin translucent orange energy curtain that shimmers. It looks like syrup made of light that slowly flows from the arch and disappears into the floor. It is bright, but not painful to look at, and makes no sounds at all."

These radiant energy curtains can be turned on or off by using the controls in Room 8. While turned on, the arch will do 1 point of radiant damage to anything that passes through it or 3 (1d6) radiant damage to anything that stands under it. Against the undead, this curtain does 20 (3d6 + 10) radiant damage if they get within 10ft of it. Vampires who touch the energy curtain take maximum (28) radiant damage and are unable to regenerate for 1 hour afterwards. The marble arches are made from stones quarried in the Upper Planes and can only be damaged by thunder damage or adamantine attacks. Each arch has an Armor Class of 14 and 15 hit points. Destroying the arch destroys the energy curtain.

3. Pit into Death

This rough hewn pit is twenty feet deep and opens into a cavern below. The first ten feet of the pit walls are easily climbed, but the next ten feet have no walls to climb because the pit opens into the ceiling of room 4. Anyone looking into this pit will see a large pile of rotting flesh and bones currently being searched and nibbled on by three ghouls. The pile of corpses and bones will not soften any falling damage but it is tall enough to allow the ladder from room 1 to be used to safely descend. Anyone falling down this pit for any reason will start combat with the fifteen ghouls

in room 4. A fallen character is prone until they act on their initiative in combat. Clever characters could lure ghouls to the opening and slowly pick them off or destroy them with spells, but if Claudia believes the characters will not help her she will attempt to push at least one character into the pit before slaying the rest.

4. Cave of Fallen Heroes

"This is a small unnatural rough-hewn cave that smells of rot and death. There are two openings are in the east wall; a ceiling hole leads up and out of the cave into the room above. The pile of corpses looks to be the remains of at least twenty humanoids, stripped of all their gear and chewed on by ghouls."

This cave has a torch in the north wall and the east wall between both openings that lead into the darkness of Room 5. There is no treasure in this room, but there are fifteen **ghouls** that obey any command that Claudia gives them. Claudia's strange size and condition for a vampire means that those slain by her bite raise as ghouls and not vampire spawn. Room 4 and 5 were designed by Atarte to remain unchanged when the dungeon is reset so that the ghouls would remain and slowly grow in number as more and more adventurers died.

5. Claudia's Cabinet

There is no light source in this room. This vampire lair is incredibly modest by any standards. Claudia has piled all of the magic items and treasure into an unlocked chest, and anything she wants to keep for herself are in the cabinet that she is using as a dresser. The bed has no sheets but Claudia usually sleeps under it. Under the bed is an old moldy quilt and a once fine silk pillow that is dark with mold.

-Chest. This unlocked chest contains: 12 pp, 175 gp, 14 sp, 93 cp, a golden neck torque worth 80 gp, three holy symbols of various good aligned gods worth 50 gp each, and a sack with wine, water, rations, and large wheels of cheese. There are also a few magic items in this chest, which are (3) ***potions of greater healing, magic scroll*** with *spider climb*, a ***blue pearl of power, chainmail +1,*** and a ***wand of web.*** Claudia will use any or all of this as a reward to convince characters to help her get to the fountain.

-Cabinet. This cabinet holds neatly folded womens clothes, underclothes, shoes, bags, and anything else that Claudia hopes to wear one day. Hanging from a makeshift hanger is a fine green to chocolate ombre ***silk sheath dress*** that has been enchanted to protect the wearer as if it were a set of studded leather +2. Claudia loves this dress and knows exactly what it can do. She will not offer this in trade and would rather kill the characters and wait on the next batch before giving this away.

6. Flowing Elemental Water

"The loud roaring sound is making it difficult to talk or hear anything and the air is heavy with moisture. You see a set of stairs descending into white and frothy churning water. After about 10 feet the stairs are completely submerged in water but you can still see pretty far into the water because even the submerged areas are glowing with a bright sunlight."

The DM is encouraged to read about swimming and underwater environments in Chapter 5 of *Dungeon Master's Guide*, but this room is not intended to drown the characters, it is designed to cause continual acid damage to vampires foolish enough to attempt to cross through it. Due to the clarity of water and the glowing bright walls visibility in this water is 100 feet. The players will need to swim through roughly 80 feet of flowing water. If the characters are struggling with this area, tell them that there is about three feet of air at the ceiling in the middle forty feet of the body of warer that can be used to regain breath. The flowing water will not force the characters eastward unless they stop swimming. The water exits the Elemental Plane of Water from the west and then flows eastward through four sets of iron grate walls, each forty feet wide. The cross grate walls have square openings between the bars that are no larger than three inches.

6a. Elemental Water Drain

If a character passes the last grate and enters into the area with the drain then they are pulled towards the whirlpool and are stretched and torn to shreds as their corpse is forced into an area of elemental chaos and shadow. This drain is always on, and if the source at Area 6b has been turned off then the drain will look like a violent bubbling circle of water. This path into the Elemental Plane of Water is not survivable and is blocked by the mists of Ravenloft.

6b. Elemental Water Source

This purple glowing ellipse is roughly twenty feet across and is a one-way exit from the Elemental Plane of Water. If a character somehow reaches and touches this ellipse, they will take 3 (1d6) force damage. The ellipse can be turned on and off from Room 8.

7. Secret Door

The secret door on the north wall can be detected by a passive Perception of 13 or higher. The door can also be discovered with a DC 13 Intelligence (Investigation) check. This simple secret door is just a section of wall hinged to be pushed into Room 8. This door is obvious and has a pull handle if seen from inside Room 8.

8. Control Room

"This simple room is dominated by a machine console on the west wall. The console seems to be built of pure platinum and gold. There are also three iron lockers against the north wall."

This is the control room that can be used to shut down every undead trap or ward except for the symbol at Room 9. Each locker contains a few useful items as well as a user's manual written in Celestial, Draconic, Elven, and the Sylvan languages. The manual, if studied for 10 minutes by a character who can read and understand any one of these languages, will allow any character with an Intelligence higher than 7 to operate the machinery without fail. The manual will also explain that the fountain has to be kept from the undead at all costs because it will grant their deepest darkest desires. The manual will mention a portal at its base but will not mention that it is filled with blood or that there is a large beating black heart on top of the fountain. Each locker contains 2d20 one-pound bars of electrum (each one-pound bar of electrum is worth 25 gp) and (2) vials of ***holy water***. The left locker has a ***sling +1*** and a silk pouch with 13 silvered sling stones. The middle locker has a ***longbow +1***. The right locker has a ***silvered warhammer +1***.
The console is filled with dials and levers and buttons that are labeled in an ancient Celestial script none of the players will understand. The console is also protected by radiant symbols that will deal 2d8 radiand damage to any undead touching it. These symbols can be dispelled for 1 hour by a *Dispel magic* spell. If they use the console after reading the book in the locker (or if they magically translate the script on the console) then they can do the following:

-Blessing of Celestia. (Note that this effect is not explained in the user manuals found in this room). If this button is selected then the creature that selected it is reduced to 1 hit point and is paralyzed for 1 hour (this cannot be dispelled). The character gains a permanent resistance to necrotic damage that can only be removed by a wish. This function of the console can only be used once every 101 years. It is up to the DM to remove or keep the resistance to necrotic damage after the characters succeed or fail at completing this illusionary adventure.

-Turn on/off Radiant Curtains. This button turns the radiant energy curtains (Areas 2 on the map) either on or off. The curtains cannot be selectively toggled; they are either all on or all off. This effect is instant.

-Turn off the Elemental Plane of Water Portal. This button turns off or on the source portal at Room 6a. The water will have cleared all of Area 6 after one minute passes. If the water is turned back on then Area 6 will be flooded in two combat turns.

-Turn off the Lighting. This lever turns off all of bright magical sunlight that is illuminating everything except Rooms 3, 4, and 5. When this is selected the user suffers 1 point of lightning damage as the console shorts and renders this lever broken. This lever cannot be repaired and the lights cannot be turned back on unless a character uses *wish* or the dream restarts.

-Lock Southern Door. This button locks the secret door if it is in the closed position when selected. The door can still be forced by a DC 15 Strength (Athletics) check.

If anyone randomly begins to move levers and turn knobs on the machine console, then have that player roll a d100. If they roll a "100," then they are healed as per the *heal* spell and they are immune to necrotic damage for 1d2 days. If they roll a "15" or less, then they are the target of 5-foot-radius flame strike that does 6d6 fire damage and 6d6 radiant damage, or half that amount if the target succeeds at a DC 15 Dexterity saving throw. All other d100 roll results do nothing.

9. Celestial Sunburst Symbol

This powerful symbol was placed against the southern wall and made permanent by the efforts of a planetar. The symbol looks like an abstract mosaic of the sun and is 8 inches across, visibly vibrating with magic and power. It only triggers if an undead creature is within 10 feet of it. If the dungeon-wide sunlight effect has been turned off by the console at Room 8, then this symbol fills the room it is in with magical bright sunlight



Celestial Symbol of Sunburst.
This symbol can only be created by a planetar, and only at great effort and cost. It is similar to the *symbol* spell, but can trigger an unlimited number of times, once per turn until destroyed. This particular symbol is triggered by any undead coming within 10 feet of it. This symbol detects undead as if it had truesight at 10 feet. Once triggered it casts the spell *sunburst*, centered on the nearest undead creature, or nearest creature if no undead are within line-of-sight. This particular version of sunburst will disintegrate a vampire if it fails a DC 19 Constitution saving throw. This Celestial symbol can be identified by a successful DC 20 Intelligence (Arcana) check or successful DC 15 Intelligence (Religion) check. Any clerics of sun, shadow, light, or darkness will have advantage on this check. Those who successfully identify it will also know of three ways to destroy it. *Detect magic* cast on this symbol will detect extreme abjuration, conjuration, and evocation magic. The caster of *detect magic* must also make a DC 10 Charisma saving throw or permanently gain the blinded condition. If the symbol is drawn or explained to Claudia, then she also knows what this symbol is and will explain that is incredibly dangerous and it is best avoided. If that is not an option, Claudia will say that the blood of a mortal will destroy it, if it is completely covered in it (she will remind the characters that her blood won't work since she is immortal).

Destroying the Symbol. A dispel magic spell can dispel this symbol but the DC is 19, and a failed attempt triggers the symbol's sunburst effect once. The underlying wall can be chipped away (with adamantine weapons or thunder damage) which ruins the symbol. If the symbol is completed covered with fresh mortal blood or other bodily fluids it is also destroyed.

Using this to Destroy Claudia. It will be very difficult to kill Claudia with this symbol because she will recognize it immediately. But she could be trapped in Room 9. If the flowing water was turned on behind her.

10. Black Heart Fountain

"This room has a vaulted ceiling that is 25-feet high near the center. This high ceiling allows for one of the strangest things you have ever seen to fit into this room. The center of the room is dominated by a 25 foot wide fountain of blood with a black marble column in the center supporting a black beating heart easily 6 feet across. The heart is covered in green arteries and veins and it provides a never-ending supply of blood to the pool below."

This is the Black Heart Fountain, and no mortal means can identify it or explain its history for it has been removed from the memory of all mortal beings. If one of the characters has access to a *commune* spell or its equivalent then they might be able to talk a higher power into explaining it, especially if they mention that a vampire wants to use it. If a creature is inspecting the fountain, they will see a brass plaque with draconic writing on the north side of the fountain base that reads:

"The battle was costly but we were victorious. Alamander sacrificed its soul but this terrible thing will remain hidden from the drinking enemy forever more. May the memory of this vile thing be destroyed, for the mad idea of Exateratt The Demented cannot be."

Nothing that the characters are capable of will destroy or alter this fountain. The DM should think of this fountain as a vile evil artifact. The black blood is exactly what it looks like: blood. If it is filled into vials or other containers it will act like unholy water. Any attempt to touch, hit, dispel, etc. against the black beating heart will fail. No sunlight creating spells or radiant damage spells will work if the caster can see the Black Heart. Turn undead attempts made by any creature that can see the Black Heart will fail. Any other spells or abilities specifically designed to control or damage undead will fail if the caster can see the Black Heart. The characters cannot see through the blood in the fountain but any determined investigation will show that the fountain is much deeper than the surrounding floor level. Anyone swimming down the fountain will be teleported out of this room (see Escape) once they travel roughly 40 feet down.



Claudia and the Black Heart.
If Claudia reaches this room by any means, the fountain will erupt and a stream of blood will stream towards her and violently slam her into one of the corners. While this is happening she is completely immune to any attacks or magic. As she is filled with ecstacy, it will take an entire minute for the blood geiser to abate, but Claudia will have absorbed about 95% of the blood directly into her at the end of that time. She will then be completely healed and transformed to a vampire with an adult body. She will sit, naked, in a small pool of blood against the corner laughing and admiring herself for at least another minute if left alone. This should give the characters ample time to escape.
If any characters attack her, she immediately fights back and will likely kill all the characters. Fighting her in this room is tantamount to suicide, for the Black Heart will grant her regneration of 50 points of damage at the start of her turn as long as she can see the Black Heart. If reduced to 0 hit points, she will turn into mist and enter the heart, hiding within it until the characters leave.

Once Claudia has transformed, the fountain will be empty and the Black Heart will not pump more blood into it for three days. A blue glow can be seen from the magical exit portal at the bottom of the circular stairs.

Sticking Around to Chat. If any characters remain who have treated her with respect, she will thank them and offer to turn one of them, but only one, into a full vampire if they want. The first to say yes is smiled at, then quickly attacked as she tries to drain them completely of blood. If the other characters interfere, she will attack them with the intent to kill. She will be true to her word and turn the character that volunteered even if they eventually fight against her and have to be reduced to 0 hit points first. A character turned into a vampire is now under the control of the DM. If none volunteer then she will gather her things and use the portal herself within the next ten minutes. Any characters that have not treated her with respect will be attacked if they have not used their time to flee. If the characters flee or don't stick around to talk to her then Claudia will quickly gather her things from Room 5 and then attempt the exit portal. The exit portal will work for her but it will transport her to a random ravenloft domain. Whether or not Claudia ever sees the characters again is up to the DM.

Escape

"You have escaped the Sepulcher of the Black Heart and begin to realize that your memory of the vampire fountain artifact is slowly fading. You begin to wonder why and then forget what you are wondering about. Nothing you collected in that illusionary room has followed you back into the waiting room, short of your mental scars and a vague sense of unease over the missing time in your memory."

You may choose to let the characters keep some of the magic and or mundane items they found. If you choose so, adjust the text accordingly.

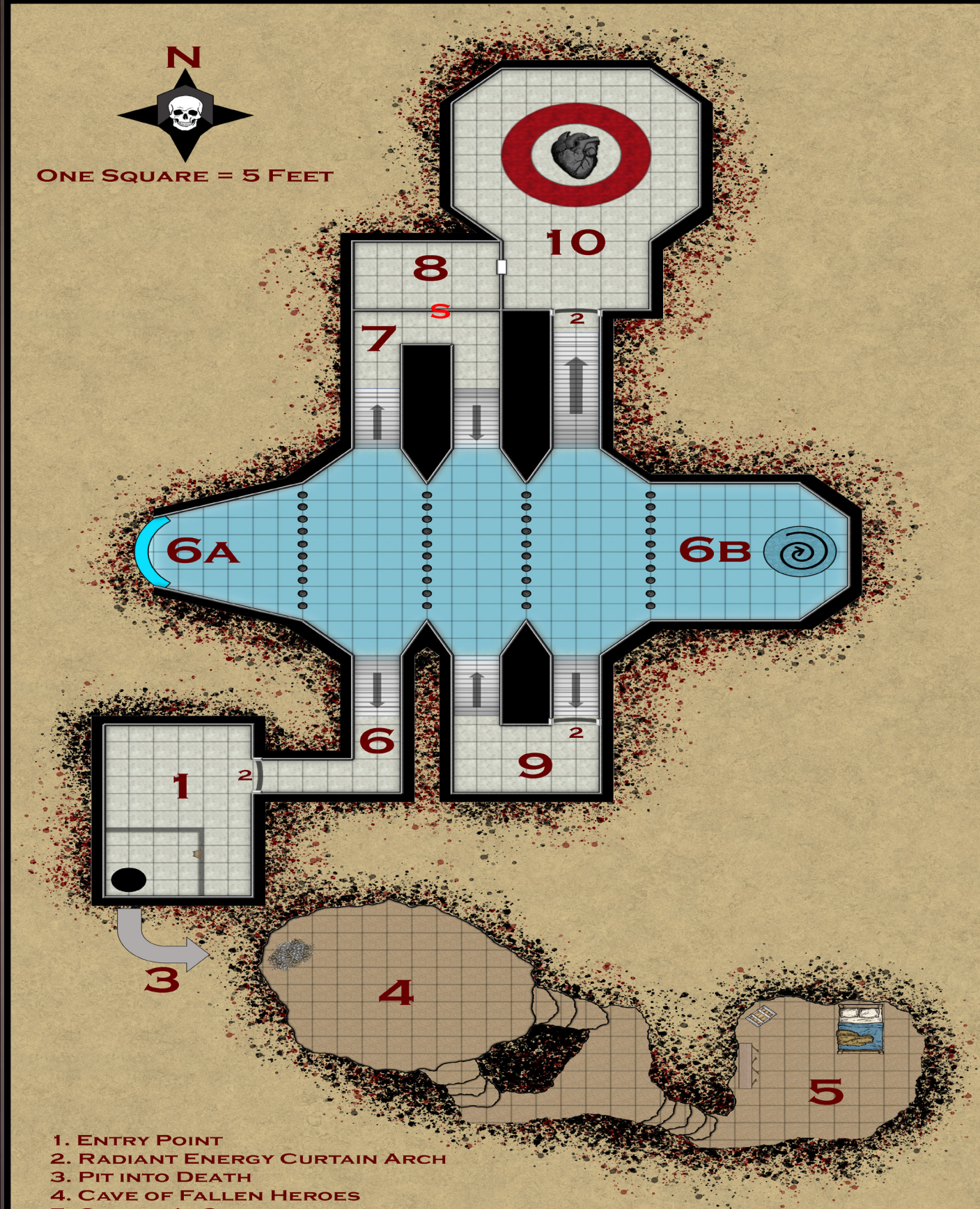
Death

If Claudia killed the characters then read:

"You awaken in a cave of some kind, surrounded by other ghouls fighting and feasting over a pile of old corpses. The pile of meat, tasty meat, looks like a feast. It smells amazing. Your mouth waters. Your thoughts fade. Then you wake up as if from a nightmare, back into the waiting room."



MAPS OF VAMPIRE CHILD ESCORT



1. ENTRY POINT
2. RADIANT ENERGY CURTAIN ARCH
3. PIT INTO DEATH
4. CAVE OF FALLEN HEROES
5. CLAUDIA'S CABINET
6. FLOWING ELEMNTAL WATER
   - 6A - SOURCE
   - 6B - DRAIN
7. SECRET DOOR
8. CONTROL ROOM
9. CELESTIAL SUNBURST SYMBOL
10. BLACK HEART FOUNTAIN

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Graveyard Of Invitation

Dream Environment
Graveyard

Dream Challenge Type
Riddle, combat encounters, final boss encounter

Lore Background
If a graveyard is disturbed one too many times - by graverobber, necromancer, or other means - sometimes the sorrowful spirits that inhabit it come together to protect their eternal home. These spirits manifest as necromantic energies searching for an empty grave. When they find one, these perturbed spirits combine to form a creature known as the Arms of Invitation, which then lure those who intrude on their sacred ground to the grave to be suffocated and turned into an undead creature, cursed to guard the graveyard for eternity. Atarte had faced such a creature in the past and was fascinated by the "eco-system" it forms in order to protect its area.

Dream Environment Description
The dream is a vast cemetery - at least, that's what it looks like. In reality, though, this graveyard is cursed; when a creature reaches one edge, they appear at another random edge, eternally looping through the same space. It's always night here, a sliver of moon hanging in the sky, the stars obscured by clouds. The tombs here and there are moist with humidity, and nocturnal creatures call quietly in the distance. The ground is muddy, and the air is chill.

Dream Challenge Description
The characters must face the graveyard's inhabitants and find the cursed gravestone to which the Arms of Invitation have attached themselves. A riddle leads them to the cursed gravestone, which they must then destroy to complete the challenge.

Creatures Encountered
Avatar of Death: DMG, pg. 164
Deathlock wight: MTF, pg. 129
Shadows: MM, pg. 269
Ghost: MM, pg. 147
Minotaur Skeleton: MM, pg. 273
Skeleton: MM, pg. 272
Specter: MM, pg. 279

New Creatures
Arms of Invitation

Graveyard of Invitation

Setting
Ceilings: Night sky
Doors: Unless otherwise specified there are no doors
Lighting: Dim light from a sliver of moon in the sky
Smells: Wet ground, fresh loam, with an undercurrent of decay
Walls: Few, described inline where they exist
Terrains: Graveyard, hill, and light forest

Introduction
This octagon-shaped graveyard is cursed. When a creature reaches one edge, they appear at another random edge, eternally looping through the same space. To determine from which side the character(s) re-appear, roll a d8 and place them at that numbered side of the octagon. The characters must find the cursed grave that the Arms of Invitation use as a base. To find it, they need to find the clues and solve the riddle.

For best effect, use the following rules when playing through this dream-adventure:

-The characters never feel the teleportation when they reach an edge; instead, they feel as if they are traversing a vast graveyard that never ends. One possible way to realise that they are looping through the corners, is to mark the graves.

-When the characters are within 50 feet of each other, the teleportation impacts everyone in the group the same; it does not split up the group.

-Describe the areas, but use the map as a DM tool only. Keep it hidden from the players until they figure out that they are moving in circles. At that point, you may reveal the player's map.



Dimitris Boutsikas

When the characters appear for the first time in this dream, place them at Edge 1 and read or paraphrase the description below:

"A vast cemetery stretches before you. The scent of soil hangs in the still, chill air, and nocturnal creatures make noises in the distance. The cemetery itself is silent, the graves within countless. Gravestone after gravestone, tomb after tomb, are barely lit by a sliver of moon hidden in the clouds. A few withered, weak trees dot the landscape, the only sign of life."

Marked areas are described below along with their encounters.

1: An area full of graves

When the characters enter this area, read the following:

"Gravestones sit in what were once carefully-straight lines, now marred by time and erosion. Shadows crawl across the ground as you move, appearing predatory, illusions created by the everlasting lanterns atop some of the still-standing stones. In the distance, a spectral image hovers - a skeletal hand, too big to be human, gesturing you toward it."

In this area, some gravestones have small lanterns embedded in them. The light they give off creates monstrous shadows that seem to prowl along the ground as the characters move through the area. About 50 feet away, a spectral, skeletal hand appears, inviting the characters to approach. If the characters close the distance, the hand points them toward an open grave. When the characters are within 5 feet of the open grave, 2 **deathlock wights** and 4 **shadows** appear, surprising the characters as they attack.



When the encounter ends, a successful DC 12 Arcana or Religion (Intelligence) check reveals that the characters have fallen prey to the **Arms of Invitation*** (see Appendix A.) and they must find its real gravenest to locate and kill it. A necromancer, death cleric or similar character will automatically succeed on this roll. The **Arms of Invitation*** (or, more specifically, an illusion of it) appears several times while characters cross the graveyard, luring them into undead attacks each time. This section contains Statue M1, described later.

2: A thin forest on a small hill

When the characters enter this area, read the following:

"On top of this small hill are a smattering of thin, barely-living trees, as if the ground itself can barely harbor life. The trees here don't move, even with the wind; instead, they are utterly, almost guiltily unmoving. Old, decaying gravestones are scattered around unevenly, some of them fallen. Bones litter the ground as if the graves have rejected them."

As the characters begin moving through this area, a rattling sound begins. This sound comes from **skeletons** (15 humanoid, 1 minotaur) that rise and attack the moment the characters start moving through this area. Describe them rising from the ground, around trees, from behind tall gravestones - all scrambling toward the characters and readying for battle.

The undead will attack after one round, driving the characters toward Statue at M-2, which is in the area and is described later.

3: The middle of the graveyard

The middle of the graveyard is lifeless and filled with gravestones. Two mausoleums rise from the middle. Inside each one is an object with a carved phrase on its base (see M-A and M-B).

When reading the inscriptions of the statues, do not forget to inform the players of the red letters that differ from the others.

Mausoleum A (M-A): When the characters examine the first mausoleum, read or paraphrase the following:

"This grey stone mausoleum is covered in moss and darkened by time. Surrounding it is an old metal fence, rusty with age, the top of which sports still-sharp spear tips. Next to the mausoleum, also behind the fence, stands a statue of an angel who wears a cape, its hands holding a sword that points toward the ground."

If the characters go inside the mausoleum, read the following:

"A sarcophagus dominates the inside of this tomb. On its lid, the form of a young lady has been intricately carved from marble, arms crossed over her chest. "May the lady of light shimmer in your heart" is carved into the marble at the lady's feet."

The statue of the young lady holds no weapon. A character with a DC 12 Perception (Wisdom) check can see that one of her fingers points to the window of the tomb, where another mausoleum stands in the distance (see M-B).

If a character gets within 5 feet of the sarcophagus, a **ghost** appears, similar to the marble statue on the sarcophagus lid, and attacks the party.

The second mausoleum stands on the other side of a small pond of black water. Characters can reach it by crossing the stone arch bridge across the pond's center.



Mausoleum B (M-B): When the characters cross the bridge to the second mausoleum, read or paraphrase the following:

"You cross the stone bridge, the silent, blackish water as deep and dark as oblivion. Deadly silence settles; you hear no howls or crickets, and even your footsteps are barely audible. In the pond's center flank the bridge, their black marble disappearing into the water below. Though you cannot see their faces, you also cannot shake the feeling that these guardians watch where you tread."

The statues do nothing; they are simple statues.

When the characters examine the second mausoleum, read or paraphrase the following:

"This gate to this tomb stands at the end of a stone path from the bridge. A wooden double door, locked, bars the entry."

A DC 12 Sleight of Hand (Dexterity) check, along with thieves' tools, can unlock the double doors, and a DC 18 Athletics (Strength) check can break them.

If the characters go inside the mausoleum, read the following:

"Inside the tomb is pitch black - unnaturally so. Something malevolent senses you and shrieks, launching its ghostly form at your direction. An open maw and sharp claws reach out to pull you in."

Five **spectres** attack once the mausoleum doors are open and must be dealt with before the characters can see what is inside.

M-B:

"Inside the tomb is a statue of an old man in the robes of nobility or possibly magic. He holds a wand outstretched, pointing far away. On its based are carved the words "Drango Van'Songue. Your greatness has no limits. May your glory be eternal."

The wand points toward Statue at M4.

Statue M4 : When the characters begin to approach the statue that the wand points toward, read or paraphrase the following:

"This part of the cemetery is pockmarked by open graves, the remains of several graverobbers' unholy looting. Between the holes stands a statue of a woman waving a mantle, eyes closed, a single finger pressed to her lips as if asking for silence. On its base a phrase is carved: "Do not disturb the dead." Several other statues stand in the dim distance."

This area contains no encounters, but the ground is considered difficult terrain. Characters must make a DC 10 (Dexterity) saving throw to pass through it safely. If a character fails the saving through, they fall into an open grave and take 1d6 fall (bludgeoning) damage.

If the characters make any loud noise, the statue's eyes open, and its expression twists in fury as a strong wind roars at them but nothing else happens.

Riddle

The graveyard holds several statues most, standing, though one adorns the top of a sarcophagus. Each stands 15 feet high and they are made of grey stone. Specific descriptions of each important statue are below; the others can be described however the DM wishes.

Though several other statues exist within the graveyard, only six have phrases carved in their bases. Each one points to the next one in order, until all six statues have been found. If the characters follow them in order, they will receive the following phrases (in order):

The statues are as follows, with the changed letters in bold red:

Statue M1: This statue is a knight marching, holding a sword that points toward another statue in the distance. On its base carved the phrase: *Eternal **g**lory awaits those who confront death* (points to M2).

Statue M2: This statue looks like Death itself, in long robes, holding a scythe.The hooded statue points with a skeletal finger toward another statue in the distance (M3). On its base is carved the phrase: *Those who do not fear me, **e**ternal glory shall meet* (points to M3).

Statue M3: This statue is of a Valkyrie who has just landed, one hand on the ground, her face set in determination. She looks ahead, but her spear is pointed toward one of the mausoleums (M-A). On its based is carved the phrase: *Wrath of Hea**v**ens* (points to M-A).

Statue M-A: This statue is of a young lady that has been intricately carved from marble, arms crossed over her chest. On its base is carved the phrase: "*May the lady of light shimmer in your heart.*" Her finger points into the distance. The statue points to M-B.

Statue M-B: The statue of an old man in the robes of nobility or possibly magic. He holds a wand outstretched, pointing far away. On its base the following words are carved: "*Drango Van'Songue. Your greatness has no limits. May your glory be eternal.*" The statue points to M4.

Statue M4: Between the holes stands a statue of a woman waving a mantle, eyes closed, a single finger pressed to her lips as if asking for silence. On its base a phrase is carved: *Do not disturb the dead*.

With a successful DC 10 Investigation (Intelligence) check, the characters note that some letters in these phrases are not actually Common, though they are close. These letters can be in any language the DM chooses, and together form the name Gletvalth Herard. A DC 12 History (Intelligence) check reveals that this is the name on a random grave the characters passed earlier. The name reads as: *GLETVALTH NERARD*

Finding the Cursed Grave

When the characters find the gravestone with the name Gletvalth Nerard on it, the **Hand of Invitation*** summons one **avatar of death** per character to attack immediately. Defeating the avatars means that the characters are now able to attack and destroy the grave to complete this dream's challenge.

When the characters are victorious, read the following:

"A gigantic figure with a skeletal head, draped completly in black, appears in the night sky. "This land is mine," it croaks hoarsely. "Atarte gave this land to me." A hand emerges from the floating black cloth, skeletal and huge, and slams into you all before you can avoid it, sending the world spinning and fading to black. Suddenly, you wake up inside the waiting room."

When the characters are defeated, read the following:

"As the last one of you succumbs to your wounds, a gigantic figure with a skeletal head, draped completly in black, appears in the night sky. "Another one bites the dust and joins our family" it croaks hoarsely. A hand emerges from the floating black cloth, skeletal and huge and grabs all of your unconcious bodies and throws them inside empty graves. As the tombstones fall and everything turns black, you wake up inside the waiting room.



MAPS OF THE GRAVEYARD OF INVITATION





Fey Blood Merchant

Dream Environment
Infinite desert

Dream Challenge Type
Taste-testing, Moral dilemmas of freeing a slave that doesn't want to be saved.

Lore Background
Hidimba is an infamous Rakshasa merchant that sells a variety of infernal or abyssal spirits, drugs, and slaves throughout the multiverse. After a pleasant evening of bartering with Atarte, he agreed to set up this desert dream for Atarte's amusement. He was given the Vistani child, Mavicus, and has been using him to explain the dream and also conduct a taste test for his new brews, especially the green experimental "lemonade". Every fifteen days, Hidimba returns to the dream to talk to Mavicus, give him food and water, and let him know that his parents are doing well (a lie, since Hidimba sold the parents into slavery). Hidimba has not decided if he will eat the child or keep him as a store clerk, but the little chatterbox may just be growing on the rakshasa. If the characters hurt or kill Mavicus, Hidimba will vow to hunt them down and enslave them all. No one breaks his toys without asking or paying a blood price first.

Dream Environment Description
This dream is an infinite desert with a large alien red sun burning in the sky. There are mudbrick buildings within sight of the beginning location. If the characters choose to wander, they find themselves in sight of the starting location after 1d4 hours. This dream has no night cycle. The temperature stays steady at 110° F (43.3° C). Next to the merchant's camp is the only shade to be found outside the scorpion's lair. See the Dungeon Master's Guide, p. 110, for information on how to deal with extreme heat and exhaustion if the characters spend too much time outside wandering.

Dream Challenge Description
The primary challenge is roleplay: the characters must interact with Mavicus and likely drink the green lemonade so they can get the key to get to the free-standing door in the middle of the shaded area, which is the only exit from this dream.

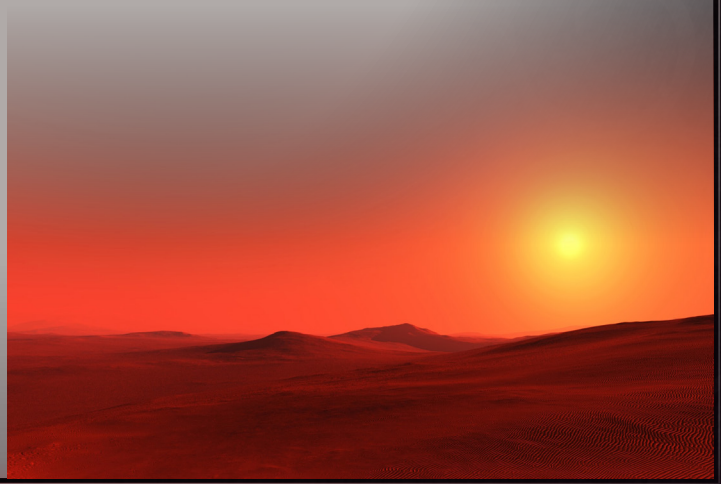
Alternatively, the characters can learn that previous adventurers lost a key in a giant scorpion nest (Area 4). The correct key opens the door, though the rest of the keys do nothing. The characters can also become exhausted from extreme heat if they continually explore the desert and/or refuse to rest in the shaded area.

Creatures Encountered
Gargoyles: MM pg. 140
Giant scorpions: MM pg. 327
Phase spiders: MM pg. 334
Rakshasa: MM pg. 257
Commoner: MM pg. 345

Fey Blood Merchant

Introduction
This room is an infinite desert where the sun never sets. The only thing that breaks the vast sand plans are mud brick buildings clustered together in the distance. When the characters reach the buildings, a Vistani child will hail them, explain what is going on, and offer to sell them a variety of magical items and other trinkets. The child, who introduces himself as Mavicus, will also rent out the shaded area as a place to sleep, offer to give them keys in exchange for taste testing a few products, and generally be helpful. At the same time, Mavicus will warn the characters that they need to leave within two weeks, since his master will return after that and probably kill them all.

Setting
-Illusory desert: This desert is an uninhabited illusory world that Hidimba cooperated with Atarte to form.
-Lighting: High noon in a desert with a massive red, unmoving sun in the sky.
Terrain: Sand.



Daniel Chivers

Mavicus
Mavicus is a 15-year-old Vistani boy (**Commoner**), dressed in rich silks, who is wearing a gaudy yellow turban. He sports many gold rings and necklaces. He greets the characters enthusiastically and says he has much to "*tell and sell them.*" After laughing at his inside joke, he gets down to business. Mavicus is upfront and honest with the characters, having no reason to lie. He also takes the characters at their word, since he believes adventurers are all heroes.



What Mavicus Knows
Mavicus answers questions as honestly as possible. Below is what he knows:

-How do we escape?
Mavicus knows about the door in the shaded area between the gargoyles at Area 3. He tells them that one of his keys opens the door, which is how they can escape the room. However, he doesn't know which key is the right one because his master gives him new keys every two weeks. Mavicus is willing to sell the characters keys, tell them where a stash of keys is hidden (in the giant scorpion lair), or trade a key if the characters taste-test some of his master's new drink creations.

-Who is your master?
Mavicus believes that his master is a demon named Hidimba who is forcing him to be a merchant. His master brings him food and water every two weeks and discusses the results of his taste-testing and visits from adventurers. Mavicus also believes that Hidimba feeds and shelters Mavicus' parents (though this is a lie) in exchange for his loyalty and service. Mavicus can describe what Hidimba looks like, but he does not know what the word, "rakshasa," means. The boy is also convinced that Hidimba will slay the heroes if they confront him and pleads with them not to do that.

-What's in the desert?
Mavicus says, "*Sand, spiders, hyenas, snakes, and very large scorpions that live in a field of shattered statues in that direction.*" He correctly points to Area 4.

-What do you have to sell? See Area 2.

-What's in the drinks? Mavicus says that the drinks have "faerie blood" in them, but makes it clear he doesn't believe that. However, the "lemonade" is, in fact, the blood of fey creatures made into a mind-altering alcoholic drink.

-Are we the first adventurers you've seen?
Mavicus has been here for many months and has seen at least 8 different groups of adventurers. Most eventually leave out of the door in Area 3, but one group never returned from the giant scorpion nest in Area 4. Mavicus says that group had at least 8 keys and a solid amount of gold on them when they died.

-What happens when people drink the lemonade?
Mavicus is honest and informs the characters, *"Sometimes they see things that aren't there. Sometimes they start fighting each other. Sometimes they go to sleep. Mostly, they just get drunk.*"

-We have no money to buy keys.
Mavicus tells them that the dead heroes who fought the giant scorpions in Area 4 had lots of gold coins on them, and he hints that they could use that gold to buy keys.



Random Encounters

The following random encounter table can be used as the characters wander the desert or enter any of the areas.

2d4	Random Encounters
1	2d4 giant scorpions
2	4d4 giant wasps
3	Skeleton of a dead man with a rusty scimitar
4	Bubbling pool of clear liquid (water)
5	Stung by a scorpion
6	Bubbling pool of clear liquid (acid)
7	2d4 phase spiders
8	Skeleton of a long dead basilisk

1. Giant Scorpions.
The party encounters these giant insects. They can avoid them easily or choose to attack. The giant scorpions have no treasure.

2. Giant Wasps.
These giant wasps can easily be noticed and avoided if any of the characters have a passive Perception of 11 or higher.

3. Skeleton of a dead man.
This skeleton is completely stripped bare save for a rusty scimitar near its left hand. If the characters search the skeleton, they find a ***potion*** bottle labeled Poison in Dwarven under it. The brown liquid is indeed poison; a character who drinks it needs to make DC 12 Constitution saving throw or be poisoned (until after a short rest) and exhausted for 2d4 rounds as they vomit violently. This potion is not magical.

4. Bubbling Pool of Water.
This pool resembles a steaming prismatic hot spring. A successful DC 12 Wisdom (Survival) check will identify this pool as boiling water that's drinkable once cooled. The boiling water does 3 (1d4) fire damage per round. Anyone fully submerged in the pool takes 7 (2d6) fire damage per round. The pool contains nothing of value.

5. Stung by a Scorpion.
One of the characters is stung by a scorpion. The character takes 4 (1d8) poison damage or half damage if they succeed on a DC 9 Constitution saving throw. The scorpion is easily squashed.

6. Bubbling Pool of Acid.
This pool looks exactly the same as a pool of boiling water. A successful DC 12 Wisdom (Survival) check identifies this pool as boiling acid. The acid pool does 4 (1d8) acid damage per round, and anyone fully submerged in this pool takes 11 (2d10) acid damage per round. The pool contains nothing of value.

7. Phase Spiders.
These phase spiders attempt to surprise the characters by ambushing them from the Ethereal Plane. If the characters can detect creatures in the Ethereal Plane, they are not surprised. The spiders have no treasure and flee into the Ethereal Plane if two of them are killed.

8. Skeleton of a Basilisk.
This skeletal basilisk is very old. A successful DC 15 Intelligence (Investigation) check reveals that this skeleton is at least 50 years old. There is nothing else of interest.

1. Entry Point

"You find yourselves in a flat desert made of scattered brown rocks and sand. Above you is an alien red sun that beats down on your already-sweating skin. In the distance are a few squat brown buildings; it's impossible to tell their distance. No wind blows; there are no animals sound. There is not even a cactus in sight."

Characters with a passive Perception of 15 or higher, or those that can see at long distances, can barely make out a grey smudge about 30 degrees right of the brown buildings (Area 2). The grey smudge is Area 4.

The characters are in a dream that forms a desert where the sun never moves, night never falls, and it is always 110° F / 44.3° C. If the characters move in any other direction than toward Areas 2 or 4, they magically arrive back in area 1 after 1d4 hours of travel. If characters refuse to sleep in the shade or otherwise continue to wander the infinite desert, the DM can begin to track exhaustion, using the extreme heat rules found in chapter 5 of the Dungeon Master's Guide.

2. Mudbrick Buildings

"A few mudbrick buildings, as tan as the desert sand, stand huddled together against the harsh landscape. Most of them collapsed long ago, but the closest one is in good repair. It appears to be a shop. A few wooden signs are attached with various statements written on them: Great items! Fair prices! Try the Lemonade! About 300 feet from the store is a large circle of gargoyle statues surrounding a strangely dark circle of ground. A small arrow sign, the words Path for Napping painted in a child's hand on it, points in that direction. A boy stands near the store, wearing bright silk clothing and a yellow turban. He waves an expensive looking black staff at you excitedly and shouts, "Hello heroes!" You see no other living creatures or animals."

Before running this encounter, read Mavicus and What Mavicus Knows in the Introduction section.

Mavicus, the child merchant, stands on a stool behind a rough wood counter. Behind the counter is an iron chest with a coin slot on the top. This chest's solid locks requires a DC 15 Dexterity (Thieves' Tools) to pick, and only Hidimba has the key. Mavicus puts all the coins he earns into this box. Also behind the counter is an open stone coffer with around 20 keys in it. The one-room shop behind Mavicus has one shoddy exit door that is fixed with an equally shoddy lock that can be picked by anyone proficient with thieves' tools. The door can be forced open with a DC 10 Strength (Athletics) check.

Mavicus is a Vistani (human) child commoner, AC 10, 2 hit points, who wears all the magic items he has for sale (see the list below). He keeps the non-magical items in a blue and purple checkered toy box.

Don't forget to give the handouts to the players, a precious member of this project drew them for the writer of this story, his father. Thank you Tristan "Underfoot" :).

Mavicus' Marvelous Menu

Quantity - Item - Price

20 Random keys 200 gold pieces for 1
30 Silvered arrows 120 gold pieces for 10
30 Silvered bolts 110 gold pieces for 10
3 Silvered daggers 65 gold pieces for 1
1 Silvered longsword 140 gold pieces for 1
1 Silvered quarterstaff 90 gold pieces for 1
1 Silvered spear 85 gold pieces for 1
6 Glass potion bottles 2 gold pieces for 1
3 Holy water flasks 30 gold pieces for 1
4 Essence of Ether poison vials 373 gold pieces for 1
19 Rations 9 silver pieces for 1
3 10-gallon barrels of water 8 gold pieces for 1
12 Half gallon clay jugs of wine 3silver pieces for 1
48 Mugs of Faerie Blood Lemonade! 1gold piece for 1

Green! Black! Blue! Floaties! Clear! Pink! Try them all!

Services

12 hours of nap time! 1 gold piece per hero
(Please no fighting the gargoyles - they protect you as you nap.)

Special Taste Test!

Try the new lemonade, Faerie Blood!
Leave a review and get a random key!

Magic Items (For Heroes ONLY!)

Emerald Ring of Radiant Resistance! 2700 gold pieces
Diamond Ring of Jumping! 2300 gold pieces
Ebony Staff of the Adder! 2250 gold pieces
Gold Chain of Wound Closure! 2100 gold pieces
Boots of the Winterlands! 1750 gold pieces
Yellow Turban of Water Breathing! 1200gold pieces
Immovable Rod! 1000 gold pieces

Any item bought from Mavicus or found in this adventure can be kept after the dream is over. Feel free to adjust this rule if you deem that any of the items are too powerful.

Magical Items.
Mavicus wears or carries all the magical items he sells. If a character buys one, he frowns, but turns it over after tucking the coins into the iron box behind the counter. Mavicus cannot open the iron box, so he does not give refunds and only accepts exact change, any extra coin is considered to be a tip.

Random Keys to the Exit. These keys all fit into the locked door at Area 3, but Mavicus does not know which key opens the door. The DM should decide which key is correct and feel free to embellish the descriptive details of each key turned over to the characters.



Mug of Faerie Blood Lemonade. These mugs are squat glass jars, stoppered with wide corks sealed with yellow wax. The liquid inside them is clear, slightly carbonated, and green. Mavicus believes that Faerie Blood Lemonade is not actually made with the blood of fey creatures, but he is wrong; the lemonade is made with the blood of fey creature that were slowly tortured and bled. Characters can learn the truth by finding the journal in Area 4 or the recipe page glued to the back of a **gargoyle** in Area 3 or by succeeding on an Intelligence (Investigation) or Wisdom (Insight) skill check (DC 20). A characters with brewing proficiency has advantage on these skill checks. Drinking the Faerie Blood Lemonade is not an evil act unless the characters know that it contains the blood of tortured fey creatures. Creatures that are immune or resistant to poison treat this drink as normal water; otherwise, drinking Faerie Blood Lemonade has one of the following random effects:

Random Effects of Drinking Faerie Blood Lemonade

2d10 Result

2. Drinker regains 2d4+4 hit points. Drinker is blessed, per bless spell, for 2d4+4 minutes.

3. Any time the drinker tries to cast a spell in the next 1d6+1 hours, roll 1d20. On a 1, treat it as a Wild Magic Surge, as though they were a Sorcerer with the Wild Magic Sorcerous Origin. If they are a Sorcerer, they get a Wild Magic Surge on a roll of 1 or 2.

4. Drinker makes a Constitution save (DC 16) or becomes heavily intoxicated (use the effects of slow spell) for 1d4+1 hours. Intoxication can be cured by any spell, skill, or item that can cure poison.

5. Drinker becomes enraged, as the barbarian ability, but they are unable to voluntarily end this for 1 minute; after the effect wears off, they gain one level of exhaustion.

6. Drinker has advantage on all Charisma skill checks and saving throws for one hour.

7. Drinker makes a Wisdom (DC 10) saving throw or immediately buys and consumes another lemonade if available.

8. Drinker is immune to all forms of normal sleep for 48 hours. Drinker gains no benefits for a long rest until they can sleep again. A Sleep spell or magical effects that are similar negate this effect.

9-13. The drink is refreshing and tastes like lemonade. Nothing happens.

14. Drinker immediately falls asleep unless they make a Charisma saving throw (DC 13). Drinker sleeps for 1 hour and, if allowed to sleep, wakes up refreshed as if a long rest had occurred.

15. Drinker is convinced that they can see ghosts and spirits for one hour. No other effects.

16. Drinker has advantage on all Constitution saving throws for one hour.

17. Drinker makes a Charisma saving throw (DC 15) or suffers from Confusion for 1 hour. Dispel Magic (DC 14) check dispels this effect.

18. Drinking this concoction is as if casting Stoneskin on oneself. They gain resistance to non-magical bludgeoning, piercing, and slashing damage for 1 hour.

19. Drinker makes a Constitution save (DC 15) or gains two levels of exhaustion and a +2 bonus to Wisdom for two hours.

20. Drinker takes 2d4+4 points of poison damage but does not get thirsty or hungry for 48 hours.

Treasure. Mavicus wears or carries all the magical items he sells, as well as 3 gold rings worth 30 gold each and a gaudy gold chain necklace worth 340 gold. All other treasure is either in the toy box or behind the counter. Mavicus has no coins on his person, but the iron box contains 3d100 gold and 5d100 silver coins. In the hut is a magic bag of candy sweets that never runs out, a cot, and some wooden toys. Mavicus will refuse to sell the candy bag.

3. Shaded Area With Gargoyles

"Twelve gargoyle statues stand in a circle around an area of magical twilight big enough for your party to rest comfortably within. The reprieve from the unrelenting sun is inviting. Inside the shaded area are the remains of older campsites, a collapsed tent, and some scattered firepits. In the center of the shade, a 12-foot-tall wooden door stands in its frame that is attached to nothing."

If a character has a passive perception of 14 or higher, add:

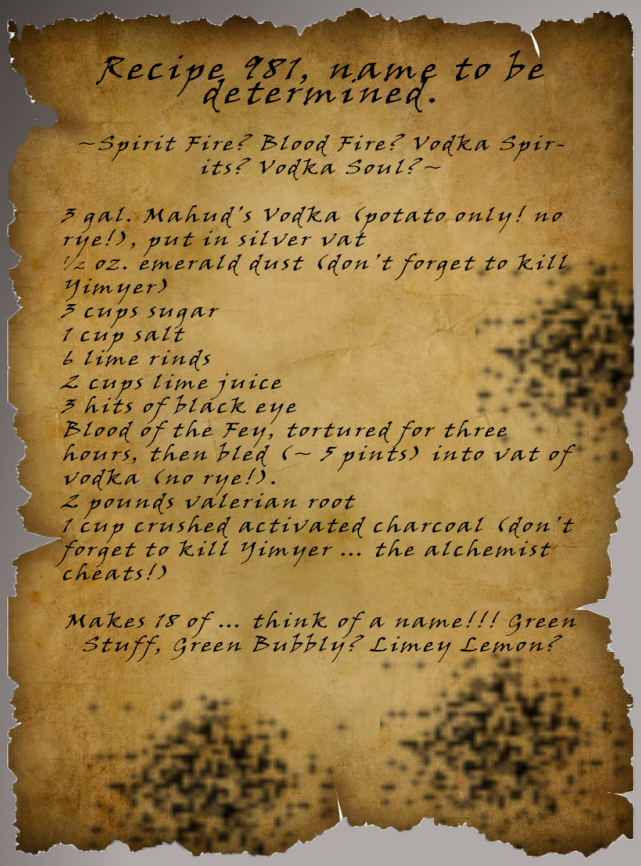
"One of the gargoyles has a yellowed piece of parchment glued to its back."

The twelve **gargoyles** do not attack the characters unless they are attacked. They are under a magical compulsion to only attack giant insects or basilisks. *Detect magic* shows the gargoyles have strong enchantment magic on them. If a character successfully (DC 16) casts *dispel magic* on a gargoyle, then the enchantment ends and it attacks. *Detect magic* reveals that strong evocation magic makes up the entire twilight area. If one of the characters tries to dispel that magic, it succeeds automatically and the shade disappears, allowing the scorching sun to light the area.

The door seems to be non-magical until characters use the correct key to open it. After that, detect magic reveals powerful transmutation and evocation magic.



The piece of parchment on the gargoyle's back is a "lemonade" recipe that certainly suggests the drink is a product of torture. The parchment has the following written on it:



Recipe 981, name to be determined.

~Spirit Fire? Blood Fire? Vodka Spirits? Vodka Soul?~

3 gal. Mahud's Vodka (potato only! no rye!), put in silver vat
½ oz. emerald dust (don't forget to kill Yimyer)
3 cups sugar
1 cup salt
6 lime rinds
2 cups lime juice
3 hits of black eye
Blood of the Fey, tortured for three hours, then bled (~ 5 pints) into vat of vodka (no rye!).
2 pounds valerian root
1 cup crushed activated charcoal (don't forget to kill Yimyer ... the alchemist cheats!)
Makes 18 of ... think of a name!!! Green Stuff, Green Bubbly? Limey Lemon?

Twilight Area.
The shaded area is a 60-foot radius cylinder of dim light radiating out from the free-standing door frame. The shaded area is a constant 65° F / 18.3° C. This dim light extends 600 feet into the sky.

The Exit Door.
The door frame stands freely on a stone slab roughly 12 feet across. The door itself opens and closes freely, even without a key. The lock, set at the base of the door, cannot be picked because it is not a physical mechanism. Only the correct key will turn in the lock and activate the portal. All other keys fit into the keyhole, but do nothing.

When the portal is activated, the space inside the frame becomes a field of harmless energy. Any creature that touches the energy field has completed the challenge and the illusion ends for that character, transfering them back to the waiting room.

If the characters destroy the door, they also destroy the exit portal. The door has 10 hit points and a 12 AC. Only a wish can repair the door. The door is automatically repaired when the dream restarts.

Freeing Mavicus. Mavicus tries to dissuade the characters from trying to rescue him, since he believes the **Rakshasa** will kill his parents if he leaves his post. If Mavicus is forced to leave, he is inconsolable and demands to be brought back for about an hour, then goes into shock and refuses to cooperate. If Hidimba arrives and finds Mavicus gone he will go to great lengths to track the characters. What future complications this creates is up to the DM and whether or not they want Hidimba to be an illusion or real. The Dream has to be completed in 15 days, since Hidimba returns. After that he will attempt to kill or enslave the characters. The child, Mavicus, will warn the adventurers to play along with the tasks and not attempt to free him from his master.

If the characters decide to ambush his master, Mavicus will tell them that he uses the door in the shade to enter. He pleads with the characters not to ambush his master, even offering to give them everything he has to just leave. If Mavicus is not silenced and restrained when Hidimba arrives, then he tries to warn his master of the ambush in an attempt to save his parents.

4. Field of Shattered Statues

"The endless sand here is littered with the remains of at least 50 individual statues of various humanoids, all long ago broken apart. In the middle of the remains, a hole descends into darkness. Two six-legged giant lizard corpses lie rotting just outside of the cave entrance. At least, they seem like corpses, but it's hard to tell in this constant dry heat."

The corpses are two basilisks that were killed years ago. They contain no treasure. The shattered statues are all that remains of a large group of elves that died

here years ago. The basilisks died at the hands of previous adventurer, but 7 **giant scorpions** have made the cave system their home.

You can alternate between giant wasps (MM 329), giant spiders (MM 328), and giant scorpions to make any combination of them. Feel free to add extra monsters if the characters linger.

This cave has no lights, so characters that explore it without a light source or darkvision are at a disadvantage when fighting.

The entrance to the cave slopes down for 160 feet, then opens up into a room approximately 55 feet in diameter with no other exits. There is a small pool of water in one corner and a strangely neat and orderly pile of bones next to it. If the scorpions did not leave to investigate any vibrations or noise outside, then they are in this room and will attack the characters, mistaking them for easy prey. The room is cooler than the outside. Once the scorpions are dead, the characters can use the room to rest safely.

Treasure.
The clear pool is only 4 feet deep and has an opening that even a large creature could explore. The pool contains 8 keys, one of which will activate the door in Area 3. The pool also contains the following:
-313 gp, 218 sp, 3 cp
-A silver ring worth 20 gp
-***Breastplate +1*** decorated with an image of a medusa in bas relief, made of a strange metal that makes it appear to be pure silver.
-***Adamantine javelin***. Adamantine weapons are useful against certain constructs, where their hits are always critical. The javelin is made of pure adamantine, weighs 9 pounds, and is easily worth 2000 gold pieces for the metal weight alone.

Stacked Bones.
Hidimba has stacked all the bones next to the pool in like groups. Rolled up like a scroll and sticking out of a skull's eye socket is a page from Hidimba's journal, placed there for no good reason. Written in Common, it says:

My Journal

Day 234,567

"*I was bored so I visited my little secret place. I was still bored so I tortured some slaves. Then I remembered! There are ways to use fey blood and alcohol to make some very interesting concoctions or ... is it called a tincture? Seeping in alcohol ... distilling in alcohol ... oh who even cares. I need to stop killing alchemists. I am still bored. Bye!*"

Completing the Room
Any character that correctly uses the door in Area 3 wakes up in the waiting room. Read the following:

"You have escaped the alien desert with the giant red sun ... or more precisely you have woken up in a bed having finally escape a very convincing illusion. Who knows what's next..."

Dying on a Strange World
The players will have to get creative and or be inordinately obstinate to get their characters killed in this dream, but those that succeed, read the following:

"You have died on a strange world, under a brutal red sun. Even a 15 year old managed to survive there but somehow you perished..."



MAP OF THE FEY BLOOD MERCHANT



HORRORS IN CHATEAUFAUX

Dream Environment
Dead-end street in Chateaufaux, small town of Dementlieu.

Challenge Type
Combat

Lore Background:
Dementlieu is one of Ravenloft domains. Chateaufaux is a small town within the Dementlieuse territory. Despite its modest magnitude, Chateaufaux's crafts and inventions are a pleasant contrast to the fine art and sophistication of Port-a-Lucine, the cultural heart of the core of Dementlieu. There was a murder on a dead end near Avenue de Progres, one of the most important roads in Chateaufaux. A team of gendarmerie guards, charged with public safety across Dementlieu, are proceeding with the investigation. When the adventurers arrive in this dream, gendarmerie badges appear on their chests, which are either sewn on their clothes or glued to their armors or shields. René Thoubold, captain of the gendarmerie, orders the party to proceed with their investigation. The adventurers must walk into the dead-end to have a closer look at the crime scene, for they are the ones looking for clues.



Dream Environment Description
This cul-de-sac is 90-feet long and 10-feet wide. Two dark brick walls flank the road, impeding daylight and keeping the cul-de-sac dark and gloomy. Looking down the trail, grim and tenebrous windows judge the gendarmerie members with a malicious stare. Large trash cans, garbage, and filth overflows the area. A hefty pile of corpses, litter, and rubbish accumulate at the end of a blind alley. A repulsive and reeking stench burns nostrils and eyes. Blood and pus ooze from the corpses' wounds and cuts, complementing the rotting smell. The flies feasting over dead bodies is the only distinguishable sound.

Dream Challenge Description
Captain René Thoubold orders the adventurers to delve into the dead end to investigate the murders. All the rubble causes the area to be difficult terrain. The moment the adventurers manipulate or touch the corpses to analyze them, they move. The characters must defeat these monsters.

Creatures Encountered:
Ghoul: MM, pg. 148
Skeleton: MM, pg. 272
1 Gibbering Mouther: MM, pg. 157
1 Mummy: MM, pg. 228

Horrors in Chateaufaux

Introduction
When the mist absorbs the adventurers and transports them to this location, Chateaufaux's gendarmerie badges appear on each of the adventurers. They appear near Avenue de Progrès, at the entrance to a cul-de-sac. The captain of the gendarmerie orders them to explore the crime scene the moment they appear.

Background
There was a vicious murder in a dead-end in Chateaufaux. The gendarmerie is charged with the safety of the Dementlieu citizens, and therefore must do what they can to find who was responsible. Atarte had experienced such a murder when they were visiting Dementlieu. To Atarte's amazement, the perperator was no other than the Captain of the gendarmerie.

Setting
-Walls: Brown bricks and concrete.
-Floor: Concrete, covered with dirt, blood, and rubbish.
-Lighting: Low, creatures with no Darkvision need a source of light to see, such as a torch or a lamp.
-Smells: The whole alley reeks of rotting, putrid corpses. The stench of the ghouls, the gibbering mouther, and the mummy complement each other to create an atrocious smell.
-Terrain: Small town.

Arthur Rouise

What Captain René Thoubold tells the party

When the characters first enter this dream, they meet Captain René. He tells them the following:

"Thank you for meeting me here conscripts. As you know, you were tasked to find clues that lead us to finding who is responsible for these atrocities. What atrocities you ask? Are you stupid or incompetent? Look around you, so many corpses and destroyed property! Come on, there is no time to lose, hurry! Explore the alley, keep your eyes open! I'm looking forward to reading your report, though I doubt that you will be able to be succesful."

1. The Dead End

"This cul-de-sac is 90-feet long and 10-feet wide. Two dark brick walls flank the road, impeding daylight and keeping the cul-de-sac dark and gloomy. Looking down the trail, grim and tenebrous windows judge gendarmerie members with a malicious stare. Large trash cans, garbage, and filth overflow the area. A hefty pile of corpses, litter, and rubbish have accumulated at the end of a blind alley. A repulsive and reeking stench burns nostrils and eyes. Blood and pus ooze from the corpses' wounds and cuts, complementing the rotting smell. The flies feasting over dead bodies is the only distinguishable sound."

For each adventurer present, one **ghoul** raises from the filth. However, these ghouls have a special characteristic. They all look the same as the players. The shock of looking at their undead alter egos is excruciating. Any creature that is able to see the undead must make a DC 12 Wisdom saving throw. On a failed save, the creature is horrified until the end of the encounter. Horrified creatures make attacks with disadvantage against any of the ghouls. Four **skeletons** attack with longbows from the windows, 30 feet above the ground. A **gibbering mouther** is concealed below broken gear, blood, and rubbish. It acts at the end of the first round of initiative. Any creature that starts its turn within 20 feet of the gibbering mouther is subject to its gibbering ability, regardless of line of sight.

During the second round of combat, Captain René Thoubold enters the battle as a **mummy**. He blocks the only escape route.

"As you fight these terrible monstrocities a glimpse of hope appears at the entrance of the corridor. Its Captain René who came to assist you... or so you first thought. He slowly drops his gear and removes an intricate ring that he wears. The illusion that was hiding his true appearence wears off. In Captain René's place, now stands a Mummy which growls and says: I am bored of eviscerating these recruits coming to get me. Will they never learn? The mummy then immediately attacks you."

The adventurers must get rid of all monsters to succeed on this challenge.

Exit:

Success: If the characters succeed, then read the following:

"When the last abomination is struck down, a soft, white mist starts descending from the sky, surrounding you. You have no choice but to be dragged into it. Moments later, you are back to the waiting room. This wasn't so hard."

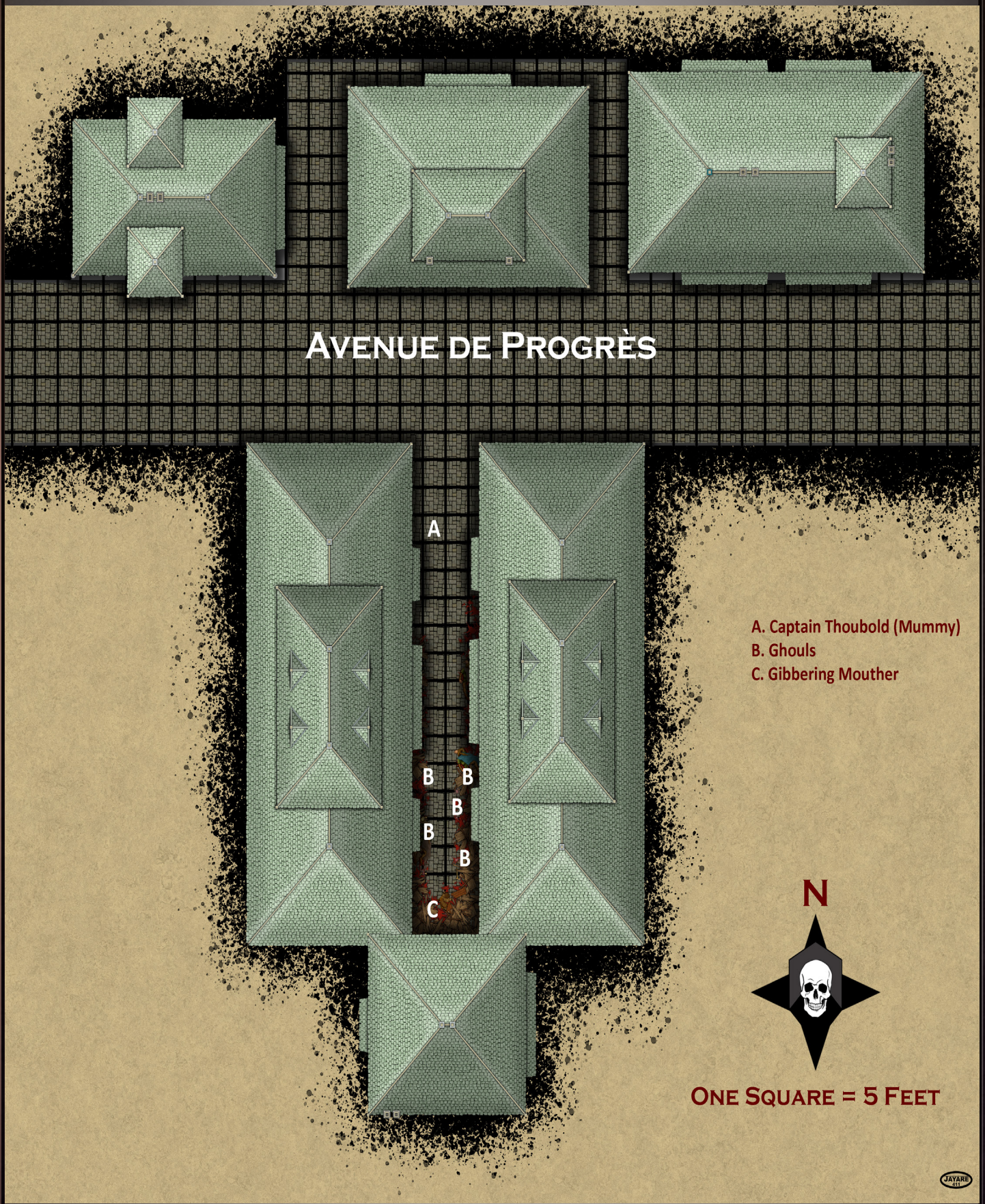
Once the adventurers enter the Mist, it consumes them, blinding them until they reach the waiting room.

Failure: If the characters fail, then read the following:

"The mummified corpse of René Thoubold approaches your bodies. He spits bloody and pus-filled phlegm on them and says: "I'm so disappointed in you… You do not deserve to be part of the Gendarmerie." The ghouls pile you all up in a cart then they set it on fire. As Captain René predicted, you have failed to be succesful."



MAP OF THE HORRORS IN CHATEAUFAUX



ON THE RUN

Dream Environment
Inside an old egyptian pyramid/tomb

Challenge Type
Trap / Chase Scene

Lore Background:
Sebua is ruled by Tiyet, a murderess who consumed the heart of the man she coveted, after having her own heart removed by a different man, a lover named Zordenahkt. In Sebua, she now rules no one except feral children and the open wastes. There, her lovers are but a memory. Underneath the sands of Sebua lies the tomb where she and Zordenahkt committed their horrible acts, as well as other tombs of kings and queens.

Atarte has never been to Sebua or even met one from that desolate domain. As such, details have simply been made up that Atarte believes is close to the truth. So while Sebua is caught in the bronze age (or stone age for the feral children), Atarte has moved the domain into a more modern world, with archaeologists exploring the ancient tombs.

Dream Environment Description
The room consists of a single room, 30 feet by 30 feet. On the walls are hieroglyphs, and massive stone block stops anyone from immediately exiting the room. Above the only door, hieroglyphs read, "all who enter this tomb shall perish, for they are trespassers". Outside the door is a 600 foot long filled with turns corridor that leads out into the sunlight.

Dream Challenge Description
Here the player characters will assist an archeologist in re-opening the tomb in which they have been trapped. Once they leave the room, they must escape the deadly curse. This room is randomized so that it can be run again with a redressing of the encounter.

Creatures Encountered:
None



Kim Frandsen

"On the Run"

Scene 1 Inside the Tomb Chamber

Read or paraphrase the following:

"As your vision returns, you note the flickering of torches illuminating sandstone walls around you. A faint greenish gas is quickly dissipating around you, and then evaporates completely. Each wall is covered in strange drawings and hieroglyphs in style that you do not recognize. The room is empty except for a few torch scones on the wall and a large stone coffin in the middle of the room. The coffin is carved into the likeness of an angry man, one who holds a crook and flail crossed above his chest. A small middle-aged woman is crouched by a large doorway, one that is blocked by a gigantic stone, whispering to herself. She wears utilitarian leather clothes and a large white hat covers the top of her head."

At this point, the characters have a chance to find out what's going on. The woman (a NG human commoner named Dorothy Boyd) is an archaeologist, one who has been trapped in the Tomb Chamber with them and who can explain what's going on. Below are some examples of questions that characters are likely to have, accompanied by some answers that Dorothy can provide. Feel free to elaborate on them, as Dorothy is very passionate about her work, and likely to launch into long winded expositions. When answering questions, Dorothy talks slowly, as if talking to children. She explains away the characters not knowing where they are, attributing their memory loss to an effect of the pale green gas (though this is simply due to this being one of Atarte's illusions). If the characters ask her a question that you think Atarte could not reasonably know the answer to, Dorothy dismisses the question with an "*oh dearie, we don't have time for that now. We'll sort out your head once we're out of this tomb*".

Q: Where are we?
A: This is the ancient tomb of Hekater, an ancient pharaoh. I'm afraid that the gas that you just saw the last remnants of, has scrambled your brains. I believe it was intended to kill us when the stone blocked the entrance to the chamber, but it seems to have lost its potency over the years.

Q: What do we do now?
A: Well, we need to get out of course. I think I've gotten this language over the door translated, and it's a warning, or a curse, towards tomb robbers. Which I resent by the way, I'm an archaeologist! Anyway, it says "All who enter this tomb shall perish, for they are

trespassers". I'm guessing that's the gas, but there's some other inscriptions here that mentions something about slowing down the inevitable.

Q: What can we do?
A: Have a look around, see if you can find a trigger for the door. Anything to move that massive stone block. But don't activate it just yet, there might be more traps after all.

Once she's answered the characters' questions, the characters can decide what they'd like to do. Once they start searching the room, have them make DC 15 Wisdom (Perception) checks. Anyone making their checks will find that the sarcophagus is slightly open; it can be pried open with a DC 13 Strength (Athletics) check. The coffin is empty, except for a single scroll made of papyrus. The scroll is not in any language the characters can read.

If the scroll is found, Dorothy becomes agitated and flustered, snatches it out of the hand of whomever holds in, and starts to read it. If the characters ask what it says she looks up and goes: "*I can't be totally sure, since I don't have my books here for a complete translation, but this seems to be an odd set of instructions on how to slow down something it calls, 'The Doom.' Apparently, once the door is unblocked, we'll need to make a run for it as something will chase us. I'm sure it's nothing, but it says here that there are levers, pulleys and trigger mechanisms all through the corridor, that can help us. It doesn't say where they are, but only that the keen-eyed will see them.*"

The keen eye is a literal reference to the various mechanisms, for each trigger is marked by a stylized eye as shown below.



Once the scroll has been found, it only takes a few minutes for Dorothy to deduce the location of the trigger to remove the stone block. Alternatively, it can be found with a DC 20 Wisdom (Perception check). Once the trigger is activated, everyone should roll for initiative and the DM should read scene 2.

Scene 2 Run for your life!

This scene starts immediately after the end of scene 1.

"As the stone block moves out of the way, you see a glimmer of sunshine at the end of a very long corridor. A gentle gust of wind carries the smell of sand to your nostrils. All along the corridor are more of the strange hieroglyphs that you noticed in the tomb. As the block moves aside, a deadly silence descends. It is quickly broken by a sound behind you. Another block slides aside, revealing a strange crawling mass of utterly black shadows that is moving towards you. From within it you hear millions of clicking sounds. Dorothy shouts at you, "I suggest we run! NOW!""

This nightmarish corridor will adjust its width to accommodate the number of characters in the dream. The characters will start, side-by-side to each other, with the darkness directly behind them. Assuming that the players are controlling four medium-sized characters then the corridor would be twenty feet wide. Before this trap begins, have one of the characters notice a keen eye symbol (see Path of Keen Eyes, Countermeasures) before initiative begins. If the chittering darkness moves into the space of a character that is dying then the darkness will stop moving and the character is dead and their body consumed. The characters must make it down the long corridor, which due to the illusion's power will take 8 rounds, regardless of how fast the characters are moving. Any character moving less than 35 feet each round is caught by the chittering darkness and takes 25 (5d10) points of necrotic damage, before they escape. A successful DC 15 Constitution save reduces this to 12 (2d10) points of necrotic damage. This happens on initiative count 10. Anyone caught can run away the next round, by taking the Dash action. The darkness can be slowed down by activating a series of traps and triggers. These are determined randomly each round. Activating one of these requires that the character presses one of the Keen Eye symbols. (Which is an action.) Noticing the Keen Eye at the beginning of each round requires a DC 12 Wisdom (Perception) check - the characters know what they're looking for, but the images have been partially wiped out with the passage of time. Slowing down the darkness gives anyone caught a chance to escape without taking damage, and means that for the next round, they're free to use their actions for other things than simply running away or activating traps. If a character is reduced to 0 hit points by the darkness, then it spends its next round completely consuming them.

Path of Keen Eyes

Complex trap

Trigger. The start of Scene 2.

Initiative. The chittering darkness acts on initiative count 10.

Active Elements. On initiative count of 10 the chittering darkness moves 35 feet, unless it has been slowed down (see countermeasures below). Any character caught by the chittering darkness must make a DC 11 Constitution saving throw, taking 11 (2d10) points of necrotic damage on a failed save, or half as much on a successful one. The chittering darkness reduces visibility to 0, as per magical darkness. If the chittering darkness did not damage any characters during its last initiative then it will be moved directly behind the closest character before any characters take an action.

Dynamic Elements. If the chittering darkness did not damage any characters during its last initiative then it will be moved directly behind the closest character before any characters take an action.

Constant Elements. Regardless of a character's actions, no character can end its turn more than 70 feet away from the chittering darkness. A character will experience this as a stretching and slowing as the nightmare works against their efforts to escape.

Countermeasures. The chittering darkness and this nightmarish tunnel are immune to all character actions other than those caused by the pressing of Keen Eye Symbols.

Keen Eye Symbols. Noticing the Keen Eye at the beginning of each round requires a DC 12 Wisdom (Perception) check. The characters know what they're looking for but the images have been partially obscured by the passage of time and dust. Activating a symbol requires an action. More than one symbol can be activated each round but re-roll any duplicate results.

Traps down the corridor:

The corridor is filled with various traps that have been idle for too long. Feel free to add any trap you wish that would slow down the characters. Examples could be whirling blades, caltrop or ball bearing drops, *grease* or anything you come up with.

Random Keen Eye Symbol Results

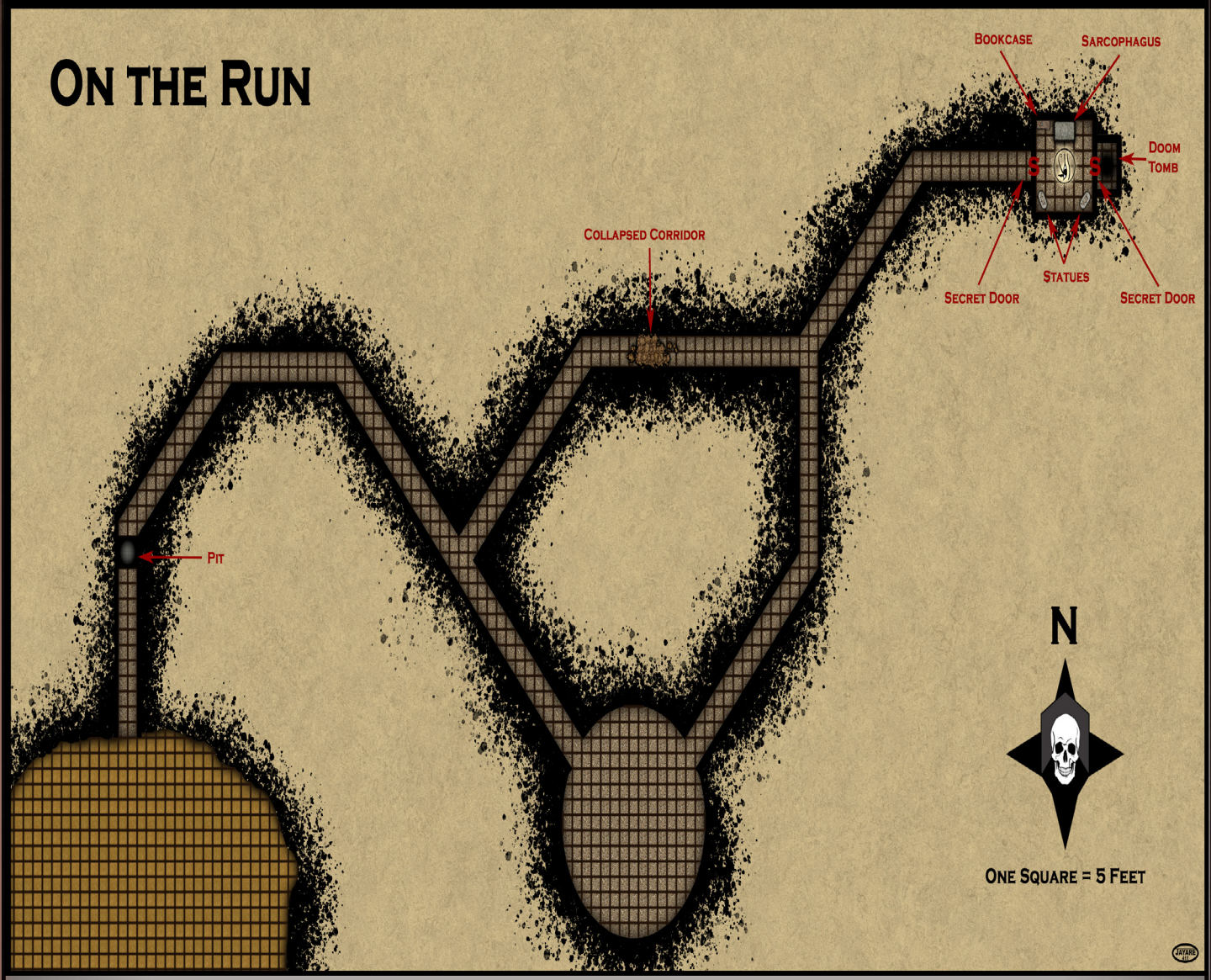
d6	Effect
1	Pit trap. A 10-foot deep pit trap opens in front of the party and anyone wishing to jump across it must make a DC 11 Dexterity (Athletics) check. Anyone failing their check, falls into the trap, taking 3 (1d6) bludgeoning damage. They can easily climb out of the pit and continue running the next round. This symbol also reduces the chittering darkness movement speed to 5 feet for this round only.
2	Force Field. A bright green sheet of magical fire erupts across the corridor five feet ahead of the party. This fire will burn anything passing through it. Anyone passing through the field takes 4 (1d6) fire damage. This symbol also reduces the chittering darkness movement speed to 5 feet for this round only.
3	Boulder Roll. A boulder drops from the ceiling ahead of the party and rolls back towards them, and they must jump aside to avoid it. All characters must make a DC 12 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be knocked prone. This symbol also reduces the chittering darkness movement speed to 5 feet for this round only.
4	Slamming Door. A stone block descends from the ceiling, on top of the slowest member of the party. That character must make a DC 12 Dexterity saving throw or take 11 (2d10) bludgeoning damage, and be knocked prone and restrained for one round. This symbol also reduces the chittering darkness movement speed to 5 feet for this round only.
5	Dart Traps. Various darts fire out of the corridor walls and each character that is not prone must make a DC 12 Dexterity saving throw or take 11 (2d10) piercing damage. The chittering darkness' speed is not affected by this result.
6	No effect. Nothing happens after the symbol is pressed.

Scene 3:

"As you race out from the tunnel and into the sunlight, you notice that the chittering stops. In the corridor you can see the darkness moving, boiling, and struggling to escape the tunnel. Dorothy looks to you, and as her features distorts, her voice changes. "Well done my little toys. Time for the next challenge I think". And as the sun is extinguished, the chittering resumes. The darkness exits the tunnel and engulfs all of you."

Allow the characters to panic for a moment, and then proceed to inform them that they wake up in the waiting room".

MAP OF "ON THE RUN"





Tomb of Hentempet the Red Queen

Dream Environment
Desert tomb

Challenge Type
Investigation, final boss encounter

Lore Background
The tomb of Hentempet was starting on the day of her coronation as the Pharaoh of the land. The construction of the tomb would take twenty years of round the clock work.The tombs intricate hieroglyphics and wall cravings were created with exactly craftsmanship and was said to be the grandest tomb ever created for a ruler, a true testament to the Red Queen's desire for grandeur. During the final days of Hentempets rein she had the left passageway and adjoining chamber added but left in an unfinished state, knowing full well the fate she had in store for her daughter Neferu.

Dream Environment Description
The room is a desert temple complex with a tomb that is built inside a hollow cliff face. The tomb was designed to be the last resting place of the Red Queen and, as such, has been heavily trapped to prevent tomb robbers. The tomb also plays host to several desert creatures and a few undead inhabitants.

Dream Challenge Description
The Red Queen's daughter was buried alive with her mother against her will and subsequently died from dehydration. The characters have to perform last rites to lay her to rest.

Creatures Encountered
Giant scorpion: MM pg. 327
Skeleton: MM, pg. 272
Animated Armor MM, pg. 19
Mummy: MM, pg. 228
Ghost: MM, pg. 147
Wraith: MM, pg. 302
Specter: MM, pg. 279
Swarm of insects: MM, pg. 338

Tomb of Hentempet the Red Queen

Introduction
The Red Queen will go down in history as one of the most despotic and evil rulers that ever existed. During her reign, the empire's wealth was spent on military conquest and the people starved. For this ruthlessness, she was cursed to never enter the afterlife, instead becoming a mummy. Now the characters newly arrived from the mists must find a way to stop the Red Queen and release Neferu (the queen's daughter) from her ghostly existence so she can enter the afterlife.

Background
The Red Queen, Hentempet, ruled the land with an iron fist, devoted to her dark god and enamored with his message of conquest. She is remembered for nearly destroying her empire through neglect and bloodshed. The one glimmer of hope for her people was Neferu, the Queen's eldest daughter. She was everything that Hentempet was not: just, kind, and giving, putting the people's needs before her own. When all looked lost for the Empire, Hentempet contracted an incurable disease. Seeing that her end was near, Hentempet ordered herself entombed before she died. Her final act was to order Neferu mummified alive and sealed in a sarcophagus within the burial chamber to keep her mother company in the afterlife. All this is known to Atarte through the studies of numerous papyri that was found in smuggled sealed jars that Atarte "bought" from a "wandering merchant". Atarte was amuzed by the story and created a copy of what they thought the tomb would look like.

Setting
-Ceilings: Smooth sandstone within a funerary complex
-Doors: Stone doors covered in elaborate hieroglyphics
-Lighting: Bright light from enchanted torches in all but one area of the tomb
Smells: Dry desert wind carrying the subtle smell of decay
-Walls: Smooth, hand-carved sandstone covered with painted hieroglyphics and images from the life of Hentempet
-Terrains: Sand and rock passageways

1. Entrance
"The mists part to reveal a burning desert, its scorching heat drawing sweat to your skin immediately. Just ahead, a high stone cliff face offers some desperately-needed shade. Two massive 30-feet high sandstone statues depicting a creature with a human body and a dog-like head stand in that shadow, flanking an entryway cut directly into the cliff's face."

The entryway is bordered in hieroglyphics similar to those that cover the statues' bases. A successful DC 16 Intelligence (Religion) check reveals that the statues depict the evil god Set. A character who succeeds on a DC 14 Intelligence (History) check recognizes this place as the tomb of Queen Hentempet and Princess Neferu.

Dave Stephens

As the players enter the tomb, read the following:

"The entryway, which is carved out of the rock face with astonishing skill and precision, is smooth to the touch. A fading painted border surrounds the entry; on it, the same hieroglyphic script found on the statues holds a message in a language long forgotten. Torches line the walls of the stairwell that heads down into the tomb, illuminating the interior."

A character who succeeds on a DC 12 Wisdom (Insight) check knows that the hieroglyphics are a curse on any who enter the tomb who are not priests of the Old Gods.

2. Impediment to progress

Read the text below as the players move past the entrance.

"A warm breeze from the desert behind follows you into the passageway. Twenty feet into the tomb, you stop at the edge of an open pit at least 20 feet deep, the floor of which is covered in sharp metal spikes. A skeleton is impaled on the spikes below. Two large wooden planks lean against the wall, suggesting others have passed this way before."

The 10ft wide, 20ft deep spiked pit takes up the entire passageway. If the characters use the boards to cross, they must make a DC 12 Dexterity (Acrobatics) or DC 12 Strength (Athletics) check to avoid falling into the pit. A character can attempt to jump across, but they must succeed on a DC 14 Dexterity (Acrobatics) check to make it safely. If a character falls, they take 6d6 (21) piercing damage. A character that falls inside the pit cannot climb out without the use of a rope or other climbing gear. On the other side of the spike pit, the passageway forks. One path leads straight ahead, and two others go left and right. Sand blowing in forms tiny dunes on the floor, and scorpions scurry away from your footsteps.

3. Shining room

"Torchlight flickers across a shining gold statue, 3 feet tall, resting on a pillar near the far wall. The remains of two humanoid creatures lie on the floor, their remains completely desicated from the dry desert air. It's impossible to tell from the entryway what killed them."

Tiny poison dart holes line the walls of this room, obscured under layers of dust and sand. A character who searches for traps will spot these holes on a successful DC 15 Wisdom (Perception) check. To disarm the trap, a character must succeed on a DC 15 Dexterity check. Failed checks will activate the trap, as will any attempt to move the golden statue. The trap releases four darts, each of which makes a ranged attack with a +8 bonus against a random target (determined by the DM) in the room or within 10 feet of the entrance. A character who is hit takes 1d4 (2) piercing damage and must make a DC 15 Constitution saving throw, taking 2d10 (11) poison damage on a failed save or half damage on a successful one.

The two bodies belong to tomb robbers who set off the trap many years before. If the characters inspect the bodies, they find 5 used poison darts and a linen bag with a ***+1 dagger***.
The statue is made of solid gold and is worth 350 gp.

4. Shining room

Read the below text as the players enter into room four.

"Further down the passageway, a dais sits on the back wall of a room covered in hieroglyphics. A stone column rests atop the dais, supporting a golden statue of the dog-headed being that guards the entrance, this time sitting on a throne. At the base of this column, the two biggest scorpions you've ever seen stir and begin to move toward you."

The two **Giant scorpions** attack if the characters enter into the room. If a character inspects the statue, they find that it is wood covered in gold leaf. The statue is worth 35 gp.

"Dim light illuminates this large rectangular room. The walls, strangely devoid of dust, are covered in intricate hand-painted scenes of the rituals used to prepare a body for the afterlife. In each corner stands a 20-foot tall statue of a human with a canine's head. In the center of the room, a waist-high stone table sits on a dais directly above a round floor drain. Several metal tools lay on the table's surface, perfect despite their age. Across from you, a light shines through a passageway exiting the room. As you enter the room, a shadow-like being appears in your peripheral vision, eyes blazing red. Its low, ominous voice rings in the mostly-empty space. "How dare you enter the domain of the Queen's priests!"

A DC 12 Intelligence (Religion) check reveals that the wall's decorations depict the ritual preparation of the Red Queen Hentempet for her journey to the afterlife. A DC 12 Intelligence (Religion or History) check reveals that the statues represent Anubis, the god of embalming and the underworld. The room contains a **wraith** and 4 **spectres** who attack anyone who enters that is not the Queen or princess. These undead are former priests of Set who were cursed to serve Hentempet and remain faithful to her.

Read when the characters reach the door on the far side of the chamber.

"The passage beyond reveals an awe-inspiring sight: a massive stairway that leads downward more than 150 feet, the ceiling above it so high that the top is lost in shadow."

6. Stairway to the underworld

"The grand staircase is flanked on both sides by painted images of a woman, led by the canine-headed creature toward an underground river. These images extend the full distance of the stairs."

A character who succeeds on a DC 14 Intelligence (Religion) check knows that the scenes represent the Red Queen departing for the Underworld and fending off its creatures until she can reach the higher planes and her promised afterlife.

Read when the characters reach the halfway point on the stairs.

"About halfway down the stairs, a ghostly woman appears, gazing up at the paintings while she sobs. "Go no further tomb robbers," she warns in a choked voice, "if you wish to keep your lives.""

The **ghost** is Neferu, the Lawful Good daughter of Hentempet. If the characters attack, Neferu will fight, returning to her chamber incorporeally if she begins to lose. If, however, the characters speak to Neferu, she may reveal the following if they are friendly:

-She is the ghost of Neferu, the daughter of Hentempet.

-Her mother had her sealed alive in this tomb, in a sarcophagus far below, to keep her company in the afterlife.

-She could not pass into the afterlife because the proper ceremonies were not completed. As such, she is doomed to remain a ghost until someone finishes them by consecrating her remains or reads a passage from a sacred text entombed with her.

-A wraith has placed a giant scorpion in the path to her final resting place to block the way.

-The characters are welcome to the jewelry in her sarcophagus if they will release Neferu from her fate.
If the characters will help her, Neferu will distract her mother and buy them time to complete the ceremony or consecrate her remains.

-Her mother Hentempet has been cursed by the gods. She rose from her grave as a mummy and now resides in the chamber at the bottom of the stairs. The Red Queen is powerful, and several of her former bodyguards still protect her even after death.

-Hentempet placed several traps in the tomb. Neferu does not know where.

-Hentempet may try to stop the characters from aiding Neferu (DM's decision).

Neferu disappears after fighting or talking to the characters.
Read the following as the players reach the bottom of the stairway

"At the base of the stairs is a corridor that ends a few feet away at a pair of ornately carved stone doors flanked by statues of Set. Another passage to the left disappears into the gloom. None of the magical torch"

7. A turn to the left

"The walls of this passageway are bare, lacking the ornate decorations of the tomb. A massive, angry mother scorpion blocks your way, its back crawling with smaller scorpion offspring. At the end of the hall, an unadorned stone door stands closed."

The **giant scorpion** attacks once it becomes aware of the characters' presence. The scorpion is carrying its babies on its back. If the mother scorpion is killed, the babies attack as a **swarm of insects** (centipedes). Once the players get past the scorpion and her brood, read the following:

"The door before you is plain, unadorned sandstone, seemingly unfinished. It is as if the builder forgot this section of the tomb. There's no obvious keyhole, latch, or handle."

The stone slab in front of door is trapped. A character who searches for traps can spot it with a successful DC 14 Wisdom (Perception) check. To disarm the trap, a character must succeed on a DC 15 Dexterity check. Failing this check activates the trap. The activated trap causes the stone slab at the door's base to release a 5-foot wide bolt of lightning. Each creature in its path takes 8d6 damage on a failed Dexterity save, or half as much damage on a successful one. Wedging an iron spike or other object under the pressure plate prevents the trap from activating. Successfully casting dispel magic (DC 13) on the stone slab destroys the trap. A DC 16 Strength (Athletics) check opens the door.

8. The vault of forgotten goodness

Read the following once the players get inside the door

"This simple room is largely empty, save for a large stone sarcophagus and two suits of antique bronze armor hanging on opposite walls."

The two suits of armor are actually **Animated Armors** that attack once most of the characters have entered the room or someone touches the sarcophagus.
A character can remove the single stone slab that serves as the lid of the sarcophagus with a successful DC 16 Strength (Athletics) check.

Once the lid of the sarcophagus has been pushed aside, read the following:

"This sarcophagus, which must be that of Neferu, contains small fragments of bone along with remnants of jewelry, both coated in a thick layer of dust and sand. You can see turquoise beads and a small gold amulet in the dust, and a silver tube lies half buried at the bottom."

The sarcophagus contains 10 gp worth of turquoise beads and a gold pendent worth 50 gp. The silver tube contains an extremely brittle scroll that will fall apart unless a character succeeds on a DC 12 Dexterity (Sleight of hand) check when unrolling it. On this scroll is the consecration ceremony used to complete the entombment rituals and release Neferu's spirit.
A character who succeeds on a DC 15 Intelligence (Religion) check can perform the ceremony on the scroll, or a cleric with a successful DC 12 Intelligence (Religion) check can use their holy symbol to consecrate the bone fragments in the sarcophagus. Either action will free Neferu from her imprisonment.

Read when a character performs the ceremony or consecrates the bone fragments:

""Thank you, heroes." A ghostly light appears, Neferu's form outlined within. Though her form is hard to make out, she feels like she is smiling. "I can now rest, and go to the afterlife of my people.""

"The form moves toward the door of the chamber, but pauses before crossing the threshold. It turns back to you, her voice darker now. "You need not destroy my mother; indeed, it would be a far worse fate for her to live eternally as that undead abomination, never able to leave the confines of this tomb." She pauses again, voice softening, almost pleading now. "If, though, you persist in her destruction, please - beware her might. She is no less dangerous in death than she was in life.Neferu then turns her head, as if hearing something behind her, and a tension releases from her ghostly shoulders. "Goodbye heroes," she whispers, turning away from you as she begins to fade. "The Judge of the dead beckons me."

9. The Door of eternity

Read once the characters are at the doors of Hentempet's throne room

"You stand before two massive, ornately carved stone doors covered in a layer of thick dust. You can barely make out the hand-painted images of Hentempet's life that cover the carvings. Two statues of set, 12 feet high, flank the door on either side, black except for their golden clothing and red ruby eyes."

The doors to Hentempet's throne room has a trap that activates when somebody tries to open them without a key. A character who searches the statues for traps and succeeds on a DC 15 Wisdom (Perception) check spots the trap and can disarm it with a successful DC 15 Dexterity (Sleight of hand) check. Failing activates the trap. A character can also destroy the trap by casting dispel magic (DC 13) on it. When the trap is activated, the statues each release a 20-foot cone of fire. Each creature in the cone of fire must make a DC 13 Dexterity saving throw, taking a 16 (4d6) fire damage on a failed save or half as much damage on a successful one. The red eyes of the statues are actually 4 large rubies worth 100 gp each, but trying to take them causes the trap to activate again if it has not been disarmed.

10. The throne room - the final resting place of the Red Queen

Read as the players open the doors to the Hentempet's chamber

"The smell of decay here in the largest room of the tomb is overwhelming. Four statues of Set guard the corners, watching over the Red Queen for eternity. Every inch of the wall is hand painted, depicting scenes of battle and conquest - Hentempet's greatest, and only, victories. An intricately crafted gold throne rests on a three-tier stone dias on the far wall. Sitting there is a figure wrapped in decaying bandages, the face hidden behind a golden mask sculpted to be the face of a young, hardened woman. Four moldering skeletons stand next to the throne, wearing ancient armor and holding gleaming bronze weapons that seem quite capable of dealing damage."

Read as the players enter the Queen's chambers:

"A woman's voice, loud and booming, commands: "Welcome travellers from afar! I am queen Hentempet, beloved of Set. Have you come to pay homage, or do you bring other concerns? Or perhaps my daughter has spoken to you. Tell me, what did she say? Don't be shy; come closer and speak with me ...come look upon my greatness travellers. I will not hurt you so long as you bring no violence to my court."

If the characters choose to speak to Hentempet, refer to Hentempet's tactics and roleplaying below to interact. If the players attack Hentempet, the four armored **skeletons** move to intercept. Each skeleton has maximum hit points and wears half plate armor (AC 15).
Hentempet follow the rules for the **mummy** entry in the monster manual with the following exceptions:
She has Intelligence 15, Wisdom 14, and Charisma 14
She has AC 14 due to natural armor and uses the following magic items: ***ring of protection, bracers of defense,*** the ***death mask of Hentempet*.***
The only treasures in the room are the Queen's magic items.



Hentempet's tactics and roleplaying

Roleplaying Hentempet
Roleplay Hentempet by using the following notes. Hentempet still believes that she rules her land and will not stomach rudeness or those who fail to recognize her greatness. If the characters choose to speak to Hentempet she will request to see the offering that they bring. The offering needs to be a substantial sum at least a 100 gp or Hentempet will be offended. If the offering is sufficient and the characters make no attempts at violence, Hentempet will send them on their way. She may be deluded, but she is no fool and will quickly change her tactics when speaking to someone if she is at a disadvantage. The Red Queen is a master manipulator. What she could not conquer by force in life, she subdued with her charisma. If the characters do not bow to her rule, Hentempet will attack. She will try to take out the spell casters first, allowing her **skeleton** minions to hold the rest back.

Tactics in combat
Hentempet attacks at range first, using her Death Mask spells.
However, Hentempet also wears a ring of protection and bracers of defense and is not afraid to engage in combat.

The End
If the characters help Neferu and choose not to attack the Red Queen, the mists begin to rise around the party within a minute of Neferu leaving for the afterlife and after the party has decided to not help. Should the characters choose to confront Hentempet after helping Neferu to pass on, the Mists will rise shortly after the defeat of the Red Queen. If the characters choose a diplomatic approach to defeat Hentempet, the Mists will rise as soon as the characters leave the throne room.

The characters can keep any loot they found in this dream including the magic items of Hentempent, if they managed to defeat her. You may decide that some of the magic items were destroyed in the battle if you deem them to be too powerful to be kept.



Death Mask of Hentempet
Wondrous Item, Legendary (requires attunement)

While wearing this mask, you gain a +1 bonus to your saving throws and + 1 bonus to your spell save DC. Additionally, you become immune to fire damage.

As an action, you can expend one or more of the Mask's charges to cast one of the following spells:
Protection from good and evil - 1 charge
Hold Person - 2 charges
Stinking cloud - 2 charges
Dispel Magic - 3 charges
Lightning bolt - 3 charges

This mask has 8 charges and replenishes 1d6+2 charges a day at dawn.



Map of the Tomb of Hentempet the Red Queen



DEFEND THE KEEP!

Dream Environment
Fortress

Challenge Type
Survive the undead hordes and protect the crystal in the middle of room

Lore Background:
The "Langast" Keep dominates the top of a hill surrounded by other hills. In the center of the fort, there is a crystal protected by the sacred soldiers. War has broken out in the surrounding areas, and a horde of undead threatens the very existence of life. Inside the keep, a crystal in its center emits a great aura of purity. It is a part of a primordial creature, that represents the quintessence of good. The crystal had been inactive for millennia but it got reactivated by the pressence of the undead hordes. The characters have been summoned as a group of special forces and have been trusted with a scroll that bears the ritual needed to invoke the ancient angelic creature hidden within the crystal. The papyrus has been given by the Keeps' priests and the invocation has begun. The Deva is the only hope against the war with the undead abominations. The crystal is blinking gradually as the priests sing their prayers to it. The holy energy emitted by the crystal has been perceived by the undead and they start to attack the fortress.

Dream Environment Description
A keep that is on top of a steep hill. The fort has two levels, it's interior with two rooms and its two towers.

Dream Challenge Description
The characters must survive three waves of undead, and protect the priests trying to invoke the ancient angelic creature.

Creatures encountered:
Ogre Zombie: MM, pg. 316
Minotaur Skeleton: MM, pg. 273
Priest: MM, pg. 348
Knight: MM, pg. 347
Swarm of Bats: MM, pg. 337

Custom Creatures:
Crawling Claws and Stomping Feet Swarm
Swarm of Skeleton Rats
Swarm of Skeletons
Zombie Swarm
Swarm of Skeletal Alchemists
Swarm of Skeleton Archers
Giant Flaming Skeleton
Giant Undead Ram
Gnoll Witherling Swarm
Zombie Reeler
Zombie Charger
Zombie Boomer
Squad of archers
Squad of guards
Conscripted peasants (commoners)

Undead Attack Waves
The DM decides where to place each enemy on the map, and they can all attack from a single side or from multiple sides.

First wave
1 Crawling Claws and Stomping Feet Swarm
1d4 Swarm of Skeleton Rats
1 Swarm of Skeletons
2 Swarm of Skeleton Archers
2 Gnoll Witherling Swarms
2 Zombie Boomers
2 Minotaur Skeletons



Dimitris Boutsikas

Second wave
2 Crawling Claws and Stomping Feet Swarm
1d4+1 Swarm of Skeleton Rats
2 Zombie Swarms
2 Swarm of Skeletal Alchemists
2 Giant Undead Rams
1 Giant Flaming Skeleton
2 Zombie Reeler

Third wave
1d4+1 Swarm of Bats (Undead)
2 Ogre Zombies (one of them will enter from the roof)
4 Gnoll Witherling Swarms
1 Swarm of Skeletons
4 Zombie Chargers
1d4+1 Zombie Boomers
1 Zombie Swarm
2 Zombie Reelers

Defend the Keep!

Adventure Summary

The characters will arrive at night near the keep. Before dawn, they will go out into the woods to find the scouts who never came back for the night report.They start in the forest that surrounds the hill where the fortress lies. They are aware of all that has been mentioned about the keep's lore and begin a few hours (maybe a whole day) until the ritual that invokes the primordial creature of good is completed. Hordes of undead will attack the fortress three times within a 24-hour period. The undead are attracted by the energy that the crystal emits in the center of the fortress and will try to reach it in order to smash it to pieces.

Keep

The keep is a simple 30-foot tall building that protects the crystal. Below follows the explanation and information for points of interest as shown in the map.

Barricaded door: A heavy wooden door with iron strips. The door has 16 AC and 40HP.

Barricaded window: The windows are stained-glass that represent different scenes of the Morning Lord's glory and they have iron garde-corps. The garde-corps have 17AC and 20HP each. One medium humanoid or two tiny creatures can crawl inside the window at a time.

Fortress walls: The walls are made out of gray bricks. Some monsters can decide to attack the walls instead of an opening like a barricaded window. The wall sections have an AC of 18 and 50 hit points per 10-foot section

Archer's Lookout Tower: Each towers can fit one **squad of archers*** and 1 medium creature or 9 medium creatures.

Crystal: An irregular crimson and gold smooth crystal is emitting soft white-blue light. Seven **priests** surround it who are all chanting in ecstasy. The priests do not help in the fight against the undead in any manner and won't defend themselves if attacked. They will continue praying until their last breath. The crystal is 20-feet tall and has a diameter of 10 feet. It can be destroyed and has 16 AC and 250 hit points. Each time a wave is defeated, the crystal recovers a 1/3 of its damaged hitpoints. After the first wave, the essence of a Deva inside it provides some benefits to those around it:
-Wave 1. Nothing happens.
-Wave 2. Shortly before Wave 2, the crystal's emitted frequency overwhelms all who are within a 15-foot-radius. Living creatures inside the radius gain 1d10 temporary hit points that last until depleted.
-Wave 3. After the 3rd wave has invaded the fortress, the priests heighten their chants in crescendo and the crystal increases its light and its vibrations stop. The deva is awakened but it will not appear until 2d6 + 5 rounds have passed. Every creature within 10-foot-radius of the crystal receives the Deva's Blessing.

Deva's Blessing. Every living creature that has this blessing, attacks with advantage against undead creatures.

Obstacles: The barricades have 14AC and 40hp per 5ft. and provide half-cover from ranged attacks. A creature pushed on a barricade takes 1d6 piercing damage. If they are destroyed, a character with the Mending cantrip may try to repair them, during the interlude among the waves.



Running the Adventure

Characters start in the forest just before dawn.
Read or paraphrase the following:

"You went out into the woods just before dawn to find the scouts that didn't show up for the night report. The rising sun's light is unable to pass through the dense foliage of the old trees, making the environment quite dark. No birds sing and the calm wind intensifies the feeling that something is wrong. The fog's humidity makes your clothes stick to you and the ground is quite soft beneath your feet."

The light is dim in the forest. If the characters search for the scouts, then they need to succeed on a DC 13 Wisdom (Survival) check. Upon success, they can find footprints that lead into a clearing. The Six scouts' corpses (**zombies**) rise and attack the characters. Any characters with a passive Perception of 14 or higher are not surprised by the zombies. After two rounds, or once the zombies are defeated, a horde of undead creatures begin to emerge from the trees (describe some creatures from the 1st wave), and soon the characters will realize that unless they leave immediately, they are doomed. The DM should work to get the characters to flee back to the keep. If the characters refuse to flee then they should quickly become overwhelmed and die.

You may wish to reward brave heroes that stand their ground and fighting before they are forced to flee, by removing the creatures they have killed or reducing the HP of the creatures they damaged from the list of the creatures of the first wave.

Running Back to the keep

The DM can describe the run back to the keep however they want. In the keep, the characters find very little to fortify the defenses with (statues, wooden shelves, table, chairs etc.). The available friendly NPCs are in the crystal's hall, awaiting orders from the characters. The DM should give the players some time (no more than 30 minutes) to arrange the keep defense by ordering the squads to take positions, place traps if they have any, make a strategy and/or re-arrange the defences. When everything is set, announce the arrival of the horde.



Combat Strategy and Notes

Commanding squads:

The characters have the authority to command the following forces: 2x **Squad of archers***, 2x **Squad of guards*, 1d4+1** squads of **conscripted peasants* and 2 Knights.** The first knight is the leader of the Archer squad and the other one is the leader of the Squad of guards. The characters are free to strategically place them anyway they see fit.
Rest between waves. There is roughly 6 hours between attacks which will allow for short rests or repairs. The friendly NPCs except the priests can also take rests.

Position Advantage. Ranged attacks against targets on the ground are at an advantage if the ranged attackers are firing from the towers. The towers also grant half-cover.

Extra weapons: Inside the keep, there are 3 buckets that contain 20 Javellins that can be used by any living creature as a weapon replacement or to attack from distance. Up on eache towers there is an oil bucket that can be used to light projectiles on fire with an action. The projectiles will deal an extra 1d4 fire damage.

Tiny swarm Flexibility. The swarm of tiny creatures such as the bats or the rats and arms, are able to pass through barricades and obstacles, but do so with half speed as it is considered difficult terrain for them.

Repair. The characters can repair broken windows, doors, and walls. During the end of a wave they can loot the battlefield and use the wood of broken furniture or the bones and bodies of the undead to patch holes in the walls and the windows. A patched hole has half its original HP and -2 of its original AC. The characters can patch up to 4 different holes per short rest. The whole process of gathering materials and patching a single hole takes 1 hour.

Inspiring the troops: If the characters want to raise the morale of the squads, then they must make a DC 18 Charisma (Persuasion) check. If they succeed, then all characters and friendly NPCs receive inspiration, which grants them advantage on attack rolls for their first round.

The horde arrives:

Read or paraphrase the following:

"The squads are in place and a heavy atmosphere of nervous anticipation drowns the room as you wait. The little sunlight disappears behind heavy clouds which casts shadows on the surrounding hills. This causes nervous glances among the friendly units."

The undead will attack the fortress and will try to destroy the crystal. The undead horde's attack will take place in three waves. One wave will occur every six to eight hours. You can read or paraphrase the associated scenes to signify the start of each wave, which makes the attack more dramatic and also helps you with arranging the attackers. Feel free to make any changes. Each scene takes part after the characters complete their short rest.



Wave 1

Time: Early in the morning

Read or paraphrase the following:

"You hear the heavy footsteps of the undead army as their first assault crawls towards the entrances of the keep. You can hear the moaning coming from their rotten larynxes and see their shapes through the windows where they are trying to break in. You can even smell their stench attacking your nostrils. The undead are hitting the gate. You observe arrows fired from the archers on the towers and a volley of arrows returns as a response from the undead army towards them. The noise of breaking glass wins your attention and you see a mass of bones slip inside the fortress from the broken windows. Soon you realize that this mass is nothing more than a swarm of skeleton rats rushing towards the crystal. "

The volleys of arrows described are just for cinematic purposes. But the infiltrating swarms of rats are actually inside the keep by the moment the combat starts.

Tactics.

The swarm of skeletal rats will try to disorient the defences inside the fortress and give time to the other undead units to break the main gate. The rats can travel through any barricade, but the terrain is considered difficult terrain for them. The **swarm of skeleton archers*** will focus their fire on the creatures placed on the towers or any creature that can be seen from a broken wall or window or someone who has left the keep to fight outside the safety of its walls. The undead archers will prioritise attacking any threat to the creatures attacking the gates. The rest of the wave (except the two **minotaur skeletons**) rush and attack the nearest targets that get in their way. The minotaur skeletons, if they pass near a living creature that is already fighting undead, ignore them and move straight forwards to gate or the crystal and begin to break it. The **zombie Boomers*** will try to reach the gates and explode. If they can't, they will try to attack the walls and windows or explode near the most living creatures.

The undead are ordered to destroy the crystal and everything getting in their way of doing so. If the undead have to choose between fighting a creature and smashing the crystal, they will opt for smashing the crystal.

Wave 2

Time: After the sun has set

Read or paraphrase the following:

"The sun has set, yet the possibility of another undead attack does not allow your minds to relax. You take care of yourselves and they to mend the broken barricades. You can hear the chants of priests that surround the crystal as they try to summon the angelic force, but you have no clue how much more time they need. The awry silence of the surrounding area falls as a heavy burden on your shoulders. After plenty of hours, you suddenly hear the noise of crackling fire. The noise of the undead echoes through the corridors. Screams of pain come from squads that are outside the walls. You smell an acrid odor in the air. 'WE ARE UNDER ATTACK!' Yells a unit nearby. This time, the brainless creatures rush. It seems they are attacking you with more advanced tactics than the last time. Most importantly, they have a giant burning skeleton with them. You wonder if this will be the last moment of your lives."

Tactics.

The **swarm of skeletal alchemists*** throw bottles of acid from a distance to the keep's gates. If the defenders have no source of light illuminating the outside, then the attackers have a surprise round before the characters can respond. The **giant undead rams*** coming close, will attack the gate or try to open new holes in the walls. The **Giant Flaming Skeleton*** will attempt to climb the towers to attack anyone that is up there. If none is up there anymore, it will try to enter the keep. The **Zombie Reeler*** will try to grab anyone it can see as to remove them from inside the keep to be surrounded by the horde. It will prioritise priests and characters. The rest of the undead will attempt to storm through any opening they can create or find and attempt to destroy the crystal



Wave 3:
Time: Just before dawn.

"You feel your strength waning after a hard night's fight and your hands are heavy. You look around and see bones spread all over the floor and the remains of corpses of zombies and your fallen comrades. Your heart sinks in your chest as you realize how badly the last fight reduced your numbers. You can hear the priest's voices getting louder as they seem to be reaching a final crescendo. This is hopefully a sign that their summoning is finally complete. You, the last defenders, look nervously between all the broken windows and destroyed defenses expecting another sudden attack from the unholy creatures. None of you are fools, and you don't expect to live past the next wave of undead unless the rittual is complete."

Tactics: A **zombie ogre** lands will try to climb the roof and start digging, it will make a hole big enough for it to go through in 1d4+1 turns, landing 30 feet away from the crystal when it does so. If it falls on a creature, then they must make a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be prone. Another **zombie ogre** will attack from the main gate, leading wave 3's undead. The **Zombie boomers*** and **reelers*** will continue with their previous tactics while the **Zombie Chargers*** will charge to push away and pummel any priest. The **swarm of bats** will attack anyone on the towers or any creature attacking the ogre at the roof. When the ogre enter's the roof, the bats will follow. This is the undead horde's last chance to destroy the crystal and they will fight with all their fury.

When the Zombie Ogre makes the hole in the roof, reading the following:

"The roof collapses with a loud cracking sound before exploding inward. Boulders fall from the ceiling along with a gray mass that appears to be a zombie ogre. It swings its morningstar at the nearest living target and its weight causes the floor to tremble. 'We are going to die! Our god has abandoned us!' You hear someone screaming near you. The remaining squads looking at you with nothing but despair in their gaze."

End.

If the Characters Survive:

"As you fight the final standing undead, you notice that a forth wave is coming your way! Nothing can save you now. Nowthing except the celestial which suddenly erupts from the crystal in a strong light that destroys most of the creatures. The Deva appears like a winged knight and finishes off the rest of the undead in the keep and its surroundings."

After this scene takes place the deva shines an impossible light and blinds the characters and everyone around them. When their sight is back, they notice that they are back in the waiting room.

If the Characters Die, or if the Crystal is Destroyed

"The undead destroy the crystal and as you hear the fading scream of the trapped celestial, so does the world fade around you. You have failed the lives of the innocents and the spirit of the trapped angel."



Map of the “Defend the Keep!”





Lena's Pets

Dream Environment
Underground Laboratory

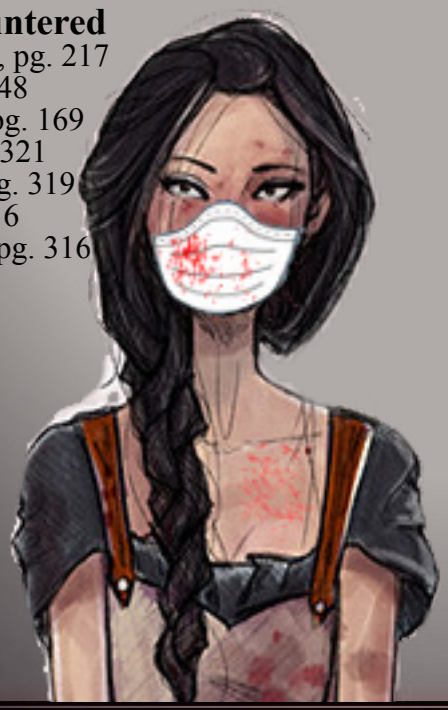
Dream Challenge Type
Explore to escape

Lore Background
When Lena Dorteshy stumbled upon a handwritten journal misplaced in a library, she knew it would become her prized possession. This pig-skinned leatherbound journal, which she tucked under her arm as she left, contained over 100 pages of handwritten notes and diagrams that outlined experiments to transform humanoids and animals into hybrids. The author of the journal is unknown, but many suspect it belonged to Frantisek Markov, who was known for experimenting with reanimation. With the help of the journal, Lena spent years reenacting experiments and adjusting techniques with different types of magic to gain better results. She has created an underground lab in which she continues her work, creating creatures she refers to as pets. Adventurers who step into this dream are transported by the Mists to Lena's lab. There, they will be forced to explore the lab for a way out.

Dream Environment Description
The room reeks of animals, excrement, and decay. Every room, with the exception of the one used to dispose of body parts, is made of 10-foot stone walls and roughly-hewn floors that repel the damages of time. The lab has little to no light, except where a specific area states otherwise.

Dream Challenge Description
The adventurers are trapped and forced to explore Lena's Lab and deal with the hostile creatures they find there as they search for a way out.

Creatures Encountered
Necromancer: VGM, pg. 217
Otyughs: MM, pg. 248
Flesh Golem: MM, pg. 169
Dire Wolf: MM, pg. 321
Brown Bear: MM, pg. 319
Zombie: MM, pg. 316
Ogre Zombie: MM, pg. 316
Boar: MM, pg. 319



Walter Srebalus

Lena's Pets

Introduction
This encounter, inspired by Markovian lore, takes the characters into an underground lab used for creating creatures that societies forbid. Once the characters are transported by the Mist, they will need to work their way through the lab to find a way out and will encounter creatures both hostile and hideous along the way.

Background
During their travels in the domains of dread, Atarte found a peculiar person named Lena. She was so much different from the other women of her age and had a passion for anatomy. When Lena realised the duality of Atarte's nature, she begged them to let her examine their body. Atarte complied looking for any glimpse of hope that could help them seperate their bodies. Lena's idea did not make Atarte happy though. She proposed to saw their bodies in half and attach the two halves to other body parts. Lena thought that this would seperate the two souls into their respective bodies. Atarte knew that this would never work. They trapped Lena into the dream world as a punishment for her stupidity. There, Lena is still experimenting with the flesh of any unlucky adventurer that might visit her.

Setting:
The following applies throughout this room unless otherwise noted.

-Ceilings: 10' tall
-Doors: Unlocked 4-inch hardwood and steel
-Lighting: Limited, dim-light
-Smells: The room reeks of animals, excrement, and decay
-Walls: Smooth cut stone that can only be climbed with the aid of pitons or a Climber's Kit

1 Entrance
The adventurers appear in this room surrounded by darkness.

"The Mist dissipates revealing a 20'x 25' room of cut stone with a single wooden door. Your noses are filled with the stench of decay."

The door opens to a passageway leading to a long stone corridor.

2 Rubbish Room

"The corridor opens to a much larger room approximate 50' x 50',, with a 30' ceiling. The floor is absolutely littered with corpses - some humanoid, others animal, and still others not quite either. Some are pieces; others, full bodies in various states of mutation. The stacks of bodies rise 10-15' in some places, and the scent of death and decay is overpowering."

This is where Lena disposes of failed experiments. Trash, bodies, and body parts of all kinds are piled high. The floor is thick with decay, making every step treacherous and slippery. Any movement across the room should be treated as crossing Difficult Terrain (PHB p.190). To dispose of these failures, Lena has acquired two **Otyughs** and placed them in this room to feast on the corpses. The Otyughs emerge from the piles of rubbish once they sense the adventurers in the room and will attack any creature they notice first. Searching the room reveals nothing of value, and any character who spends more than a minute in the room must succeed on a Constitution saving throw (DC 11) or become infected with Sewer Plague (DMG p.257).

3 Animation Room

"The hallway leads to a room lit by large orbs of light that hover over pools of bubbling, greenish liquid. Mist rises off the pools and disperses slowly across the floor. Wooden tables are precisely set with parchments and a variety of sharp surgical tools miscellaneous items. In the center of the room, two almost-human creatures lay motionless on metal tables, their heads replaced with the heads of boars."

This is the room where Lena combines the art of necromancy and transmutation, creating sentient creatures from dead flesh. The orbs of light are versions of the *Light* Spell cast on the ceiling. The two pools of greenish liquid are both 4 feet deep. The liquid they contain is infused with necromantic power. Lena uses these pools to help create her creatures; submerging the grafted disparate body parts into a single form. If a character disturbs a pool, or if anything disturbs the still of the room, four **Zombies** (MM p. 316) crawl out and attack.

The pools are toxic to living creatures. Any creature that starts their turn in a pool takes (5) 2d4 necrotic damage, while any undead, is healed by (5) 2d4 HP as their body absorbs the necromantic magic.

The two boar-headed creatures are **Flesh Golems** who rise and attack when the characters enter the room.

The three worktables in the room hold the tools and materials needed to dissect and reattach body parts.

Any character proficient in Medicine can determine that combining the materials from all three tables can make a complete Healer's Kit (PHB p.151). The tables also contain miscellaneous spell materials, including the following: Magnifying glass (100gp), small leather pouch (made from human skin) containing diamond dust (135gp), small cloth bag with 68 teeth dipped in platinum (150gp), 4 diamonds (50gp, 80gp, 65gp, 105gp), and a silver bowl filled with sulfur (50gp).

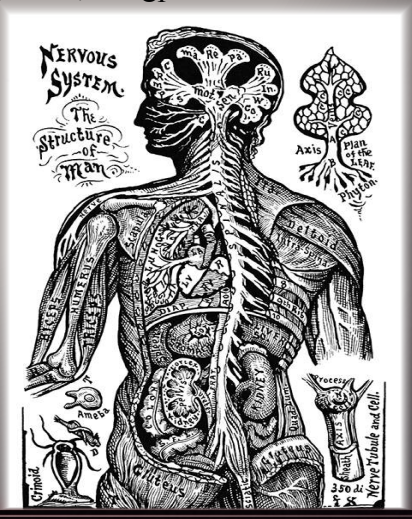
4 Library

The door to this room is locked. Lena has the key, but the metal locking mechanism can be picked with Thieves' Tools and a successful Sleight of Hand check (DC 14).

"This room provides a welcome respite from the horrors behind you. Lit with a solitary torch in a sconce on the far wall, this room is dominated by wooden bookcases that line the north and south walls, packed with neatly-organized books. A small round table rests in the middle of the room next to an isolated chair."

This room is where Lena studies and documents her research. Examining the shelves reveal books documenting the anatomy of common creatures (25 books, 10 gp each). A successful Perception (DC 16) reveals scratch marks on the floor under the table from a hidden 2ft square. The compartment's stone lid has a *Glyph of Warding* (PHB p. 245) on it that is revealed with a successful Investigation check (DC 15). If the characters move the stone without dispelling the Glyph, Explosive Runes explode, hitting any creature within range with 5d8 Lightning damage.

The secret compartment contains two books:
Manual of Golems - Flesh: Described in DMG, p.180
Leatherbound Journal: This is the journal Lena stole from the library, which now also contains her research notes. The journal has little value for most, but a collector or library seeking such books would value the book as high as 2,000 gp.



5 Specimen Room

"You open the double doors to squeals, growls, and scratches somewhere beyond the immediately-visible corridor. It smells of squalor and filth. Beyond the corridor is a dimly-lit room with three metal doors along the east wall - the sources of the room's sound and, largely, its odor. The west wall holds a single wooden door, reinforced with iron brackets. A large, pale, barely humanoid figure shuffles about the room, taking orders from a woman in a leather apron caked in blood. A cloth mask partially obscures her face, muffling her words as she commands the atrocity in its work."

The large creature is an **Ogre Zombie**, Lena's muscle. Lena Dortheshy is a Chaotic Evil **Necromancer**. When she first notices the characters, she will greet them and welcome them as her new pets. Her intention, which she makes clear, is to keep the characters for experimentation.

If they refuse to go quietly, she will have the Ogre Zombie attack and attempt to subdue the characters as she supports from a distance with spells.Whenever she can, she maintains partial cover behind the cart. Lena is wearing a gold ring inlaid with emeralds **(275gp)** and two silver bracelets, set with rubies and emeralds (200gp).

The door behind Lena is always locked and will only open if Lena is defeated.

The three cells on the east wall contain animals Lena intends to use in upcoming experiments. Their metal doors are not locked. Inside each cell are the following:

Cell A: 4 **Boars** that charge anything in their path as they try to escape.

Cell B: 1 **Dire Wolf**, while in captivity the dire wolf that has been starved Once released it will attack the creature nearest the door.

Cell C: 1 **Brown Bear** which has had its eyes removed. It will attack any creature it can reach once released, but with disadvantage since it is blind.

6 Exit

-If the characters win and open the door read or paraphrase the following:

"Chilly, fresh air rushes in as you open the door, a welcome relief from the decay and filth behind you. As you take it in, clearing your lungs, Mist fills the tiny room beyond, leaving you no choice but to step into it or remain in the laboratory forever.."

Once the adventurers enter the Mist, it consumes them, blinding them for a moment. When the mists clear, they are back in the waiting room.

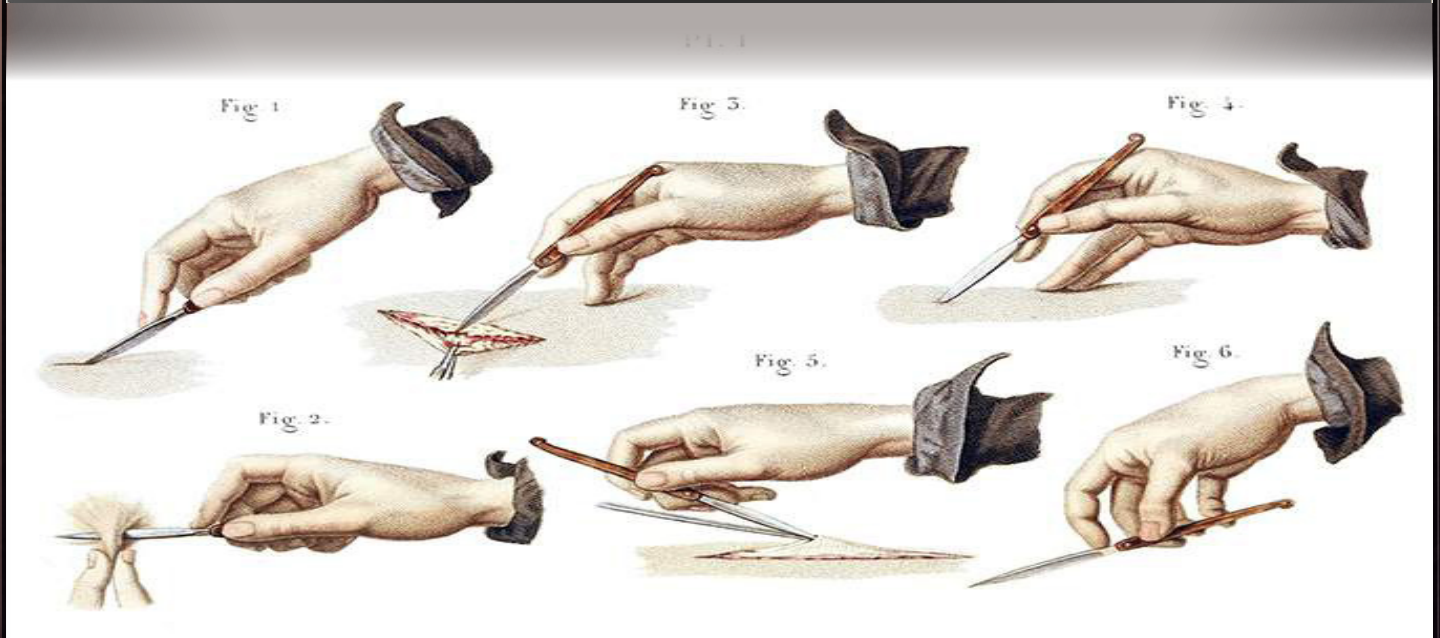
-If the characters are defeated, read or paraphrase the following:

"Moments before you fall unconcious, you hear your opponent say:"Ah, another day's great work. Your bodies are sure fine material for my experiments. I guess some parts will be given to the animals for food but I will make sure to keep the important ones" Then everything goes black.



Map of Lena's Pets





Through Fire and Steel

Dream Environment
World War 1 battlefield

Challenge Type
Survival, infiltration, assassination

Lore Background
This dream-adventure takes inspiration by the WW1-era of the gothic earth. The ZWEIHANDER Army, commanded by General Erich Ludendorff, has pushed deep into the Imperial Force's ground that General Julian Dynn-Dyer is trying to defend. The situation for General Dynn-Dyers' Imperial Powers seems hopeless, as the ZWEIHANDER army has fresh supplies, armored tanks, and air support at their disposal. General Dynn-Dyer has orders to fight to the last man and is looking for a miracle. As the two great generals clashed, the Dark Powers took interest. The mists took the two men into a pocket plane to fight eternally, their forces now only an illusion. Inside this demiplane, only the generals are real.

Dream Environment Description
War zone between two factions.

Dream Challenge Description
The characters are brought upon a military camp. They will need to survive a mortar bombing and defend their position from a charging enemy, take orders from their superior and rush through the battlefield to assassinate the enemy general by infiltrating the enemy's camp.

New Creatures:
Tank A7V-U
Rifle Infantryman
Lohner B.I Plane
General Erich Ludendorff
Schwertwirbelwind Guard

Introduction
In this dream the characters will have an experience of the far future. The Great War's conflict between the ZWEIHANDER army and the Imperial Forces rages. Characters will have to push through the enemy's bullets, an armored tank, flying terrors, open areas showered with mortars, and - finally - the wrath of the ZWEIHANDER army's leader...



Background
When Atarte began to create their dream world, they happened upon a dream that they haven't created themselves. Visiting it, Atarte saw great explosions, huge constructs and weird weapons that they have never experienced before. Atarte took much interest and made sure that the supply of these illusion soldiers with the tube-like weapons never ends. A place where men fight to the death using technology never experienced before and the smell of black powder was something that Atarte loved to include in her demi-plane of illusions.

Setting
-Ceilings: Tents mainly 3-7ft high
-Lighting: cloudy day, Search lights, Lamps, dust clouds.
-Smells: Blood, gunpowder, sweat
-Terrains: Dirt, shell craters, barricades, barbed wire.

Through Fire and Steel

1 Spies caught in the act
General Julian Dynn-Dyer, desperate and a little paranoid, is looking for someone to be sent on a suicide mission. When the characters arrive in this dream, he realises that they are the best match for what he plans.

Read the following to set the scene.

"Black thick cloud surrounds you, obscuring your vision and invading your nose and throat with its acrid aroma. Your ears ring with the sounds of explosions and the zing of metal against metal. Loud screams of pain and horror echo, then... silence. As the smoke clears, your vision doesn't. Your face is hooded, and the room around you is eerily quiet. You are seated in an uncomfortable wooden chair, your equipment stripped from you, your hands tied behind your back. When, at last, you can get a deep breath, the silence is broken with a deep, gruff shout. "Why did General Ludendorff sent you?!"

General Julian Dynn-Dyer has captured the characters and is holding them as prisoners. He knows nothing of the arcane arts and considers any spells the characters use to be smoke and mirrors. Before he does anything else, he wants to ensure that the characters were not sent from his enemy; once he realizes they are not part of the opposing army, he will release them and try to recruit them for the mission he has in mind. General Dynn-Dyer portrays himself as a merciful leader of an army standing against a great evil that wants to overtake the world. He would be patient and explain the mission twice if it is required. The General explains to the characters that his army, the Imperial Forces, are the last hope of stopping the ZWEIHANDER army's goal to take over the world. If they explain that they are looking to escape, he'll tell them that their only hope to escape is to execute his mission, ending the conflict and clearing the way.

Dionysios Christoforidis

General Dynn-Dyer will explain the mission as follows:

"You must get through the battlefront and bring down the tank - that giant metallic moving structure. Here - take these explosives. You can place them on the tank once close, but then be sure to get away fast - they will explode only moments after! Light the devices and run, and the explosion will cripple or destroy that tank and give us a fighting chance. My men will charge the enemy forces, when you are ready, to distract them and give you a chance to get by. After taking out the tank, you need to infiltrate the enemy camp and assassinate their General, Erich Ludendorff. Can you do this? It is the world's - and your - only hope."

The general will not take no for an answer and will continue to press the characters into service until they relent. If the characters still refuse, he will order his soldiers to execute one to make the point. If the characters decide to rebel or flee the battlefield, they will fail this dream's challenge. Once the characters agree to the mission, the general gives them four ***sticky bombs*** that detonate one round after impact with a hard surface or after using an action to be planted on the tank's plates. They deal 2d8 fire damage and need a bonus action to be lighted up before sticking them on a target. These grenades inflict a misshap on the tank when placed and detonated correctly. He will then lead them out of the tent and show them into No Man's Land. He does not mention the existence of airplanes, as it does not occur to him that they don't know what they are.

Describe the general's camp as follows

"The Imperial Force's camp is full of injured soldiers crying out in pain, oblivious to your presence. Near beds and in the hands of soldiers are strange weapons they call rifles - long metal rods with knives at the end and a crossbow-like handle. They wear uniforms you don't recognize and metal hats of an odd design. In the distance stands a metal structure something like a siege engine, a pile of large metal balls lying nearby. No one takes notice of you; this war has been long, and it wears on the faces of the men you pass. They smile and cry and stink of exploding powder. Their look lost in the void."



Pounder 18-mm Cannon
Large Object
Armor Class 19
HP: 75
Damage Immunities: poison, Psychic
Ranged Weapon Attack: +6 to hit., range 600/2400 ft., one target 44 (8d10) bludgeoning damage.
Requires two medium humanoid creatures to function.

2 Through No Man's Land

Beyond General Dynn-Dyers' camp is the No Man's Land the characters must cross. Describe it as follows:

"At the far end of camp lies a dead-man's zone, stinging your eyes with smoke and roiling your stomach with the stench of corpses. Most of the trees have been felled. Hue holes dot the landscape, big enough to bury 3 or more bodies. Amazingly fast metal projectiles ricochet all around you from both fronts. From two nests in the distance, projectiles come at a pace far to fast to be human, spraying dangerous metal wildly. Something whistles down from the sky and explodes, shredding a soldier nearby. Your only choice is to charge through the attack, hoping desperately to reaach the metal machine before the attacks from all sides take you down."

This first mortar barrage does not harm the characters, but may send them toward cover. After this first barrage, roll initiative before sending the characters into the midst of the attack. Once they enter the fray, read them the following description:

"A loud siren sounds as you enter the fray. Projectiles whistle by you menacingly, a rain of larger pieces coming down all around you. Smoke obscures your vision from the barrage, and you taste dirt, exploding powder, and the unmistakable copper-taste of blood. The enemy ZWEIHANDER soldiers charge, those metal, tube-like weapons in their hands, explosions coming from the tips that face you."

Running the encounter

The elements of the encounter includes mortars, Imperial Forces, ZWEIHANDER forces, and the tank. The four ZWEIHANDER mortars will fire any type of shell that the DM sees fit (use the mortar table under Mortar Rules). The Imperial Forces will charge into No Man's Land, hoping to distract the enemy. They remain friendly toward the characters unless the characters attempt to desert, but they won't help them in combat as they got their own orders to follow. The ZWEIHANDER forces (5d4+4 **infantry riflemen***) will attack the characters inside No Man's Land. The **A7V-U tank*** will charge through the middle of the field. If the characters do not attack it, the tank will try to take out the Imperial Force's 18mm cannon, which is firing on it. The **Lohner B.I Plane*** will make runs and randomly attack the Imperial Forces' lines with dropped bombs and bullet sprays. In addition, if the characters use any spells that create obviously visible effects, the **Lohner B.I Plane*** will spot them and direct its attention to them, making passes and firing on the characters.



Mortar Rules

Targeting:
Choose a 5ft square in the area of the Imperial guard lines and roll 1d8 and 2d6 to see where the shot lands. If the 1d8 rolls an 8, the shot lands on target (ignore the 2d6). If any other number is rolled, the blast radius is shifted in the direction shown by the number of the d8 equal to the total of the 2d6 number x 5ft. For example, a mortar shell is fired and the 1D8 rolls a 3 (UP). The 2d6 roll is 7, so the blast is moved 7 x 5ft = 35ft UP from the original targeted square.

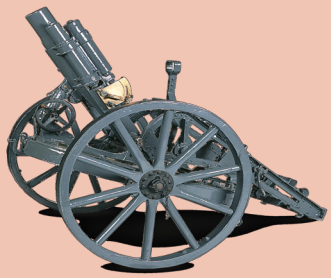
Types of ammunition:
The mortar can fire either a Toxic Gas Shell or an Explosive Shell:

-Toxic Gas Shell: The blast creates a cloud of poisonous smoke in a 20ft circle around the area where the shell landed, that lasts for 1 minute. A creature that ends its turn within the cloud must succeed on a DC 12 Constitution saving throw or take 1d10 poison damage and become stunned until the start of its next turn. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses the cloud after 1 round.

-Explosive Shell: A bright streak flashes from the point where the shell hit, then blossoms with a low roar into an explosion of splinters and fire. Each creature in a 20-foot radius sphere centered on that point must make a DC 12 Dexterity saving throw. A target takes 4d6 piercing and 4d6 fire damage on a failed save or half on a successful one.

Mortar blast distance:
Roll 1d8:

1: up left
2: up right
3: up
4: Explodes midair
5: down
6: down right
7: down left
8: HIT



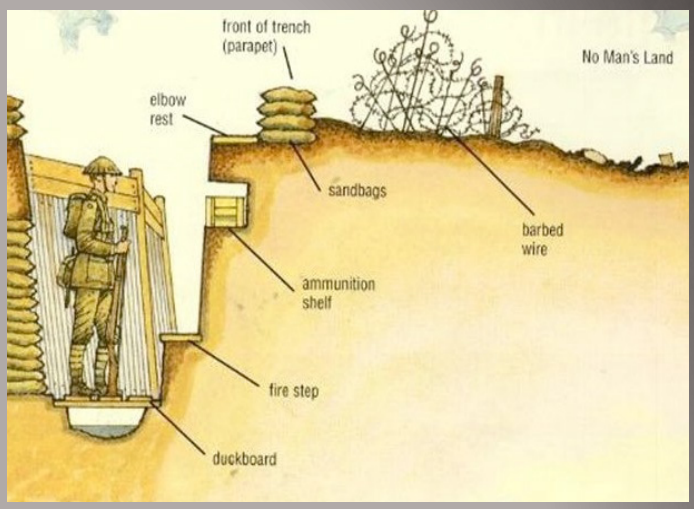
Defensive Pillboxes:
Read this when the characters start rushing through the No-man's-land.

"On the west side of the ZWEIHANDER's defense lines, two structures can be seen. These "Pillboxes" as the men around you call them, are said to contain enemy soldiers. They are well defended and it would be too difficult to empty them. It would greatly assist the cause to do so though..."

Inside each pillbox, 1d6+1 **Guard riflemen*** are found at any given time. At least one of them uses the Machinegun variant weapon. The pillboxes have a steel reinforced door that has 18AC and 50HP. A sticky grenade placed on the door instantly opens it when it explodes.

Trenches:

The trenches are deep horizontal holes dug up by the soldiers of each side as a way to protect themselves from incoming fires as well as to deter the enemy from charging a heavily defended area. Each trench is 10ft deep and has a raised 3ft platform called a "fire step" to let a soldier stand on it and shoot with 3/4 cover. A creature that keeps its head low while within the trench, has complete cover from incoming fire that is not aimed at them from the sky.



3 Infiltration

Once the characters have taken out the tank and survived the trek across No Man's Land, they must infiltrate the camp to complete the mission set before them. The area is guarded lightly, since most of the soldiers inside are distracted by the larger battle outside, but patrols pass by every 3 minutes.

The Stealth Approach
If the characters use Stealth, they will find it impossible to approach the camp by day and will need to hide until dusk. Read the following:

"The camp is surrounded by a trench several feet deep. Concrete bunkers sit just beyond it, scarred and dented from constant warfare. On top of the bunkers are strong lights that turn slowly and methodically to illuminate the camp's grounds. "

A successful DC 13 Wisdom (Perception) check will reveal the patrol's pattern and give the characters the chance to avoid the guards without a stealth roll. However, each member of the group must succeed on a DC 15 Dexterity (Stealth) check to avoid getting caught in a searchlight. If at least half the group succeeds, the characters pass without incident. Otherwise, the group is exposed, and an alarm sounds (see the Assassination section below for next steps).

The Direct Approach
If the characters decide to openly attack read this:

The camp is secured, as you charge a search light falls on you, alarm bells are ringing, whistling, shouting and the patrol moves towards your direction of attack.

Have **2d4 Guard riflemen*** that patrol nearby move towards the party direction, after 1d6 rounds a second patrol moves in with 2d4 extra **Guard Riflemen***.

4 Assassination

Once the characters have infiltrated the camp, they must either fight their way to **General Erich Ludendorff*** or sneak up on him. Either way, read them the following:

"Inside the camp, which is surrounded by both the trench and barbed barricades, small tents are placed in an orderly fashion, each one clearly housing only a few soldiers. The supply tent, a much larger affair, stands out, as does the decorated General's tent. Two soldiers stand outside of it, strangely wielding greatswords instead of the weapons the other soldiers carry."

Schwertwirbelwind Guards* won't leave their general's side under no circumstances.

If the alarm has been sounded, add the following:

The siren brings soldiers running, forming defense lines around the General's tent. In the chaos, one line of soldiers breaks off and advances, firing at you."

The characters will need to win multiple encounters with Guard riflemen before they can enter the General's tent. The DM should run at least 3 encounters with 1d6+1 **Guard riflemen*** in each one.

If the alarm has not been sounded, read the following instead:

"Soldiers smoke and engage in idle chatter inside the camp while patrols occasionally pass. Many soldiers are half-asleep near the trench wearing full gear, clutching their rifles."

General Erich Ludendorff* plots his next move inside the tent, guarded by four **Schwertwirbelwind Guards***, 2 outside and 2 inside. The characters must succeed on a DC 13 Dexterity (Stealth) or the guards will notice them and attack. The guards will not leave their post; if the characters attempt a deception, they call for a squad to investigate instead. All Schwertwirbelwind Guards as soon as they are aware they will join combat to protect their General

Facing the General

Once the characters defeat the enemy outside and enter the tent, ready the following:

"The General's tent is decorated with armor and swords that are obviously both functional and valuable. A large rectangular table sits in the center of the tent, a throne-like chair at the head. General Erich Ludendorff sits in it, staring at you with contempt, one hand on his rapier, his thumb testing the weapon's edge. He draws blood and smiles sardonically, lifting his thumb to lick it away. His guards stand still, waiting for something. The General is tall and sports a long mustache and extravagant cyan uniform. His boots are polished and perfectly black. On his left lip rests the scabbard of his drawn rapier; on his right, a revolver. "You do not have to die," The General says as he stands slowly. "Why not work with me to crush my weaker foe?"

The General first tries to delay the characters in an effort to open a discussion and turn them to his side. He will tempt them with the spoils of victory and with special weapons. If the characters do not attack instantly, after 1d4 rounds 2d4+3 **Guard riflemen*** will join their general in his battle. Any negotiation attempt is futile, the general is a cunning warrior and will delay to receive reinforcements if it is possible. In combat, General Erich Ludendorff uses both his pistol and rapier. His guards use greatswords.

If the characters defeat the General, read the following.

"Felled and defeated, the General collapses, trying but failing to clutch his pistol and aim it one last time. The blood from his wounds goes from red to black, from fluid to a dark, floating gas. Inside it, a wide, evil grin opens, and the General's ghostly visage appears. "Fire," it hisses, and fire surrounds you suddenly, its heat bubbling your skin almost instantly, the pain only barely given time to register before mists appear and overwhelm and... you are back in the waiting room, whole and unburned, your nerves still screaming from their near destruction."

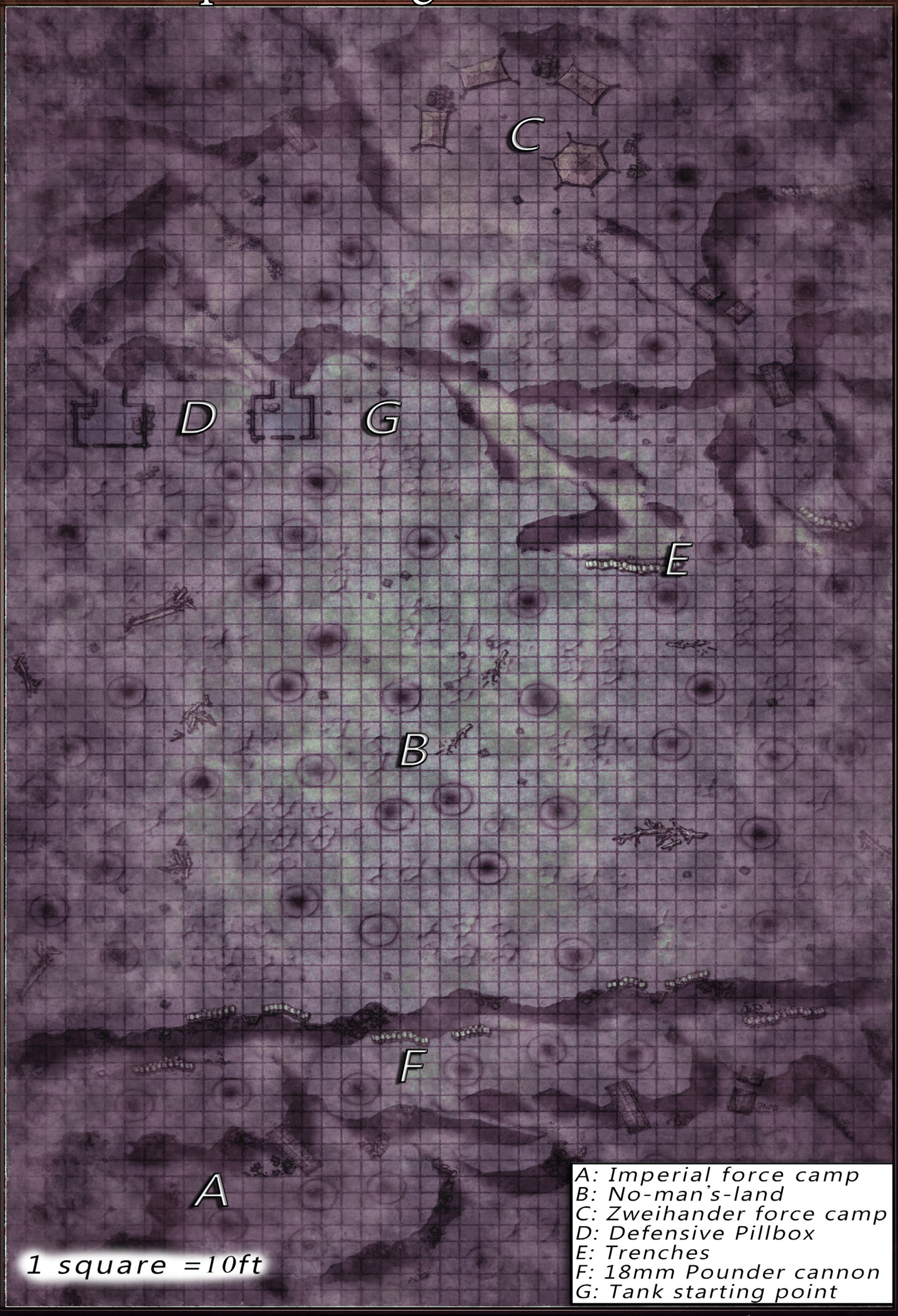
No items looted from this dream are transfered with the characters after its completion. You are the DM though, you can ignore this rule.

If the characters are defeated, read the following:

"The General gives you a wicked smile as you fall, flourishing his rapier casually, readying it at the last moment to plunge into your heart. Just before it makes connection, though, the mists appear, and the General's angry shout follows you back to the waiting room."



Map of Through Fire and Steel



Labyrinthine Horror

Dream Environment
Labyrinth of Mirrors

Challenge Type
Exploration and Combat

Dream Environment Description
The Room is filled with twisting and turning corridors. All walls are made of metal mirrors. The floor is covered in a thick, gray mist that rises up to 1 foot. The air is cold and still.

Dream Challenge Description
As the mist clears around the characters they realise that they have been teleported through the mists into the central room of a labyrinth. They see a large stone door with several empty sockets. The goal of the room is to manage and collect all keystones and socket them into the pillar in the starting room. The characters choose one of the available paths at a time, each leading to a room containing a keystone. Taking a keystone from its resting place shuts off the path behind the characters, leaving them stranded in a smaller labyrinth. Returning the stone doesn't reopen the path. As the characters try to navigate their way out, the labyrinth's denizens actively try to stop them and reclaim the stone. Once four stones have been set in the pillar, the Vampotaur Horror picks up the last stone and the party has to wrestle it from it. The walls deflect spells. The only light in the room is provided by will o'wisps that pose as magical lamps.

Creatures Encountered:
Wight: MM, pg. 300
Gelatinous Cube: MM, pg. 242
Will O'Wisps: MM, pg. 301
Rust monster: MM, pg. 262

New Creatures encountered:
"Horror" (Vampire Minotaur, Keeper of the Labyrinth)



George Mpaklatzis

Labyrinthine Horror

Introduction
The dream features a labyrinth made of spell reflective walls. The only means of escape is for the characters to collect all the keystones before the labyrinth's denizens wear them down and trap them forever.

Background
The labyrinth presented in this room is part of a greater dungeon belonging to a mad wizard lost somewhere in another Domain of Dread. Its true purpose was to stop snooping adventurers from reaching the vault that lies beneath the center of the Labyrinth. Atarte was once trapped in that labyrinth. In reality they were not really trapped but played stayed inside the labyrinth to experience its chaotic nature and meet the beast of the two natures. The Horror was a creation that was part human vampire part bull. Atarte was fascinated by it and wished to study it in hopes of getting more information on their own predicament. Sadly, the Vampotaur Horror did not possess what Atarte starved to find. Atarte captured the undead beast and placed it inside an illusionary copy of a labyrinth in her dream-world, to be faced by poor adventurers.

Setting
Unless otherwise noted the following features are the same throughout the whole labyrinth.

-Odor. The air is cold and still with a hint of blood.

-Walls. The walls are 30 feet tall and made of black marble, polished to a mirror finish. The walls have an AC of 20 and 50 hp per 10-foot section, and a damage threshold of 40. Any spell cast in the labyrinth that involves a ranged spell attack and misses its target, is assumed to have struck the mirrored walls and is reflected back at the caster or to another target determined by the DM. In addition, spells like lightning bolt are similarly reflected if they strike a wall before reaching their maximum range. Reflected spells have the spell attack bonus and spell DC of the original caster. In addition, a spell cannot be reflected more than once per turn. Any attempts to scale or move on the mirrors with or without magic fail upon contact with them. They are also impervious to any magic used to change their shape.

-Light. The area is lit by floating orbs that seem to hover randomly throughout the corridors and rooms. The orbs are actually will-o'-wisps that shed dim light.

-Floor. The ground is heavily obscured by 1 foot of thick fog. Otherwise, the ground feels uneven, and creatures walking on it can hear the sound of bones breaking under their feet. Removing the mist by any means will reveal a polished stone floor covered in a carpet of bones and corpses.

-Ceiling. Thick clouds of mist act as this room's ceiling. About 30 feet off the ground, the walls get obscured into the clouds. Any character trying to fly, hover, or pass through the clouds will instead be transported to the closest patch of fog on the ground.

-Central Pillar. This pillar stands in the middle of the central room of the labyrinth. It holds five empty sockets, one on each of its sides. Any keystone can fit into any socket. Once all sockets are filled with a keystone, the pillar reveals a staircase to the next level. Additionally, the pillar also acts as the resting place of the Horror, should it be destroyed or killed.

-Keystones. The keys are fist-sized and made of semi-precious stones. They all shed 5 feet of bright light and another 10 feet of dim light in a coloration depending on its mineral: purple for amethyst; crimson for bloodstone; yellow for citrine; green for malachite; blue for lapis lazuli. Each keystone rests on its own pedestal in separate rooms. Removing one triggers the effects described in "Keystone Rooms" below, and returning them does not reset it.

What the Guide Tells the Party

"Long ago, a mad mage created a labyrinth so chaotic that even spells lost their way to their target. Doomed to wander until they found a new target, sometimes even their caster."

"Inside the labyrinth, a Horror awaits to dismember any doomed soul that comes to its path."

"The only way out of this next adventure is for you to gather and bring all magic stones to the appropriate area before you fall to the labyrinth's inhabitants."

What the Guide doesn't tell the Party

-The guide will not tell the party of the Beast's undead nature.

-The guide will not tell the characters about the will-o-wisps or the gelatinous cubes.

-The guide will not inform the adventurers of the nature of the walls nor explain how a spell can become lost.

Entrance

The adventure starts as the characters are teleported to the room (A) in the center of the labyrinth through the mists.

As the characters first enter the dungeon, read or paraphrase the following:

" As the mists disperse, you find yourself in a cold, dark room. The center of the room is dominated by a black marble pillar rising 30 feet into a ceiling of clouds and mist. The room is square and its walls are made from the same material as the pillar and polished to a mirror finish. The room's only light source is a stone placed on a pedestal in one of the room's corners."

A. Pillar Room

" In the center of the room, a pentagonal pillar made of black marble rises until it is lost in a cloud of mist. Each of its sides has a single large empty socket but is otherwise very smooth. The walls and the room are lit by a stone on a pedestal shedding purple hued light."

When the characters enter here, the only paths leading out of this room are the colored paths shown in the map. All other paths are blocked off by walls (labelled "S") until a keystone is recovered (see "Keystone Rooms" below).

After the characters put the first stone into a socket, read or paraphrase the following:

"As you fit the stone in the socket, the pillar shakes and flakes of marble break off the surface revealing a scene. The scene depicts the party standing in front of the pillar, a great many hands seem to rise from the ground and try to reach for the party. At the same time four sections of the wall turn into mist that disperses revealing four paths for the adventurers to follow."

As the characters look around after socketing the first stone:

" As the walls disperse into mist many orbs emitting dim light slowly float into the room, and arrange themselves in a random pattern."

After the characters socket the second stone

" As the stone sets with a click, it shatters revealing a horrific creature; half beast and half man with glowing eyes, standing over a pile of corpses. Right after the stone is socketed, the path leading to it from the central room shuts off."

After the characters socket the third stone:

" As the key fits into the cavity the stone around it cracks and splits revealing a carving of a large room with mountains of coins and gems. Sadly, they instantly dissapear in a puff of mist"

After the characters socket the fourth stone:

" The key slides into the socket a guttural howl can be heard throughout the labyrinth, the stone breaks to reveal a robed man the stone representing a medallion upon his chest."

When the characters fit the fourth stone, the **Horror*** picks up the final keystone and starts to roam the last section of the labyrinth. The last colored path is closed off, opening the secondary entrance to that section of the labyrinth. The characters have to wrestle the last stone from the minotaur.

After the characters socket the last stone:

" The whole room quakes as the final keystone is placed in its socket, in an avalanche of black marble a cavity is formed in the pillar revealing stairs that disappear into thick grey mist."

B. Keystone Rooms

All the keystone rooms function in the same way. They are 20 by 20 feet and have a pedestal with a keystone on one of their corners. Initially, the room appears to have no other exits. If the characters interact with the keystone in any way, the colored part of the path (see map) leading to the room becomes a solid wall and a new path back to the central room is revealed. (The walls (S) disappear to let characters through.) If any characters are still inside the colored path while it solidifies, they are forced into the corresponding pedestal room.

B1. Citrine Keystone.
B2. Bloodstone Keystone.
B3. Malachite Keystone.
B4. Lapis Lazuli Keystone.

C. Corridors & Encounters

All the corridors share the features described earlier in the Labyrinth Features section. The corridors are the only place random encounters can occur. Roll for an encounter each time a character looks in or enters a new corridor.

To determine the encounter, roll 1d4 for each keystone the players have interacted with. For example, if the players have interacted with two keystones, roll 2d4 and consult the Random Encounters table.
-When the Horror takes the last keystone from its pedestal, the number of dice rolled also increases.
-If the characters have completed two combat encounters in this section of the labyrinth, the next combat encounter is Horror.
-After the party has had three combat encounters, ignore all combat encounters on the table for this section of the labyrinth only.
-If the characters try to rest inside the dungeon while having interacted with at least two keystones, check for an encounter at the end of every hour. If the encounter is a combat encounter, the Horror appears instead of the encounter rolled, fighting for only 1d3 rounds, trying to disrupt their rest.

Random Encounters:

d20

2-4. No encounter
5. Wisp misdirection
6. 2 Rust monsters
7. Horror
8. 2 Wights
9. 1 Gelatinous cube
10. Corridor is difficult terrain
11-12. 1d4+1 Rust monsters
13. Horror
14. Wisp misdirection
15. 1 Gelatinous cube
16. 1d4+1 Wights
17. 1d4 Will-o'-wisps
18+. Horror

D. Labyrinth Denizens

Below are descriptions of all the NPCs found in the labyrinth.

-Gelatinous Cube. A gelatinous cube mindlessly traverses the corridors, consuming anything organic it encounters. It tries to ambush the party when they encounter it. In addition, the **will-o'-wisps** in the corridors change the colour of their light to a light blue tint, making the cube harder to spot (increasing the DC of the Wisdom (Perception) required to spot it to 17). There are only two **Gelatinous Cubes** in this dungeon. If the party defeats both of them, treat all future rolls of 9 and 15 on the Random Encounter table as "no encounter."

-Wights. The wights in this dungeon are reanimated adventurers that failed to escape the labyrinth. Their preferred approach is to hide inside the fog on the ground and ambush the characters when they get close. The wights are smart combatants who use the layout of the labyrinth to their advantage. They do not care for the keystone, and won't be dissuaded from attacking if the characters surrender. Their weapons are rusted and suffer a -2 penalty to attack rolls and damage. This is due to the rust monsters that inhabit the labyrinth.



-Rust monsters: The Rust monsters were placed in this dungeon to clean all non-magical metalic objects the adventurers carry. They usually avoid the wights even though they want to devour their weapons. The rust monsters will focus targets that wear metalic armors and weapons.

-**Will-O'-Wisps**. The will-o'-wisps pose as lamps and hover aimlessly in all corridors and rooms. If the "1d4 will-o'-wisps" encounter is rolled, they attack and fight to the death. If the "wisp misdirection" random encounter is rolled, they avoid attacking the adventurers directly and try to misdirect them (see "Misdirection Tactics" below). If attacked, they turn invisible and leave characters in darkness. Even when invisible, they follow the party around and try to misdirect them.

Misdirection Tactics:
-One will-o'-wisp turns off the lights in the corridor that leads to the exit while another keeps light shining on a looping corridor or dead end.

-The will-o'wisps turn off all lights for this corridor, leaving the party in the dark.

-If the party has encountered the **Horror***, most of the **will-o'wisps** turn off the light in the corridor, while two of them emit a red light, pretending to be the Horror's eyes in the distance.

-Horror. The statistics of this vampiric minotaur are included in the Appendix A. The Horror has been the keeper of the labyrinth for eons, knowing it perfectly. Its only goal is to return any unsocketed keystones to their pedestals. The Horror has been blessed by the dark powers with extremely potent regeneration (see its "Unliving Horror" trait). After the characters socket the fourth stone. The Horror takes the remaining stone and carries it on its person, fighting to the death to protect it. This shuts off the colored path, opening the secondary entrance as normal. If the characters encounter the **Horror*** before they pocket the fourth keystone, it uses its Bulldozing Charge on the party and tries to grapple the character carrying a keystone. It can attempt to wrestle a keystone away from a grappled creature by making a Strength (Athletics) check contested by the creature's Strength (Athletics) check or Dexterity (Acrobatics or Sleight of Hand) check. Alternatively, it can use one of its lair actions to try and wrestle the keystone away from a creature. If the Horror obtains a keystone, it leaves to return it to its pedestal. If the characters try to give chase, Horror uses its lair actions to stifle their pursuit.

If the characters try to rest and a combat encounter is rolled, the Horror appears to harass the characters. It stays in combat for 1d3 rounds, interrupting their rest and then leaving. In these rounds it mainly uses its Bulldozing Charge and Throw Person to harass the characters.
The Horror is impossible to kill permanently, and reforms even if destroyed (see its "Blessed Misty Escape" trait). However, reducing it to 0 hit points should buy the characters enough time to complete this challenge and climb the staircase in the central room to their next challenge.

Exit:

If the characters succeed in returning all keystones to the central pillar, read the following:

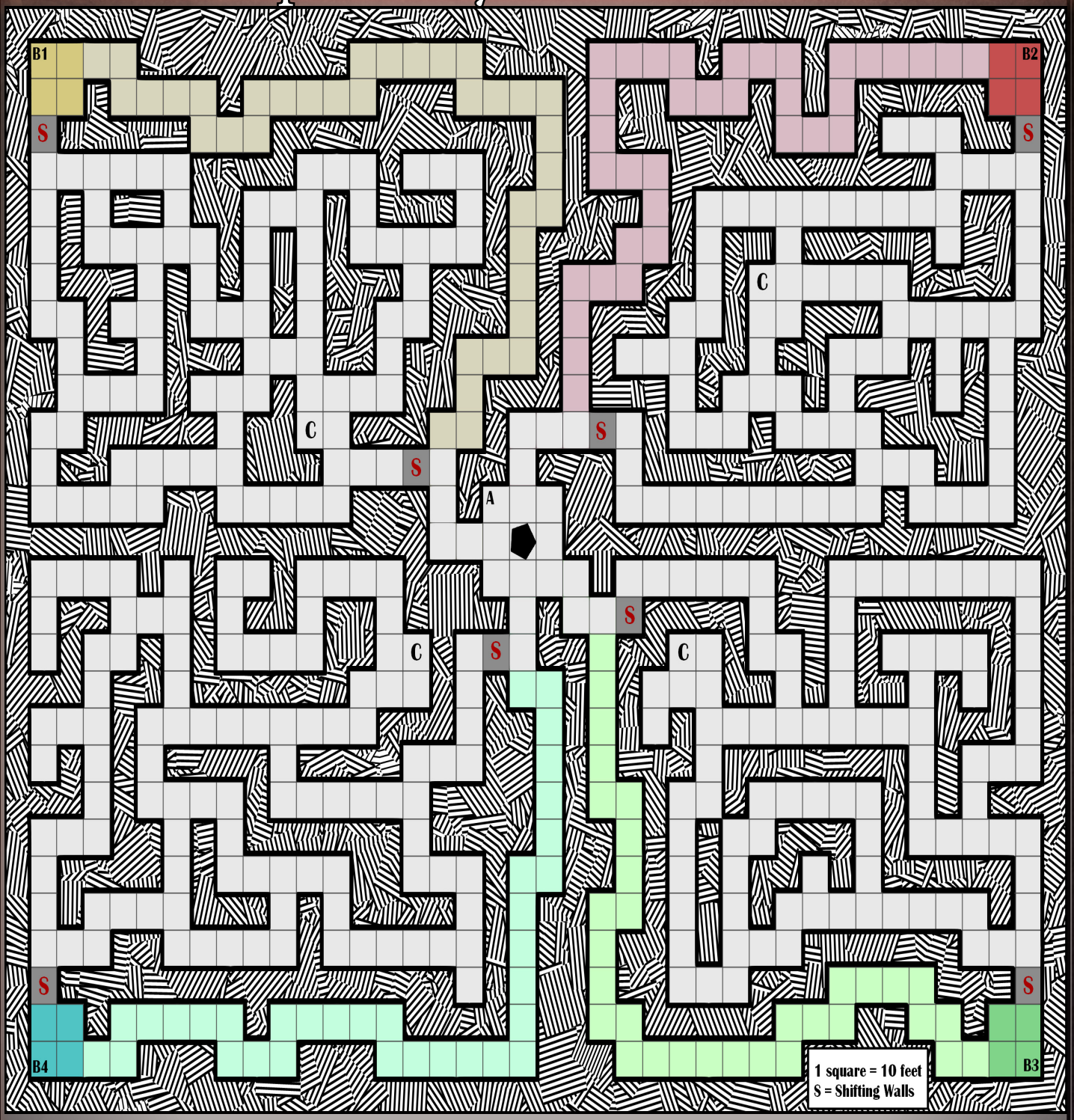
" As you insert the fourth and final keystone to the pillar and hear the satisfying "click" noise, a staircase descends into the room. Its top, covered by mist, suggesting its the way out of this place.

If the characters fail, read or paraphrase the following:

" Not many can boast that they have succeeded in wandering in a labyrinth and certainly not you. You have failed to collect the keystones. Your bodies left to be transformed into wights and your items to be devoured by the Rust monsters. Perhaps you will be better prepared on your next adventure."



Map of Labyrinthine Horror





Singing Showdown

Dream Environment
Inside an inn or tavern, filled with an eager and attentive crowd.

Challenge Type
Social encounter followed (potentially) by a combat encounter.

Lore Background:
In Kartakass, it is a tradition that the leader of the town is the best singer in it. Each year, a competition is held where the best singer is found. For most cities, it is little more than a formality, but it is considered a great tradition and an opportunity for everyone to indulge in meekulbrau, the favorite drink of the Kartakass populace.

This scene features three potential parts. As the characters arrive, they all (or just one of them) have been entered into a competition to become the "meistersinger". This city, however, is under the control of a local clan of wolfweres, who've won the competition for many years in a row. This time, they're facing the characters and a band of werewolves as well. The characters are caught in the middle of this rivalry if they win the competition, with both sides trying to take them out. If they lose the competition, they'll have to pick a side and fight the other one.

It is important to note that this is not how actual elections are run in Kartakass, as the wolfweres have no interest in the running of government and consider it a waste of time. However, Atarte is unaware of this, and is simply building their illusion on rumors and whatever extrapolation their imagination can come up with.

Dream Environment Description
The dream consists of a large tavern room, filled with some 50 illusory people from the "local town". In the middle of the room on the north side is a stage, raised 4 feet off the floor, where the competitors will take the stage one at a time to impress the locals, and stand a chance at being elected "Meistersinger."

Dream Challenge Description
The characters will have to win (or lose) the Meistersinger competition, all while fighting off the effects of the meekulbrau - a drink that loosens the tongue but also causes a bit of loss of control.
After the competition, they'll have to fight off an attack by werewolves, wolfweres, or both.

Creatures Encountered:
Werewolves MM, pg. 211

New Creatures:
Wolfwere
Greater Wolfwere

Singing Showdown

The text in italics in the following scenes can be read out loud or paraphrased.

Scene 1:

"As the mist slowly dissipates, you notice that the world around you has changed. You can hear laughter, people talking, and singing. The smell of fresh food fills your nostrils, and as the mist lifts you find yourself in an inn, surrounded by a crowd of brightly- and daringly-clad people. Through the windows, the light of a late-afternoon sun spills through, while the barkeeper and barmaids have started to light the candles ahead of nightfall. Before you have a chance to regain your wits, a young lady dances past you, placing mugs of a sweet-smelling, deep-red liquid in your hands, laughingly telling you "Drink up! You're next on the stage!" With that, an elderly man walks up to you and asks, "So, will you all compete, or just one of you?"

At this point, the characters have a chance to find out what's going on. The elderly man (a human **commoner** named Ern Ulf) is the Master of Ceremonies, and is more than willing to help them. Below are some examples of questions that characters are likely to have, accompanied by some answers that Ern can provide. Feel free to elaborate on them as necessary. When answering questions, Ern's tone conveys a sense of "obviousness," as though he is expecting the characters to already know the answers (since he is just part of Atarte's illusory world). If the characters ask him a question that you think Atarte could not reasonably know the answer to, Ern simply zones out for a few moments with an empty expression on his face, before continuing on as if nothing happened.

Q: What is this?
A: This? This is the Grand Inn of Skald. And today is the Meistersinger competition!

Q: What is the Meistersinger competition?
A: It's the annual selection of the Meistersinger (or mayor), of course! The winner gains control of our little town for a year. The title is symbolic, with the bureaucrats doing all the actual work. But the pay is good.

Kim Frandsen

Q: What are the rules of the competition?
A: It's simple. One of you, or all of you, take to the stage and try to impress the crowd with your performance. The three best performers go on to a final round, held tomorrow, where you all go head - to - head to win. The other two competitors are already in place. We just need to determine whether one of you will join them in the final round!

Q: How do we do this?
A: All you need to do is take to the stage and put on the best song you can. Or, you can choose to forfeit, as many of our other competitors did once they heard of the stiff competition that awaits them in the second round. There's no shame in bowing out, but competitors DO get free food and drink for the duration of their stay if they stick with it!

Q: What is this red drink?
A: That's meekulbrau, our local delicacy. It loosens the tongue and sweetens the voice. Just don't drink too much, or you'll get drunk. It's rather strong, and it could stain your lips a little, making you look like a vampire.

This is all correct, but it is intended as a red herring to have the players look for vampires. There are none, but it might distract them for an evening's entertainment. You could add a vampire if you'd like, but their CR (13) is really too high for a group that should be running this dream.

Once he's answered the characters' questions, the characters can decide if they want to take part in the competition or not. Any characters can take part. Do consider informing them of the general structure of this skill challenge (as it is explained in "Joining the Competition" below, but keep the actual number of successes required a mystery). if they wish, but inform them before they start that they'll be making Performance and Persuasion checks, and that failure will lead to them losing the competition.

Joining the Competition
Characters who agree to participate are called up to the stage by Ern and told to assume their places. Most performances tend to involve singing, which the crowd traditionally prefers, but some characters may choose to have an oratory show. In addition, there is tough competition this evening, so singing characters are required to make a DC 20 Charisma (Performance) check while orators are required to make a DC 25 Charisma (Persuasion) check. Drinking meekulbrau gives the characters advantage on either check for 1 hour (at the end of which they must succeed on a DC 10 Constitution saving throw or become poisoned until they complete a long rest).

In order to proceed to the final round, the characters must obtain four total successes between each performer in the party, before they reach three failures. If more than one character is performing at a time, each must make a check in some order (one character can't make more than one check in a row). If the characters succeed, they receive a standing ovation and are lauded by the Ern, who tells them they have proceeded to the next round. If they failed, they receive polite applause and Ern cordially invites them to stay and watch the final round, which takes place the following night.

The characters can take a long rest in between performances. If they try to socialize, they'll find that the commoners in the inn behave like normal people (apart from two potential rivals, who are described in "Other Competitors" below). Any attempts to leave the inn meet with failure as they find themselves stepping out into a misty nothingness, and a split second later they've been turned around and are re-entering the inn.

Feel free to play out any number of innocuous encounters here, like characters gambling, romancing patrons, having meals, and so on. Any earnings in the area are illusory and disappear after the characters leave the room, but the benefits of nourishment and sleep are very real.

Other Competitors

The characters have two main competitors, Klaus Jansen and Else Braur, who noticeably aren't in a very sociable mood. They are unwilling to engage with the characters beyond a courteous nod, and spend their time staring through daggers at one another. Both of them are lycanthropes, but remain in humanoid form for most of this encounter (see scenes 2A and 2B).

Klaus Jansen

Klaus Jansen (male **werewolf**) and his retinue of two choir singers (female **werewolves**) are planning to win the competition and have Klaus inserted as the Meistersinger, and take control of the town. While he is aware of Else's nature as a shapeshifter, he believes she is a werewolf like himself - though that is not about to stop him from taking control.

Else Breur

Else Breur (female **greater wolfwere***) is slightly more approachable than her opponent, though she quickly retires for the night. She's the current Meistersinger, and is well aware of the threat that Klaus poses, but she does not suspect that he's a werewolf at this time. Else is accompanied by two **wolfwere*** companions that pose as her guards.

Once enough time has passed, let the characters retire for the night and have a safe long rest. When you feel ready, proceed to scene 2.

Scene 2:

Allow the characters to wake up and have breakfast and get themselves ready. Once they're ready, paraphrase or read the following out loud (omitting content as necessary if the characters did not advance to this final round):

"The stage is different from the last competition, with three small podiums set on the stage, one for each competitor or group. The competitors have already set themselves up and are ready, and Ern is looking around appreciatively. As you approach the stage, Ern waves you up to the empty podium, and looks across the crowd."Each year we hold the Meistersinger competition, and this year we have a tie after the first round. As such, the competitors will now go directly head-to-head with each other, with each group performing an improvised verse. Whoever can keep going the longest is the winner of the competition and will be our new Meistersinger."

This plays out as before, except that the objective now is to try and accrue as many successes as possible before reaching three failures. For the NPCs roll 1d4+2 for the number of successes they reach before hitting 3 failures. Alternatively, assume that Else reaches six and Klaus reaches five before failing). Whoever has the most successes by the end is declared the winner. The adventure can now proceed in one of three ways:
If Klaus wins, proceed to scene 2A.
If Else wins, proceed to scene 2B.
If the characters win or it's a tie, go to scene 2C.

Scene 2A:

"As the song dies down, Klaus gloats loudly: "I am now the Meistersinger! All hail me!" His declaration draws the attention of many, but as you look around, you notice that Else is beginning to change shape, taking on the form of a gigantic, lupine creature, squatting on its rear legs. As she transforms, she snarls "That'll never happen Klaus! This town is MINE!" Her two companions transform as well."

Klaus and his choir will feign despair and draw their short swords, calling out to the characters for help. Else focuses her attacks on Klaus and his choir, only attacking the characters if they get in her way. The **werewolves** remain in humanoid form but revert to their hybrid forms if reduced to less than 20 hit points. The crowd are innocent bystanders and do not fight. Anyone trying to hide in the crowd gains half cover but endangeres the people.
Once the fight is over, proceed to scene 3.

Scene 2B:

"As the song dies down, Else looks around triumphantly: "I guess it's me for another year." She takes a bow, and the crowd applauds loudly. However, Klaus and his choir do not seem to be taking the defeat gracefully, and after a few moments you notice that their bodies are transforming into wolf-like shapes. Klaus snarls as his body contorts and his face elongates while his body sheds fur all around, "Never! I AM THE STRONGEST WEREWOLF! THIS TOWN IS MINE!" and he lunges toward Else."

Else and her companions draw their greatsword in self-defense and beseech the characters for help. If reduced to less than 20 hit points, the **wolfweres*** and she, revert to wolf form. Treat Klaus and his choir as werewolves in hybrid form. The crowd are innocent bystanders and do not fight. Anyone trying to hide in the crowd gains half cover.

Once the fight is over, proceed to scene 3.

Scene 2C:

"As the song dies down, everyone looks at you puzzled and confused. Klaus shouts "How can an outsider defeat us in our traditional competition for the town's leadership? I won't allow this!" As he and his companions transform, you hear snarls coming from Else. She screams "I won't let anyone take the rulership from me! Not stranger nor local!" Else transforms into a hybrid form of a wolf and a human followed by her also transforming companions. Who can survive such a crossout of blades and fangs and rule?"

Klaus and Else fight each other the same as they fight against the party. If either Klaus or Else dies, their surviving companions flee. The characters are victorious if they are the last ones standing.

Scene 3 - Exit:

If the characters have survived the battle read or paraphrase the following:

"As the battle dies down, the terrified audience looks around waiting for anything to happen, and Ern remarks "Well, that was unexpected." and the whole scene freezes, as even the sunlight stops flickering in the windows. A disembodied voice calls out to you "It was indeed unexpected, my little puppets. Time for another challenge!" Mist rises up around you, and the inn disappears from view..."

If the characters have lost the battle read or paraphrase the following:

"As the battle dies down, the terrified audience looks around waiting for anything to happen, and Ern remarks "Well, that was unexpected bloodbath." and the whole scene freezes, as even the sunlight stops flickering in the windows. A disembodied voice calls out to you "Apparently you fight as you sing. Terribly. I didn't expect you to win after all, my little puppets .Time for another challenge!" Mist rises up around you, and the waiting room takes form around you..."

Map of Singing Showdown



Drowning In Filth

Dream Environment
Complex trap that kills by drowning.

Challenge Type
Characters die if they run out of air and drown in sewage.

Lore Background
This room is a complex trap that exists only in the minds of the characters. Atarte created this dream to deal with persistent or boring adventurers.

Dream Environment Description
This room is a large complex trap with quickly rising sewage. The rate of rise will be 1 foot every six seconds. Drowning should only happen if the characters delay, argue, or refuse to work together. If they figure out how to trigger the first lever early then the rest of the trap will be easier to complete because they will have to swim less.

Dream Challenge Description
Characters can, but should not, wait for the first room to flood which allows the characters to swim up and access the portcullis lever. They must then swim the rest of the dungeon in search of two more levers in order to escape. Waiting is not ideal, but it is a plan that will work if nothing else does. If the characters find a way to trigger the first lever in the ceiling (rope, remote pulling, human pyramid, levitation, etc.) then that will allow them to get further into the room before flooding forces them to swim.

Creatures Encountered:
Poisonous snakes: MM, pg. 334
Constrictor Snake: MM, pg. 320



Daniel Chivers

“Drowning in Filth”

Introduction
Drowning in Filth is a complex flooding trap with a minor combat encounter that can and should be avoided. Surviving this trap room will involve teamwork and quick thinking and action. If the characters can manipulate the lever in Room 1 before that room floods, then they will have an easier time completing this room. If they wait for the sewage level to rise before pulling the ceiling lever, then they will have more difficulties surviving Drowning in Filth. The ability to create breathable water or breathe underwater will also work on sewage.

Complex Traps
The DM is encouraged to read about complex traps in Chapter 5 of the Dungeon Master’s Guide and Chapter 2 of Xanthar’s Guide to Everything, if it is available. This room fills with sewage and will eventually drown the characters. To prevent this they must find and pull three levers in order for the exit door to open. The exit door has also been designed so that desperate characters can break it down. The complex trap specifics are described in Room 1. This trap has scaling instructions (see Room 5) for use with higher or lower level characters.

Complex Traps and Time
It is suggested that this entire room is run using Initiative timing. In the effort of fairness the DM should give each Player six seconds to either deliberate or have their character act during their initiative. On Initiative count 20, increase the sewage level by one foot for the entire dungeon. If the DM feels the Players have no hope of escaping then the DM can reduce the rise of sewage per round to six inches or less. This trap is designed to kill characters who cannot work together or who run off on their own when frustrated.

Running and Swimming in Sewage
The DM is encouraged to read about swimming and underwater environments in Chapter 5 of Dungeon Master’s Guide, but the important parts for this room are summarized, as follows:

-Murky water has a visibility of 10 feet.
-Characters will drown before exhaustion becomes an issue.
-No normal (torches, lamps, etc.) light sources will work underwater. If the characters are using a light

source that works underwater then reduce its radius by half due to the muck and nasty bits floating in the sewage.
-Walking or running through more than three feet of sewage should be counted as difficult terrain. The DM may want to allow stronger characters to ignore this speed reduction with a DC 12 Strength (Athletics) skill check. The check should be at a disadvantage for characters in medium or heavy armor.

-Once the sewage is at or above the character's head they need to swim. Characters without a swimming speed use half of their speed and cannot normally use a dash action while swimming.

Drowning in Filth
The Player's Handbook states that a character can hold their breath for 1 + their Constitution modifier in minutes (minimum of 1 minute). After this time they can survive for a number of rounds equal to their Constitution modifier (minimum of 1 round). A character with a Constitution of 14 can therefore hold their breath for 3 minutes, and survive for 2 rounds after they run out of breath before they are reduced to 0 hit points and are drowning. A drowning character fails its death saving throws each round unless rescued.

Drowning in Filth - Complex trap

This trap cannot be disarmed. This trap is triggered after the DM reads the room 1 description to the players. This trap floods Areas 2 through 5 over the course of ten rounds and the entry room after twenty rounds. The trap has been designed for a rate of rise of one foot of sewage per round. If this rate is reduced then this complex trap's level should also be reduced. Sewage, although disgusting, should be treated as murky water for game mechanics. A DM can decide the chances of a character contracting a disease later because the primary threat to the characters is drowning. The most obvious path to living through this trap is to pull the lever in room 1 as soon as possible and then pull the levers in rooms 4 and 5. Doing so opens a secret door leading to stairs and the exit at room 6.

-Trigger. This complex trap is triggered after the DM reads the description of room 1 aloud.
-Initiative. The complex trap acts on Initiative count 20.
-Active Elements. The rooms and hallways are filling with sewage pouring out of twelve different pipes. The sewage rises by one foot per six seconds (a round). Enough sewage pours into this trap to fill all rooms and hallways with sewage. Therefore, by the tenth Initiative count 20, the hallways are completely filled with sewage. Swimming and drowning rules have been paraphrased on the previous pages.
-Dynamic Elements. After the hallways are filled with sewage it will be harder to move and see.
-Constant Elements. The rate of level rise is a constant one foot per round, ending once room 1 has been completely filled to its height of 20 feet (after the twentieth Initiative count 20).
-Countermeasures. The best countermeasure is water breathing or assuming the form of a creature that can breathe water and or has a swim speed listed in its statblock.

1. Entry

"You have all been teleported into a 30-foot square room with a prison-like iron grate and portcullis that makes up the north-east wall. The ceiling is roughly 20 feet high and you immediately notice a bright pink glowing crystal next to a rusty lever in the center of the ceiling. The floor is covered in damp muck and it smells exactly how a sewer smells: terrible. As you begin to look around you notice three small, 6-inch wide, iron openings at the base of each brick wall. Then you hear an ominous gurgling groaning noise that shakes the floor as sewage begins to spray into and fill the room rapidly."

The characters should be encouraged to find a way to pull the lever in the ceiling to open the portcullis early, because doing so will drastically improve their odds of surviving. The glowing pink crystal can easily be removed and provides 30 feet of bright light and 60 feet of dim light. This crystal will provide 15 feet of visibility in murky water or sewage and can easily be carried. The light from this crystal is permanent. The portcullis cannot be picked as there is no locking mechanism. It can be raised with brute force and there is enough space for up to four characters to try and lift it at once. Forcing the portcullis open requires a DC 20 Strength (Athletics) check. This check needs to be made each round that it is forced open. If the portcullis drops on anyone it will do 21 (6d6) bludgeoning damage per round that the character stays under it. Any character hit by the portcullis also has the restrained condition until the portcullis is either opened using the lever or forced open. *Gaseous form, haste, light, mage hand, polymorph, telekinesis, and water breathing*, will all greatly increase the chances that the characters survive. If all else fails, then the characters will be able to pull the lever when there is sixteen feet of sewage in the room by swimming up to it. If the characters ignore this first lever then they will all drown (see room 3) unless they smash their way through the exit door. The ceiling in this room is 20 feet high but all other hallways have 10-foot ceilings.

2. Snakes in a Sewer

Four grumpy yellow-bellied sea snakes (**Poisonous Snakes)** and a starving **Constrictor Snake** have been forced into this area by the sewage flow. They are not overly aggressive but may delay the characters' planned actions by a round or two as they will attack anything that enters their square. The sea snakes can be easily attacked and dispatched or carefully moved around while the constrictor won't tolerate anyone touching it. Any characters running or otherwise moving faster than normal will need a passive Perception greater than 11 to see the snakes before moving into their space and effectively being surprised by their attacks. Once the hallway is completely filled with sewage the snakes will attempt to avoid the characters by swimming towards the floor. The characters can waste as much time as they want while dealing with these snakes, or they can just carefully avoid them.
The snakes can survive 1 hour underneath the water.

3. The Red Brick Secret Door

"The hallway comes to a T-intersection with a strangely out of place red brick wall. This wall must be the most poorly concealed secret door any of you have ever seen. It even has rusty hinges that are clearly visible from this side of the door."

This door is obvious but also very robust and difficult to destroy. The red brick door is four feet thick and will open if all three of the levers (see rooms 1, 4, and 5) have been pulled. Breaking through this wall is time consuming but it is an option. If the characters never pulled the lever in room 1, then breaking down this secret door may be their only realistic means of escaping.

Breaking down the door. The wall has 100 hit points, AC 12, with a damage threshold of 5. If thresholds are an unfamiliar concept, then read the word threshold as it ignores 5 points of damage from each single attack or spell before taking damage." Adamantine weapons will do automatic critical hits and ignore the damage threshold. The door is immune to necrotic, poison, psychic and radiant damage, and all conditions. The door has resistance to acid, cold, fire, lightning, and thunder damage. The door cannot be opened using physical force and it is airtight. Characters should avoid using lightning effects or spells while standing or swimming in water. It is suggested that lightning damage turn into 20-foot-radius burst damage to everything that is standing or swimming in water but the DM is free to adjudicate this as they see fit.

4. Left Lever

This lever is up and needs to be pulled to the down position. Once it and the levers in room 1 and 5 are pulled down, then the secret door (area 3) will open. Note that levers at room 1, 4, and 5 do not need to be used at the same time.

5. Right Lever

This lever is up and needs to be pulled to the down position. Once it and the levers in room 1 and 4 are pulled down, then the secret door (area 3) will open. Note that levers at room 1, 4, and 5 do not need to be used at the same time.

6. Exit

This room is a set of stairs that leads up thirty feet, or ten feet past the maximum amount of sewage height in this complex trap room. The stairs end in a room with a glowing blue portal between a doorframe. This light is very bright and can be detected, even by characters in murky sewage. Those who enter the portal have survived this complex trap and exit by entering the Waiting Room.

Death

If the characters fail to exit the drowning trap read or paraphrase the following:

"There are many ways that you imagined your death as an adventurer. Choking and drowning in fetid water, excrement, and filth was not one of them, yet that is how this adventure ends."

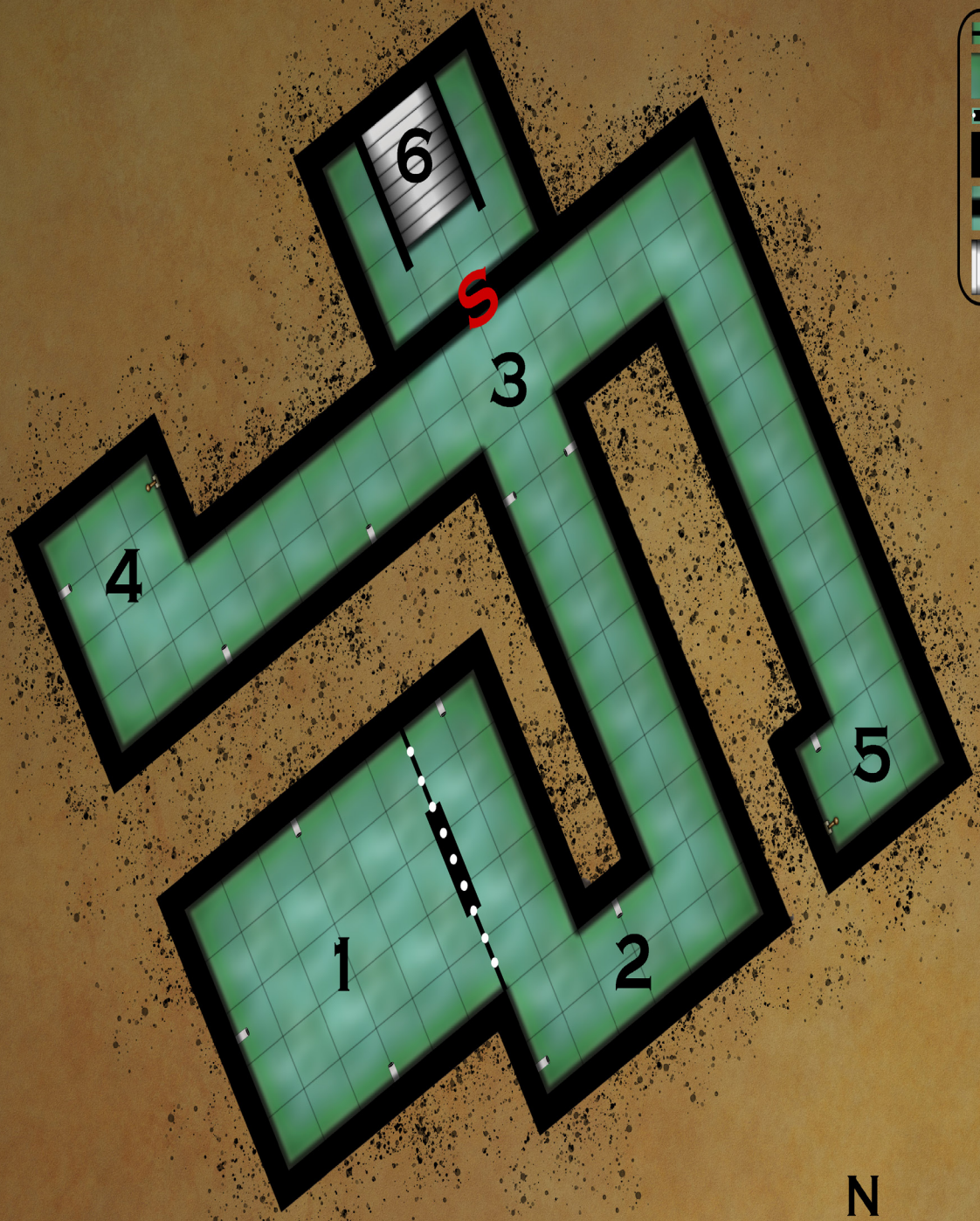
Increasing Trap Difficulty

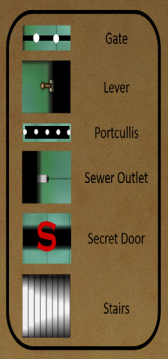
This complex trap's difficulty can be increased. A rate of sewage rise of 2 feet per round will make this complex trap level 11-16 and worth 11,100 XP. If the characters teleport into this trap when it is already flooded completely and if you remove the easy light source then this trap should be level 17-20 and worth 21,500 XP. If the three levers have to be pulled simultaneously then this trap would then be level 17-20 even with a rate of rise of 1 foot of sewage per round. If amphibious monsters are included in this trap (other than those that can be avoided) then the difficulty of this trap should be increased unless all of the characters can breathe water.

Decreasing Trap Difficulty

There are two simple ways to reduce the trap difficulty. Reducing the rate of sewage rise to only six inches per round makes the complex trap difficulty level 5-10. Moving the lever in room 1 to the floor reduces the trap's difficulty level to 5-10. Using both of those reductions at once makes this complex trap difficulty level 1-4.

Map of Drowning In Filth





1. Entry Room
2. Snakes
3. Secret Door
4. Lever
5. Lever
6. Exit Room



One Square = 5 Feet

Monster Laboratory

Dream Environment
Gothic Laboratory

Challenge Type
Investigation, Final Boss Encounter

Lore Background:
The mad Dr. Mordenheim became obsessed with creating new life, be they golems, constructs of flesh and bone, or other experiments. The characters find themselves placed within a copy of his personal laboratory, where dangers abound and a monster must be crafted. Atarte created this room out of descriptions they read in a journal that was written by Dr. Mordenheim. The journal was found with a half-mad man that was certain that he was the actual Doctor. By the time Atarte finished their Illusory dream, it was clear to them that the journal was a fake written by the imposter. No matter, Atarte saw that the dream was good and let it be, in hopes to improve it with real information at a later time. The fake doctor was also trapped inside the dream-lab.

Dream Environment Description
The room is a tower laboratory with high ceilings and several tall windows that continually flash due to a lightning storm outside. Medical beds, preserved parts of flesh, and surgical implements are scattered around the tower. All around the walls are papers and notes detailing some of the failed experiments of the mad Doctor. This room consists of two stories of a tower, a basement, a roof exposed to a permanent thunderstorm, and a mixed assortment of different body parts from all sorts of humanoids.

Exterior Environment Description
Outside the tower is a magical, never-ending lightning storm. The scattered notes will explain that making the golem will turn the thunderstorm off but only if the golem is correctly made and calmed down. Once the golem is calmed or destroyed, the mists rise to let the characters leave.

Dream Challenge Description
The characters have to find, sort, learn how, and then finally assemble a dread golem from available parts. There will only be one viable brain which will be involved in a second puzzle on how to calm the golem down once it is animated. Getting the platform-raising winch system to work is relatively straight-forward. There is only one combat encounter before the golem is constructed and it should not be a threat. By the end of this room the characters should have spent roughly two days assembling, reassembling, and testing their golem before they finally hoist it up to the ceiling. If they make too many mistakes along the way, it attempts to slay them.

Creatures Encountered
Ghast: MM, pg. 148
Homunculus: MM, pg. 188

New Creatures
Ravenloft dread golem

Monster Laboratory

Introduction
This is a complex puzzle with no real time penalty as the characters are expected to spend many hours figuring out which body parts are viable to form the perfect golem and hopefully understanding which memories to use to calm it down.

Setting
-Mad Scientist's Tower: This complex illusionary room consists of a three-story tower, a basement, a roof, and a large lightning rod/platform lifting system on the roof that is roughly 40 feet tall by itself.

-Lighting: The towers and basement are lit by gaslight lamps, the secret door hallways are completely dark, and the exterior is a starless night sky with a raging lightning storm directly above the tower.

-Doors: Doors that can be locked require a DC 15 Dexterity check using thieves' tools to open, or can be forced open with a DC 15 Strength (Athletics) check, unless stated otherwise.

-Secret Doors: Secret doors can be detected by any character with a passive Wisdom (Perception) of 14 or higher, or with a successful DC 15 Intelligence (Investigation) check. Secret doors are automatically detected if seen from the secret passage side.

-Terrain: The rooms are 10 feet tall. The center platform where the golem must be raised into the lightning storm is attached by a massive cable and pulley system machine that can be operated from the bottom floor or the roof. The space above the platform is 30 feet to a trapdoor that opens when the platform is being moved. This central area cuts through multiple floors and has no railings. Anyone jumping off the tower or trying to exit using the basement exit, dies.

Make sure to let the players trying to leave the tower through the exit know that their characters will die in a matter of seconds due to the electrified weather, extreme wind and high energies in the atmosphere. If the character persists, then kill them.

Daniel Chivers

-Gothic Setting: This tower is meant to resemble any of the iconic reanimation genre monster movies from the 1940s and 1950s.

Creation of the Dread Golem
A head, brain, torso, arms, and legs need to be assembled to form the dread golem's body. The characters must harvest the body parts themselves and then assemble the golem.
Once assembled, the following has to be done in order:
-Potion of stone giant strength poured over the golem's body.
Scroll of animate dead needs to be cast on the assembled body.
Scroll of geas to (hopefully) bind the golem to the user.
-The assembled golem needs to be raised into the lightning storm.
-The animated golem needs to be successfully pacified or destroyed for the characters to escape.

Viability
Viability is a generic term to determine if a harvested body part will work or not once the dread golem is assembled. Surgery skill checks to determine viability (see the next paragraph) should be rolled in secret so that the Players don't know if a body part is actually viable until they check during the final golem construction. If a body part is out of the freezer or brain storage room (see rooms 11, 12, and 14) for more than six hours, then it is no longer viable and will begin to rot and stink. The easiest way around this is to harvest and assemble a golem inside the freezer or the brain storage room. Once assembled the characters will have more than enough time to hoist the golem into the storm.

Harvesting, Inspecting, and Sewing Body Parts (Surgery Skill)
Characters that have proficiency in either Arcana, Medicine, or Nature have proficiency with Surgery once they find reference materials (see Area 1a and 18) and surgical kits. Surgery is either an Intelligence, Wisdom, or Dexterity skill check that is only used in this room while harvesting body parts or assembling a golem. Characters with the proper reference materials but lacking the correct skill proficiencies can learn to make a homonculus that will grant them proficiency as long as it is helping them work. Any character attempting to use Surgery without a surgical kit automatically fails unless they have come up with a DM-approved alternative. A character that posseses a ***Manual of Golems*** (can be found in Lena's pets adventure) has advantage on the rolls for Surgery Skills.

Difficulty Checks for Surgery

Action	Time	DC	Result
Harvest Limb	30 minutes	12	One limb (arm or leg) has been correctly removed and will be viable 90% of the time. On a Surgery skill failure the limb is removed but it is only viable 20% of the time. The DC and Time required refer to the harvesting of one arm or leg.
Harvest Head	60 minutes	16	Same viability results as Harvest Limb.
Harvest Brain	30 minutes	17	Same viability results as Harvest Limb.
Harvest Torso	120 minutes	12	Same viability results as Harvest Limb.
Harvest Blood	60 minutes	10	Enough blood is harvested for the assembled golem. Failure means that the blood is spoiled, spilled, etc., and a new corpse must be harvested for blood.
Connect Limb	60 minutes	12	The limb is correctly attached to the torso. On a failure the limb is no longer viable.
Connect Head	120 minutes	13	Failure results in an unviable head.
Connect Brain	60 minutes	15	Failure results in an unviable brain.
Blood Transfusion	60 minutes	8	Failure means that more blood needs to be harvested.
Check for Viability	10 minutes	10	This is a secret roll. Failure means that the character believes that the part is viable even if it is not.
Final Check	60 minutes	12	Success means the character believes the golem is ready for animation (see Area 19).

Only Rune's Brain Will Create a Calm Golem
If the characters use any brain other than Rune's brain (see Room 11), then the **dread golem*** will end up going berserk because the characters will not know how to calm it. Rune's calming memories can be found in room 18 and a character that studies it can sort out which items are pleasant memories and which ones are not.

Rune's Brain and Calming Items. If the golem is animated with Rune's brain then at least three of the following need to be presented to it by the creator.

If two wrong objects are presented to it in a row, the Golem goes berserk and cannot be calmed.

The calming items are:
-A brown dog or puppy found in room 6.
-Giving the golem a can of Worm's Minced Meat.
-The green hat found at Area 9a.
-The obsidian mirror found in Room 10.
-Any picture or drawing of dead gnomes (found or created by a character)
-Any painting or drawing of mountain landscapes (created by a character)

The Enraging Items are:
Anything other than those listed as calming above that are presented to the golem enrage it. If it is enraged twice in a row, it goes berserk. Attacking the golem enrages it as well. Similarly, if the golem sees a homunculus, it becomes enraged and doesn't stop until it destroys it.

Time and Mental Exhaustion
Exhaustion is explained in the Player's Handbook, but the focus is on physical exhaustion. Physical exhaustion should not be an issue in this room unless one of the characters is working in a freezer without the proper clothing. There are no random encounters or anything to interfere with short or long rests. There are many technical books that need to be studied and then fine detailed sewing and surgery that has to occur in order for this challenge to be solved. A DM can either ignore mental exhaustion, create their own mechanic, or use the following guidelines:
A character can stay awake for 12 hours plus their Constitution and Intelligence modifiers in hours without negative results. Jim, a gnome with Constitution and Intelligence scores of 16 (+3) each can stay awake for up to 18 hours before worrying about exhaustion. On the 19th hour, Jim gains one level of exhaustion. If they stay awake for the same amount of time without rest, they would gain another level of exhaustion.

1. Room Entry

"You are in a large circular room with tall gothic windows showing a rainy night continually brightened by lightning flashes. The room is dominated by a large raised steel dais in the center with a shallow ramp leading up to it. Surrounding the dais are medical gurneys and old dried blood puddles. A large floor-to-ceiling machine is next to the dais and the ceiling above the dais is also exposed, leaking water into a growing puddle on the dais. You see two sets of stairs circling the east and southern walls and a small library."

Anyone who looks up into the ceiling hole will see a circular trap door in the roof that is currently leaking rain water.

1a-b. Southern / Northern Bookshelves
Characters that search these bookshelves and succeed on a DC 12 Intelligence (Investigation) check find one of the books listed in the next page. Each search attempt takes thirty minutes and there is no limit to the number of times a character can search the bookshelvs

2. Padlocked Door

This is a poorly constructed iron door with a large expensive padlock. The key to this padlock is on Dr. Mordenheim's corpse (see area 17). The padlock can be picked with a DC 10 Dexterity check using thieves' tools, or the flimsy door can be forced open with a DC 7 Strength (Athletics) check.

3. First Floor Maintenance Room

"The western end of this dark room is filled with a large machine. In the corner you see a few wooden boxes that are stained with oil. They each have the same faded red letters stamped on the sides. A single gaslamp is lit on the eastern wall."

This is the base of the machinery that raises and lowers a copper platform (see area 19). The characters will need to use the platform to elevate their completed golem into the lightning storm. Each of the wooden crates contains flammable oil, machine parts, and a very detailed warning pamphlet that shows gnomes dying in a wide variety of ways while improperly using the machine. The wording on the crates is gnomish and says, "Yiggin's Proprietary Floor Conveyance Levitator - Parts." The warning packets can be used to calm the assembled dread golem if it was assembled using Rune's brain.

4. The Machine (Yiggin's Floor Levitator)

This massive machine is almost thirty feet tall. It can be turned on and set to "raise" or "lower" on the second floor maintenance room, but only after the circuit breaker at Area 8 has been turned on. Once turned on, It takes roughly three minutes for the platform to raise or lower completely.

5. Brass Cabinets

"These two brass cabinets are filled with foodstuffs, beer, wine, and water. The only stored meat are tins of meat labeled, "Worm's Minced Meat." Behind the foodstuffs in one of the cabinets You see two scrolls and some potions."

The items behind the cabinets are two ***scrolls of animate dead***, a s***croll of greater restoration***, ***a potion of stone giant strength***, and an ***oil of sharpness***.

Book Title	Relevance	Description and Bonuses.
“Use Phrenology to Find Love!”	Moderate	This book grants advantage with the skill Surgery if it is used to harvest a head.
“The Long Walk”	Moderate	This very short book grants advantage with the skill Surgery while attempting to connect legs to a torso.
“Gimli’s Trepanning References”	High	This reference book grants advantage while using Surgery to connect a brain.
“Homonculus and Surgery Preparation”	High	This book reveals the command word for the homonculus surgical assistant (see room 18). The command word is “*surgical assistant*.”
“Unseen Levitating Gizmos”	High	If a character studies this book for four hours they will learn that the machine (see area 4) can only be turned on after the circuit breaker in the basement (see area 8) is turned on.
“Finkelstein’s Field Surgery”	Very High	This book describes how to sew limbs back together, sterilizing bodies, field expedient surgery, etc. in very gory detail. This book will take four hours to study and will allow a character to attempt Surgery (see Harvesting, Inspecting, and Sewing Body Parts).
“Vile Heart’s Art of Grave-borrowing”	Very High	This large book is actually three separate books, and a character trying to gain knowledge from these books must spend twelve hours studying them. This book allows the reader to attempt Surgery, and if used as a reference guide, grants a +4 modifier to their Surgery skill while checking for viability (see Viability).
“Classifications of Madness”	Cursed	This book begins with a list of all known forms of madness but anyone reading this book in its entirety (4 hours of study) must make a DC 18 Wisdom saving throw or gain a Long Term Madness (see chapter 8 of the Dungeon Master’s Guide). This madness can be randomly determined or the character is convinced that they are slowly turning into a cannibal and the only way to reverse this trend is to eat dead flesh, raw. A character with this madness must make a DC 8 Intelligence saving throw every minute it spends around uncooked dead flesh or be compelled to eat roughly two pounds of dead flesh before vomiting violently. This book does not detect as magical, but does detect as evil.
“Step by Step Guide to Golems	None	This large book has had its contents completely replaced by what can only be described as highly detailed drawings of orc torture techniques. If a character shows this to an animated dread golem, it goes berserk. This book needs 30 minutes to be read.

6. Basement

"The exterior walls are rough hewn stone and some of the cracks and joints in the stone are seeping moisture. This basement smells like caustic chemicals and old blood. The floor is covered with poorly cleaned up dark brown stains and you see a small steel kennel to the east with at least seven caged underfed dogs looking at you and whimpering weakly."

There are seven dogs in the kennel and three of them are brown. Each dog is weak from hunger but otherwise fully domesticated and will gladly follow the characters around. The secret door in this room can only be accessed by a character crawling through the kennel. The shelves are filled with a variety of canned vegetables, meats, fruits, etc. There are also 7 large bags of dried dog food. On top of the kennel is a large black duffel bag that contains 5 bottles of white wine, 7 torches, a surgical kit, and two ***adamantine daggers***.

Some characters might wish to adopt the dogs. We say that this is pretty noble of them and that it is allowed. When and if the challenge is over succesfully, you may let them adopt any dog. The dog will be waiting for them in the waiting room. A generous DM would let them adopt all of the dogs while an evil DM would use the adopted dogs to mentally scar or blackmail the characters. But we all know that no DM would ever do that

Wink

7. Storage Room

"This room is packed with furniture, crates, medical gurneys, and carpentry and masonry tools. Of particular note, is the rusty iron fuse box on the east wall with thick black cables snaking out and up into the ceiling."

The fuze box is in good working condition and if opened a massive copper lever is discovered. It is currently in the off position. If this lever is switched to on, then the machine (see area 4) will function properly. Hidden amongst all the furniture and mundane tools is a dusty crate of red wine written in a language none of the characters can read. The crate has 11 bottles of very good red wine remaining in it. These bottles of wine do not detect as magical but will detect as evil. Anyone drinking at least a glass of this wine will have terrible nightmares that ruin their next short or long rest. If any of the characters drink to excess (DM's prerogative) then the character will become unconscious, waking up after an hour with one level of exhaustion and no recollection of who or where they are for 2d10+10 minutes.

8. Automatic Meat Grinder

"This large machine is broken beyond repair. It was once an industrial sized meat and bone grinder but it has been bashed in and destroyed by something with immense strength. The shelves have 17 cans of Worm's Minced Meat, and over two dozen empty cans that were never filled."

If any of the characters begin to wonder aloud if the cans of mince meat are actually just chopped up cadavers then they must make a DC 10 Wisdom saving throw or gain a random short-term madness. Ground up cadavers are exactly what are in these cans of minced meat.



9. Secret Passage

These passages have no light sources and secret doors are obvious if viewed from within the passage.

9a. Forgotten Trunk

A large trunk is against the wall. It has a very simple DC 8 lock or it can be automatically forced open by any character with a strength higher than 10. Inside the trunk are 3 ***potions of superior healing, ring of protection, scroll of geas***, and a large assortment of wool socks, boots, and hats of every imaginable color.

10. Secret Storage Room

"This room is empty except for three oak chests, a glass display cabinet with a crossbow and club in it, and a polished brass cabinet."

-Three Oak Chests. Each chest is not locked and contains 330 pounds of 10-pound bars of solid copper. The middle chest has a ***silver mirror*** on top of it that is enchanted to show the user the image they want to see. Each full chest weighs close to 400 pounds.

Glass Cabinet. The glass cabinet is trapped by a simple but dangerous homemade explosive cylinder hidden behind the glass door hinge. The trap is easily disarmed if found. The device explodes if the glass door is opened without first holding down a button on the back of the cabinet. The device and button can be found with a successful DC 15 Intelligence (Investigation) check. Once triggered, the device destroys the cabinet (but not the crossbow, bolts, or club) and does 22 (5d8) piercing damage and 36 (8d8) fire damage to everything within 15 feet of the cabinet. Inside the cabinet are twenty two pieces of parchment that claim the bearer can withdraw 30 pounds of silver from the bank of "M", a notebook written in Draconic that reveals a flesh golem's ability to heal itself with lightning damage and a suggestion to carry a wand of

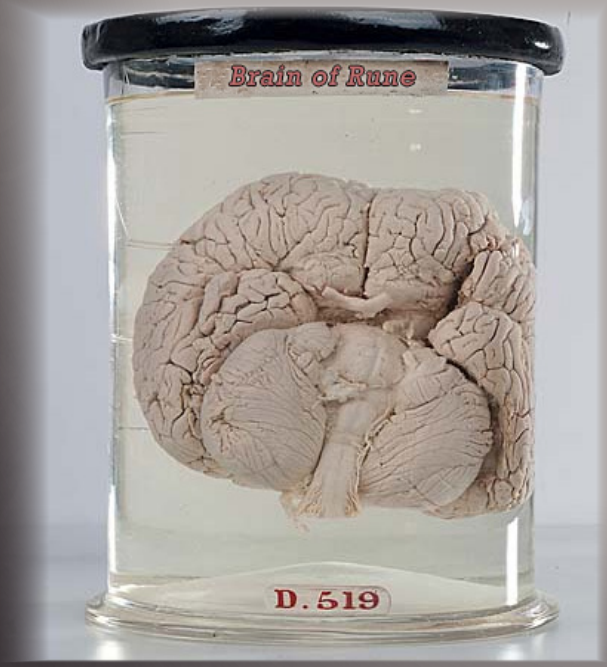
lightning bolts if travelling with a flesh golem. This cabinet also contains two ***scrolls of animate dead*** and a ***scroll of commune***. These scrolls will be destroyed if the trap is triggered. Inside the cabinet are a ***heavy crossbow +1***, (20) ***adamantine bolts***, and a club shaped like a highly decorative adamantine table leg (***adamantine club +2***).

Polished Brass Cabinet. This brass cabinet is not locked and contains twenty eight glass bottles labeled, "Never Rot," two potions of ***stone giant strength***, a potion of ***storm giant strength***, a ***potion of superior healing***, thirty vials of formaldehyde, two small (5 oz.) vials of a red liquid that does not detect as magical. The red liquid can be identified by a successful DC 20 Wisdom (Medicine) check. Each vial contains a foul tasting syrup that removes up to 2 levels of exhaustion but the drinker must also make a DC 15 Constitution saving throw or be poisoned for 10 minutes. The "Never Rot," if poured on a body part, will keep it viable for two days. Anyone with proficiency in Arcana or Medicine is able to identify Never Rot.

11. Brain Storage

"This room is cold enough to freeze water. The walls are solid iron and four frost covered brass cabinets are along the walls. The southern cabinet is opened and you can see that its shelves hold large brown glass jars, each with a different brain suspended in a liquid."

All of the available brains for golem crafting can be found in this room. In total there are roughly thirty brain jars without any labels. There are also six brain jars with labels that read: Slinks, Dwarven Greed, Bjorn, Rune, Rue, and Ajatox. Each labeled brain is viable, but using a brain other than the one labeled, "Rune," will eventually result in a berserk dread golem because the creator will not know how to pacify it.



12. Torso and Head Storage

"This very cold room is filled with canvas wrapped torsos and heads stored on green shelving. You feel that if you don't take precautions, you will freeze and become part of this gruesome collection."

This room is very cold and anyone not wearing warm clothing that spends an hour in this room must make a DC 13 Constitution saving throw or gain one level of exhaustion.

Torsos. There are enough torsos here that the characters can pick. The characters can pick any character race and gender of whatever torso they want to use for the golem assembly. Each torso has a 70% chance of being viable. In one corner there are three viable but exotic torsos that include a mind flayer torso, a minotaur torso, and green hag's torso.

Heads. There are enough empty heads here that the characters can pick and choose what they want as long as they choose a playable character race. Each head has a 70% chance of being viable, but none of the brains inside each head are viable. One of the shelves has a viable black bear head with an unviable brain in it.

13. Hidden Chest

This wooden chest is covered in dust. Inside are three ***scrolls of geas***, fourteen winter coats, and a green ivory hilt missing a blade. The hilt is magical and if it is held then the wielder must make a DC 14 Charisma saving throw or gain indefinite madness that can be cured with a greater restoration. The afflicted character will scream in the middle of any conversation, which will make most verbal communication impossible. Regardless of the wielder's Charisma saving throw result, the hilt will generate a pale green blade for as long as the hilt is held. This blade is a powerful greatsword that does acid damage instead of slashing damage when it hits a target. The wielder can evaporate or summon the blade as a bonus action.

14. Headless Corpse Storage

"This very cold room is filled with canvas wrapped headless corpses. The middle of the floor has a partially destroyed painting in a metal frame."

This room is very cold and anyone not wearing warm clothing that spends an hour in this room must make a DC 13 Constitution saving throw or gain a level of exhaustion. There are enough corpses here that the characters can pick and choose the gender and race of whatever body parts they want to remove. Characters can also harvest blood from these corpses. The painting on the floor shows an artic mountain scene that has been slashed and partially burned. This very damaged painting will not calm the assembled **dread golem***.

15. Pile of Broken Things

All of the furniture in this room has been chopped to pieces and damaged with acid. The debris is all piled up against the western wall. If the pile is searched then the corpses of 2 **homunculi** with dark purple blood are buried at the bottom of the pile; each corpse has been violently bludgeoned to death.

16. Portrait of the Doctor and Timon

"This large painting must be 6 feet across and 8 feet high. The painting shows a bald human wearing a white long jacket with a stern expression who is sitting on an iron table. Next to him is a sewn-together monstrosity with at least six different humanoids making up its body. The golem has a ridiculous smile and vacant eyes. A plaque next to the painting simply states "My first success, Timon."

The painting is hiding a large crack in the stone wall that seems to have caused a purple stain to explode and run down the wall. The stain is all that remains of a homonculus. The cause of the stain can be figured out by a character succeeding on a DC 10 Intelligence (Arcana) check.

16. Guest Bedroom

"This section of the tower has four comfortable beds against the curving outer wall. Each bed has an old battered trunk under it and the entire floor is covered in a thick and soft carpet of pale ochre that clashes with every other color in the room."

Two of the trunks are empty. One of the trunks has a potion of ***stone giant strength***, and a complete set of surgeon's tools which will assist in the assembly of the golem. The fourth trunk contains a twenty-two-card ***deck of many things*** with a note that says *"gambling wastes lives, only draw if you have Lady Luck's favor"*, a few bottles of peach schnapps, a ***scroll of raise dead***, and a ***wand of lightning bolts***.

The Deck of many things is a really dangerous item, if you feel that it would ruin the campaign, feel free to remove it. You get to choose what cards are missing from the deck.

17. Ghastly Drafting Room

"The walls of this room are covered in very detailed drawings of sewn together creatures and golems. There must be hundreds of them pasted to the walls. As some of you look at the various pictures you start to get headaches and quickly look away. The room also has a cot in the corner, surrounded by garbage and rotting food scraps. Under the cot is a lidded chamberpot covered in foul stains. But on the cot you see a massive journal at least as wide as a humanoid's hand. In one of the corners is a brass cabinet next to a drafting table covered in what you assume to be vomit. With all of the stains you have seen you begin to wonder why the room has no smell at all."

This room has been enchanted to neutralize every possible odor and a detect magic spell will detect strong transmutation. If a character casts dispel magic, the room's enhanced sleeping field is dispelled and the room is filled with a ghastly stench that forces anyone that starts their turn inside the room to make a DC 15 Constitution saving throw or become poisoned for 10 minutes. The smell can't be dispelled, but it dissipates after 24 hours.

Brass Cabinet. This cabinet has a set of surgeon's tools. There is also a large wine bottle with rolled parchment inside it. The stopper has been covered with an excess amount of wax and a scrawled note on the label that says "forget this or the fake reality will also know!" The rolled parchment is dried skin of a humanoid and it is written in some sort of cypher. "Dr. Mordehiem" has burned all copies of the cypher key but was afraid of making it too difficult so the letter can be automatically read by any character with an Intelligence or Wisdom score of 16 or higher. All other characters need to make a DC 13 Intelligence check to be able to understand it. It reads:

Note to the other self that isn't being watched yet.
Masterpiece will set you free!
Also death ... death works.
Assemble the Masterpiece as follows:
Brain into Head
Head onto Torso
Arms onto Torso
Legs onto Head ... no wait.
Legs onto Torso.

Oh back up. Do not mix the sexes!
I tried that once ...

Who are you and why do you bother me?
Pour a potion of strength on the assembled body
Animate the dead masterpiece-corpse ... body?
Command the masterpiece and bind it with a geas
Lift the mastercorpse ... piece into the storm!
Calm it with pleasant memories.
Die ... or not die maybe? Either way you are free.
Will I be free of the life-illusion?

Enhanced Sleeping Field. If any of the characters sleep here they will find that they gain the benefits of a long rest after just an hour. But that character will find it impossible to sleep for 48 hours after waking up here. This sleeplessness cannot be dispelled, but a restoration, greater restoration, or heal spell can cure the effect. Anyone sleeping in this room a second time must make a DC 15 Constitution saving throw. On a success, nothing happens. On a failure, they become convinced that they will turn into a ghast when they die. This is true, the next time the character dies, its body will transform to a **ghast**. The character will be

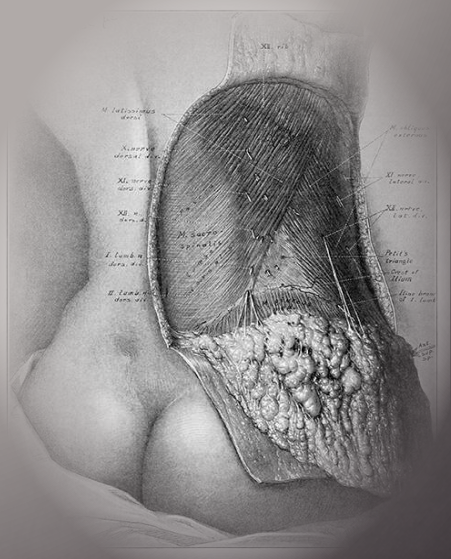
safe in the waiting room of course. If those who failed their save manage to die in this tower then they will be raised as a ghast 1d4 rounds after they die. This effect can be removed by a greater restoration or dispel evil and good spell.

Maps of the Mad. The various pictures, diagrams, and scrawled notes on the wall can be examined by a determined character if they succeed on a DC 12 Charisma saving throw. If they fail then they will be unable to try again for 30 minutes as they suffer from terrible headaches. The first time a character succeeds at studying the picture they learn how to command the **homunculus** surgical assistant (see Room 18) using the command word, "surgical assistant." The character will also realize that there is still more to study.
If a character continues to study the walls, and succeeds on another DC 12 Charisma saving throw, they learn that the "Dr. Mordenheim" was convinced that sleeping here was slowly turning him into a ghast. They also learn that "Dr. Mordenhiem" created the terrible lightning storm outside in an attempt to animate his "masterpiece," which is some sort of improved flesh golem, this is false of course, the storm was created by Atarte. If a character wants to study the walls a third time then they must make a DC 16 Charisma saving throw (characters with any form of madness have disadvantage on this roll) or they fall asleep and cannot be reawakened unless they are dragged out of this room. Those that succeed on this saving throw realize there is nothing left to be learned from the wall.

"Dr. Mordenheim's" Journal. The large book is the primary journal for Dr. Mordenheim. Studying this book takes 6 hours. After 6 hours of study, the reader knows how to assemble a dread golem out of spare parts as long as they use this book as a reference and have surgical tools. If the characters have found Rune's brain (see room 11) then they can use this book to find out the six things Dr. Mordenheim believes will calm the golem (see Only Rune's Brain Will Create a Calm Golem). The DM should also roll a Wisdom (Insight) check for the reader in secret. There is no real limit to how many times a character can study the book. The character will learn all of the following up to their Insight skill check result:

d20

Roll	Result
1+	Dr. Mordenheim believes that he cannot escape his tower until he builds the perfect go lem. Having this book as a reference would greatly help a surgeon sew together different body parts.
8+	Dr. Mordenheim believes that a brain of a particular gender has a much harder time ani mating a body if any of the assembled pieces are not of the same gender.
10+	Dr. Mordenheim conducted many experiments that show that a golem is more stable if it has components from at least six different corpses.
13+	Note: This result happens only once. Dr. Mor denheim believes that his entire life is a lie and that he lives in a sort of complex illusion. The character reading this must make a DC 14 Wisdom saving throw or gain a random In definite Madness (see chapter 8 of the Dun geon Master's Guide).
16+	Dr. Mordenheim recently pushed his last homonculus off the roof and never heard an impact. He has begun to wonder if death will help him escape the tower.
18+	Dr. Mordenheim's notes explain that the go lem can be controlled if presented with mem ories that are pleasing to it. The only problem is that most of the brains are the brains of mur derers and crazy people.
20+	Dr. Mordenheim is planning on electrocuting himself but seems to be hiding the decision from himself and his journal, convinced that the illusion can read his journal.



18. Corpse of "Dr. Mordenheim".

"At the bottom of the stairs you see a very burnt and crumpled human corpse that seems to have been killed by lightning. You can hear and see the rain, wind, and lightning raging at the top of the stairs and water is beginning to pool near your feet."

The corpse is "Dr. Mordenheim's" electrocuted remains. His corpse has a key ring with keys that open the locked doors at area 2, 6, 12, and 14. His white coat is filled with a variety of surgical instruments and enough pieces exist that a surgical kit could be made if the characters have already found one as an example. Under his corpse is a charred four foot pole of pure copper. Once the characters loot the keys off the corpse, then it animates as a **ghast** and attempts to attack them with surprise. The ghast will scream *"you will never make a masterpiece! You will never leave!"* over and over again until it is slain. Any character with a passive Perception of 12 or higher will not be surprised.

18a. Homonculus Cabinet

"This room has a large brass cabinet and an assortment of scraps of flesh, glass shards, and purple stains piled up in the southern corner."

In the cabinet is a **homunculus** that will awaken if it hears the command word, "surgical assistant." This construct will follow the character that spoke the command word and assist in surgery or any other task that the character orders. It understands Common and Draconic.

19. Roof of Dr. Mordenhiem's Tower

"You are on the roof of the tower and an unnatural storm is raging above you. Above a circular trapdoor is a platform easily forty feet above the room, suspended from a large metal crane. Lightning is striking a long pole attached to the platform roughly every thirty seconds. The platform can be reached by the use of a very wet ladder that ascends all the way to the top. The rain seems to be coming from every direction and the howling wind and snap of lightning makes it very difficult to communicate with each other."

The storm that rages above the characters will not harm the characters unless they climb to the top of the ladder (area 19b.) or otherwise attempt to attract lightning to themselves. If the characters are foolishly trying to electrocute themselves then they must make a DC 15 Constitution saving throw or die if struck by this unnatural lightning. Those that succeed on their saving throw are reduced to 0 hit points and begin to make death saving throws. The trap door will open or close normally if the machine (area 4) is raising or lowering the platform.

19a. Copper Platform

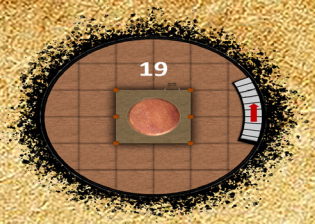
This is the copper platform that the characters need to lower to the bottom floor, attach the assembled golem to, and then raise the platform back into the lightning storm in order to animate the dread golem. If the golem is viable then it is struck by lightning and the machine will automatically lower the platform back to the ground floor. At this point the golem* is animated. The characters will either pacify it or it will go berzerk. If the characters pacify it the mists part and they are freed from this room. If they destroy the **dread golem*** then the mists will also part and they are freed from this room.

19b. Copper Platform

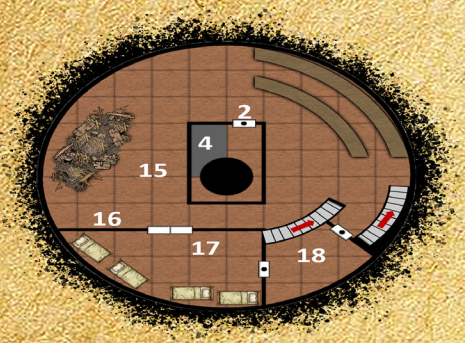
This is the very top of the crane and platform system. Any character climbing this far up will realize that every mechanism is in working order. Any character that does not immediately climb down the ladder has a 1 in 4 chance of being hit by the unnatural lightning (see area 19) per round. Roll 1d4, on a roll of 4, the character is struck.



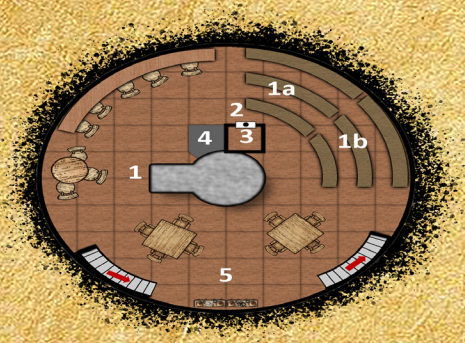
Map of Monster Laboratory



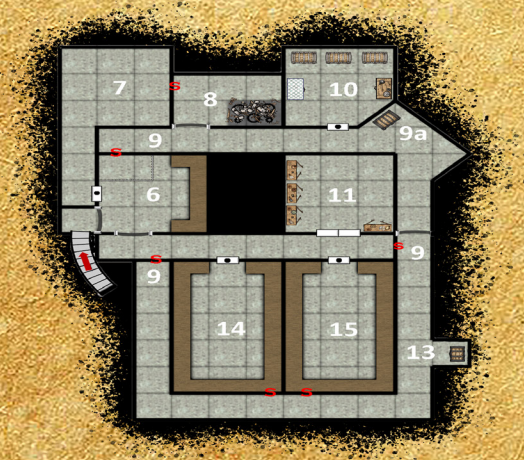
Roof



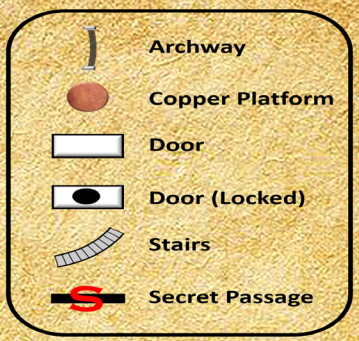
Second Floor



First Floor



Basement





One Sqaure = 5 Feet

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Tier 2 dream-adventure
Levels: 7-9

Lava Trip

Dream Environment
Volcanic cave-passage

Challenge Type
Survival, skill checks, combat.

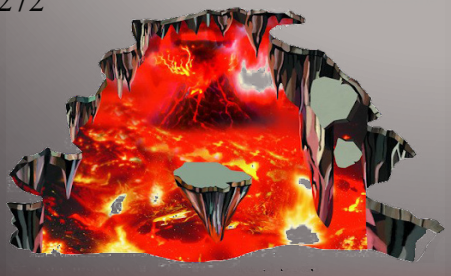
Lore Background
The highest peak of the Balinok mountain range, Mount Arawn rises 4,580 feet above Forlorn. The mountain, like its neighbors, is pockmarked with salt caves that could be richly mined if the goblyns of Forlorn were more hospitable. Long ago, Mount Arawn erupted, leaving behind a crater called the Maw that still leaks sickly yellow fumes. Atarte saw one of the volcano's eruptions, a scene they have have seen before. Curiosity engulfed them and they decided to visit the crater Maw to experience its power first hand. The dream is formed from the memory of Atarte.

Dream Environment Description
The room exists inside the mountain. Its floor is, quite literally, lava, with islands of stones scattered throughout. Some of these islands are fixed, providing a path to the dream's exit. The salt walls twinkle with crystals protruding at various angles, reflecting any light in the room in curious and discomfiting directions. The lava moves slowly but inexorably to fill the room as adventurers traverse it, and the temperature is nearly unbearable. The hot, thick air is filled with toxic gasses.

Dream Challenge Description
Characters who enter this room must survive its toxic environment while also avoiding falling or touching the lava as its level rises. To exit the room, characters have to reach its peak and deal with its occupants - magma mephits and Goblyns. The exit located at the cave's highest point is a single hole serves as a portal to the outside and, eventually, another room in the maze.

Creatures Encountered
Magma mephits: DMG pg 217
Earth Elemental: DMG, pg. 124
Skeleton: MM, pg. 272

New Creatures
Goblyn



Dimitris Boutsikas

Lava Trip
The characters enter on a small island made of smooth, cloudy crystal. There, they can easily discover that they are inside a volcano somehow made of salt. A history check (DC 17) reveals that this is the inside of Mount Arawn, the only salt volcano in Forlorn.

Environment
The lava flow makes the air inside the cave toxic, which means the following:

-When the characters first enter this dream, they must make a Constitution saving throw (DC 15) if they breathe air. Characters who fail their saving throws suffer 1d8 poison damage and are poisoned for 1 minute.

-All characters who breathe air mut repeat this saving throw for every 5 minutes they are in the room, or even 5 rounds when in combat due to exertion.

-Characters who cover their nose and mouth with a wet cloth gain advantage on their saving throws against the toxic air.

Mechanics
The following mechanics apply throughout the dream:

-The space between islands on the map is significant. See each island for the challenge required to successfully jump or move to the next island.

-The islands stand above the lava slowly filling the cave. If a creature slips off the island and falls into the lava, they die instantly unless they are immune to fire damage.

-Each island is a few feet higher than the previous island. So isle 2 is a few feet higher than isle 1, isle 3 higher than isle 2, and so on.

-The lava level in the room rises steadily, covering lower islands as it does so.

-The numbers on the map (1-9) indicate the order in which the islands are swallowed by the rising lava.

-When the lava reaches the top of an island, it takes 3 rounds to cover it completely. The time it takes to destroy an island is covered in each section below.

-A successful perception check (DC15) reveals the hole in the cave's ceiling that serves as the only exit from this room.

Paths to exit:
There are two possible paths that the characters may follow in order to reach the exit: the safest and the fastest.

-The safest path is to jump from islands 1 through 5, then 7, IV, and 9. It represents a lower risk of falling into the lava, but will likely lead to combat.

-The fastest path (the mechanics of which are explained at the end of this adventure) is to travel from islands 1 through 8, since this avoids most of the encounters, though this path also presents a higher risk of falling into the lava.

Characters can move from one island to the other by making a difficult jump (DCs noted below) or by coming up with their own means such as the use of magic.

Area 1
Read aloud or paraphrase the following

"A myriad of small stars illuminate the area around and above you, as if you just stepped into infinity. For a moment, you are lost in the stars - that is, until your feet find footing, your eyesight clears, and you make out the dozens of tiny crystals reflecting light that seems to come from beneath you. The air is thick and hot, burning your lungs as you inhale, and a sickly heat rises from underneath you as if from Hell itself. The stone beneath you extends a few feet in every direction. Where it falls away, reddish light rises from a lake of burning liquid that spits gouts of fire as it absorbs stones and crystals falling from the walls. You are inside a volcano, its cloudy crystal walls refracting the lava's light to reveal a wide cave dotted with similar still-standing islands of stone rising toward the ceiling. There, another source of light shines - a hole through which daylight slips inside."

Area 2
This island is made of a ring of earth surrounding a separate solid center. A skeleton lies motionless on the center mass. When characters arrive in this area, the skeleton rises and watches their movement until they leave the area.

The area has two paths to Area 3:
A. This pathway collapses if someone tries to use it, requiring a Dexterity saving throw (DC 14) to avoid falling into the rising lava.

B. This pathway is stable, but stepping on it enrages the **skeleton** in the center of the island.

If the characters use path B, the skeleton throws salt crystals (as an improvised weapon attack) at them as long as they remain within 30 feet of it.

The skeleton is all that's left of a wizard who came to summon a deity from the demiplane of magma. It still wears tattered robes, the pocket of which, contains the wizard's diary that explains his reason for being there. With an investigation check (DC 12), characters can also find a scroll hidden in the robe's remains. A DC 14 Arcana check allows the reader to use *Telekinesis* (just as with a ring of telekinesis) for 2d20 minutes. The scroll can only be used once and disintegrates into ash after it's read.

Area 3
This island is only 5 feet away from Area 2, but rises 15 feet higher, making jumping to it nearly impossible. A character that wishes to jump should succeed on a DC 20 Athletics check.

The surface of this island is broken, and a number of fissures open to the lava below. The lava floods the area after rising 15 feet within 15 minutes . Each time a character gets within 5 feet of a fissure, a 1d4 **magma mephits** rise from the lava and attacks.
You can describe it like this:

"Suddenly, liquid fire boils up from the chasm suddenly sprouting fiery wings and claws. It jumps from the pit at you with a shriek."

These mephits get a surprise attack.

Area 4
This island is 20 feet away from and 7 feet higher than Area 3.

Characters have only 5 minutes on this island before the lava begins to swallow it. When the lava reaches the area's level, it takes 3 rounds to destroy the island completely.

Area 5
This island is 20 feet high, the same height as the island in area 4, and 10 feet away from island 4. Lava overtakes this island 8-12 minutes after the characters reach it. This island slopes upward from section A to section B. Section A begins to disappear within 5 minutes of the characters reaching it, the lava destroying the remainder as it continues to rise.
In section A, fissures in the ground bring forth 5 **magma mephits**.

In section B, 3 **Goblyns*** appear and summon a Salt Elemental with the stats of an **earth elemental**.
In section C, the characters have to climb to a small island. A character that jumps on the island will need a successful Athletics check (DC 14) to reach the top and move closer to island 6. Characters move with half speed on this small island as it is considered Difficult Terrain.

Area 6
This area contains 1d8+3 **Goblyns***, who watch the fight in Area 5, section B and cheer when their compatriots hit the characters. If the characters win, the Goblyns fly into a rage and jump to area 5 to fight for their fallen comrades. It takes 4 rounds for them to reach Area 5; after that, they chase the characters as they move from island to island until they fall or are killed.
If the Goblyns cannot reach area 5 because it has been destroyed by lava, they will throw spears at the characters when they reach Area 7.

Area 7
The Island 7 is 30 feet away from island 5 and 10 feet higher. Like Areas 3 and 5, this island is marred by fissures in which 10 **magma mephits** are hiding. Each time a character gets within 5 feet of a fissure, a number of magma mephits of your choice rise from the lava and attack the characters with surprise. To escape Area 7, the characters must reach island 7a, then Area 9. An old rope still hangs between Area 7 and island IV. A successful Athletics/Acrobatics check (DC 16) allows the characters to use the rope to cross to island IV.

Area 8
This island is 20 feet away from island 7 and 5 feet higher. This island is flat and has a hole in the middle. The lava will swallow this area 45 minutes after the characters enter the room. Five **Goblyns*** stand on this island and attack the moment characters reach its surface. These Goblyns will chase the characters until either they are killed or the characters escape the dream. If the lava destroys Area 8 before the characters reach Area 9, the Goblyns jump to area 9 to flank the incoming characters.

Island IV
From this island hangs the remains of a 35-foot rope bridge to Area 9. A successful Investigation check (DC 14) reveals that the bridge is ready to fall apart. Mending can make the rope bridge safe to cross in 1' increments. If no character has access to Mending, the group can shore up the rope bridge tied off to the other side. To do so, the characters must make a successful sleight of hand check (DC 15) to catch the rope on a pole on the other side and an Intelligence (Insight) check (DC 15) to make sure the rope is tight enough to keep the bridge level. Each character must also pass a DC 16 Athletics/Acrobatics check to avoid falling through rotten or burned boards on the bridge. The lava reaches the bridge 5 minutes after the characters step on it.

Area 9
"The ceiling above this isle has a hole through which daylight seems to shine. The hole is 70 feet above the lowest area of the island you now stand on, only so little remains till you reach salvation. How will you do it?"

This island is made of two sections:
Section A: 3 **magma mephits** hide in this section and attack with surprise if a creature approaches within 5 feet of it.
Section B: Characters must reach this section to reach the hole in the ceiling. This section is 40 feet above section A, and characters must make a successful Athletics/Acrobatics check (DC 16) to climb the salty surface to it.

Passages
The safe passage is to move through these areas in order: 1,2,3,5,7,IV,9
The fast passage is through areas 1,2,3,4,8,9. On this path: The small island between Areas 4 and 8 seems like a fast passage to what seems the exit out of this living hell (island 9), though a Perception/Nature check (DC 18) reveals that the island is on the verge of collapse. This small island is made of 3 levels, each 10 feet above the one below it. If the characters attempt to jump to the island, 3 medium sized creatures are heavy enough to cause the column to immediately collapse. Any creature who has reached the top level of the column can jump to Area 8 safely with a successful Athletics/Acrobatic check (DC 15). Characters on the next level down need an roll of 18 to successfully jump, and characters on the bottom level need a roll of 21.

Exit:
If the characters manage to exit read the following:

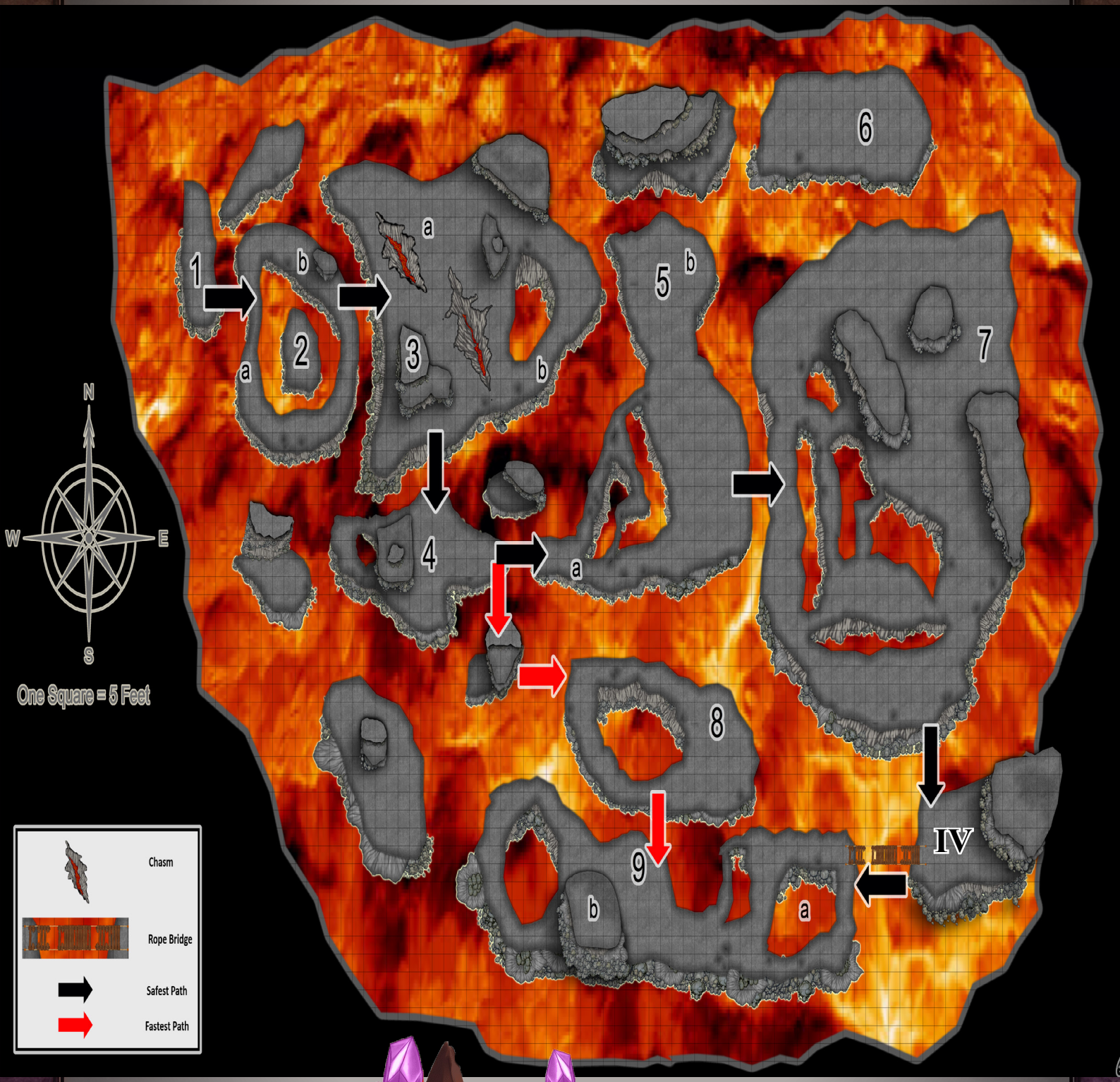
"Through quick thinking and fast decisions, you managed to outrun the moving hell that was slowly chasing you. As you exit the hole of the crater you see a small mist engulf you, at the same time a huge explosion is heard in the distance."

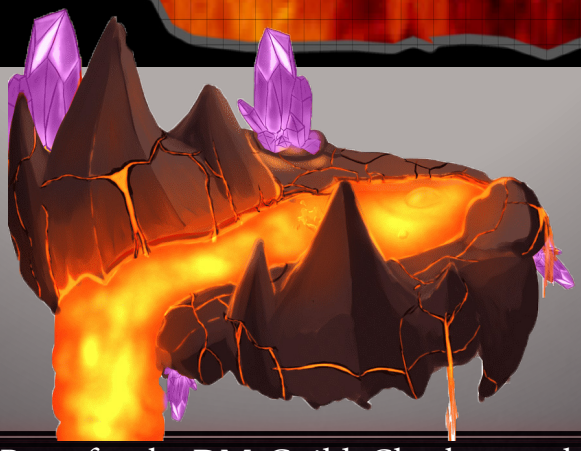
If the characters fail to escape read or paraphrase the following:

"The obstacles that you faced managed to impede your flee. Your bodies now remain trapped within the crater to be burned and dissolved by the roaring lava. Some moments later, the volcano explodes puking magma, rocks and whatever is left from the goblyns and your bodies, everywhere."



Map of Lava Trip





Teety's Hunt for Lulo

Dream Environment
Forest, Cave

Challenge Type
Interaction, Investigation, boss encounter, final boss encounter

Dream Environment Description
Vivid colorful forest, home-cave

Dream Challenge Description
Teety, a gnome druid, asks the characters to find Lulo, her long unrequited love. Teety will supply the characters with information and strictly demands that they return Lulo alive. The characters will have to pass through Lulo's friends and then face his uniquely annoying and deadly poison traps. Should the characters kill Lulo, Teety will unleash her power in an attempt to kill the characters for what they have done.

Creatures Encountered
Dire Wolf: MM, pg. 321
Swarm of Insects: MM, pg. 338
Korred: VGM, pg. 168
Ogre: MM, pg. 237
Awakened tree: MM, pg. 317
Pixie: MM, pg. 253
Giant Crocodile: MM, pg. 324
Crocodile: MM, pg. 320

New Creatures
Teety
Lulo
Gigantic Frog

Teety's Hunt for Lulo

Introduction
Teey asks the characters to find her elusive love, Lulo, who just wants to be left in peace. The characters must help Teety in order to leave this strange forest which, despite its innocent and colorful appearance, has many perils. Lulo will do anything to avoid Teety's grasp and he won't hesitate to make a desperate leap for freedom, because Lulo values his freedom above everything else.

Lore Background
Teety and Lulo are both gnomes of sister clans. Teety and Lulo were friends that played together for many years but Teety loved him from the first day they met each other. Lulo didn't mind spending time with Teety, but when they grew older, Teety followed her ancestral heritage and became a druid. In time, she grew to become a cute but formidable druid with her Pixie, in the form of an Owl, following her on many adventures. Lulo followed a separate path and became a ranger. Lulo left his clan and pursued his dreams of planting and growing unique mushrooms that have both healing and poisoning abilities. He found peace and purpose, making many friends. Most of his friends were animals and forest dwelling creatures; he prefers his animal companions over sentient ones. One rainy evening Teety expressed her love openly to Lulo, but Lulo rejected her love and asked that they remain friends. Teety's feelings of rejection and despair turned into fury. She nearly killed him after unleashing her ancestral powers, but Lulo survived Teety's fury and fled in fear. Due to the Dark power's trickery and mischief both gnomes were trapped by the mists inside of Atarte's dream-realm. Poor Teety was never able to overcome her obsessive love and she now charms animals and adventurers with promises of help, medicine, and gold if they capture Lulo and return him to her. While Lulo plants his mushrooms and traps in fear of finding himself trapped in Teety's vines of obsession.

Setting
Ceilings: Dense forest, caves are up to 100ft high.
Lighting: Daylight, Full moon, Forest (Dim light), Night (Darkness)
Smells: Earth, trees, flowers, and cave space filled with strange smelling mushrooms
Walls: Cave
Terrains: Forest, Cave
1 Treehouse on the Twisty Twitty Tree in the Lake Filled with Witty Colibri



Dionysios Christoforidis

Enter the forest:

""A sweet aroma takes your mind elsewhere; you fall in a weird trance that you have never experienced before. Waking up, you realize that you are literally hanging upside down from a large olive tree with large branches. As you try to find your bearings, you notice that your companions are also hanging besides you. As you turn to see down, you see a treehouse and smell an aroma of tomato soup. Perhaps the smell, is the product of your imagination or hunger playing tricks on you. The treehouse is modest and the area is surrounded by a thick forest. The olive tree is located on a small island that is surrounded by a calm crystal clear lake.""

The olive tree is an **awakened tree**, which can telepathically communicate simple ideas to other living creatures but cannot move at all. It is 100-feet high and 60-feet wide and holds a large tree house. The wooden treehouse is 7-feet tall, 60 feet wide, and 60-feet long. The treehouse is 60 feet above a small island in the center of an enchanted lake. **Teety*** usually wild shapes or uses her sentient **gigantic frog*** friend to move about. The frog gives rides to people that it likes or is ordered to by Teety. The waters are filled with fish that all consider Teety her friend.

The awakened olive tree will telepathically inform Teety that guests have arrived and she will burst out enthusiastically and giggle at the characters. She is extremely friendly, intelligent, and wise. When the characters notice Teety read:

"Suddenly you see many colibri birds fluttering and chirping around you; they might be singing. You see a funny hat bursting out of the treehouse, then a staff of flowers and vines, followed by a gnome. The giggling gnome is short, even for a gnome, with purple hair and pale purple skin. She says, 'Hello! I am Teety. Welcome to the Twisty Twitty tree in the lake filled with witty colibri!' She turns, looking towards the north with a sigh, then she giggles again and asks if you are hungry."

Roleplaying Teety. Teety is willing to jest, play, and offer any help or comfort to the characters. If the characters are reluctant to walk into her treehouse, she would be willing to talk outside while serving them tea, food, or any assistance that they might need. She is a chaotic good gnome druid who likes the company of humanoids, animals, and plants. If a character tries to steal or harm Teety, then she will use all of her power to restrain or defeat the offending character. She does not tolerate violence or any inappropriate gestures against her or her plant and animal friends. She will only kill as a last resort. The DM is encouraged to roleplay Teety as a dark and cartoonish gnome.

2 Inside the Treehouse

"You walk inside the house and the colibri that accompanied you flee as seven playful cats burst through the door with the clear intent of cuddling. They scratch you playfully and pass between your legs, then you see a small white bunny that is attempting to both hide and observe you at the same time. Teety extends her small delicate arms towards stools and beckons you to sit at a table topped with food and tea."

Characters that eat and drink Teety's food, gain 9 (2d4 + 4) temporary hit points that last until depleted or a short or long rest is completed. The white bunny is named Binnilo and the 7 cats are named Do, Re, Mi, Fa, So, La, and Si. Teety has an invisible friend always at her side, Flicky, her **Pixie** friend. Flicky is always invisible when strangers are nearby. Flicky and Teety are best friends and Flicky wants to see Teety and Lulo live happily ever after.

After the characters have eaten, Teety will inquire about how they ended up here. If the characters reveal that they have no idea how they got there and express their need to leave this place, then she will cut right to the chase and will reveal that she can muster powerful magic to help them escape, but only in exchange for finding **Lulo***. If the characters neglect to reveal their intentions to leave, Teety claims to be able to help them, whatever their needs are, with her powerful magic, but only in exchange for finding Lulo.

Read or paraphrase the following once the characters agree to help Teety:

""My friend, Lulo," she interrupts herself to sigh, and begins talking again in short phrases interrupted by heavy sighs, "... fellow gnome ... a very good friend from my childhood. We were best friends, inseparable ... then one day during my initiation as a druid, I told him that I truly loved him." She trails off lost in memory then begins to speak again. "He refused me and I got a bit angry. I used a spell on him and hurt him. I wish only for you to find him and bring him to me alive so that I can make up for what I did to him. After this incident he never wanted to see me again and I do not blame him, but you must find him! Bring him to me!" Her anger abates and she sighs, and gives you a defeated look. "Lulo lives in a cave on the north hill. He is involved in concocting mushroom recipes and traps to keep me away. He also has some animal friends but please, try not to harm them. Do that and I will give you more than a way out, I will give you gold that is well hidden, useful trinkets, and magical food for the road hih hih hih hih."

Teety cannot be swayed from her goal to reunite with her object of obsession. Whether the characters agree to her offer or not, Teety will happily escort the characters to the edge of the island. There she will whistle a playful tune and her **gigantic frog*** friend, Froggy, rises from the lake. Froggy will help the characters cross to the opposite shore, by carrying the characters on its back as it swims north.

3 The Rejection

If Teety's plea is rejected, or if she believes that they are not willing to help her, then she will secretly send her **pixie** friend to follow them. Her friend will be sent to scare the characters, not to harm them.

Read this If the characters were insincere or rejected Teety's plea.

"As you stroll through the forest, you feel a strange funny feeling on your leg. No. It's definitely your thumb. You watch it grow a bit but it does not hurt. You hear giggling, realizing that some fey creatures are having fun at your expense. "

The DM determines the extent and target of the pixie tricks, but these are harmless pranks and fade quickly. This fey is Teety's pixie friend. However as time passes the pixie will cast spells like sleep and confusion, or lead wild animals towards the characters. The pixie is neutral in alignment and wish to entertain themselves at the character's expense while helping Teety, as she has been good to them.

4 Hunting for Lulo

Read this If the characters agreed to help Teety.

"Teety throws dust around happily and begins to smile and dance. As she dances, a tremor starts in the earth and you realize that her mood and feelings are connected with this strange place. When she is done celebrating, she turns a bit more seriously than before and gives you information about Lulo's traps."

Teety reveals that Lulo has surrounded himself with underground invisibile mushrooms that can detect sentient creatures that are smarter than normal animals. Teety explains that the best way to avoid them is to step on something solid like rocks or very carefully use fire spells to create safe passage. *Produce flame* or similar spells will be very useful to the characters to get rid of traps.

5 The Ogre and the Uni-corn in the swamp.

This encounter cannot be avoided unless the characters fly. Inside the swamp is a **giant crocodile**, 6 **crocodiles**, and 3 **swarms of insects** that attack anyone who tries to cross the swamp. Characters with a passive Wisdom (Perception) score of 16 or higher will notice slight movement in the water and detect some or all of the hiding **crocodiles**. The entire swamp is considered difficult terrain for the characters, but the crocodiles and insects move normally. Any character that attempts to swim or wade into the swamp will get attacked. The crocodiles will fight to the death to protect Lulo. Around the swamp, an **Ogre** named "Wreck" has placed plenty of hunting traps. These traps are easy to spot and thus be avoided.

When the characters come near the center of the swamp read or paraphrase the following:

"You see a vast swamp that is not as foul smelling as you would have expected it to be. You smell the sweet aroma of tree sap and the waters are nearly purple. This swamp could also be described as a shallow purple lake. It is very wide, like a river, with the narrowest section located in the middle. The strange purple water is still but you see a few birds in the trees on both sides of the swamp. Bodies of dead creatures can be seen floating as well as some hunting traps. "

If a character can communicate with animals and talks to the birds, then they will learn that there are some beasts in the water, but nothing more than that. After the characters defeat the creatures they can swim through the swamp or take two hours to find a more solid crossing point.. The characters then encounter a large hut with a donkey tied to a rope, poorly disguised as a unicorn with a corn cob tied to its head. The characters can ignore the hut or investigate the hut and the **ogre** that lives within. The donkey tied to the rope is a friend of Lulo and was captured by the ogre some time ago. Wreck believes that the donkey is a unicorn that lost its horn and has replaced it with an actual corn cob.

When the players come near the hut read the following:

"You see a very large hut and a donkey with a corn cob tied to its forehead. It seems that someone has made a poor and ridiculous attempt to turn a donkey into a unicorn. The donkey seems sad and eager to be freed."

If the characters remain in the area or approach the donkey or hut, then Wreck the Ogre, comes back with a recently caught and killed crocodile hanging from a large branch. As soon as Wreck sees the characters read the following:

"An ogre carrying a dead crocodile starts running towards you shouting, "leave my property alone you little pumpkins!"

Wreck will attack the characters if they try to harm him, the donkey, or break into his hut. If the characters attempt to talk to Wreck, then he will make a half-hearted attempt to shoo them away. Wreck knows Lulo and Teety only by their reputation and will tell the characters that he is not interested in either of them. Wreck also believes that this donkey is a unicorn and one day he will take him away from this place and back to his real home.



Wreck will agree to let the donkey go if a character succeeds on a DC 15 Charisma (Deception) check when promising that they will help Wreck escape this prison forest.

6. Out of the Swamp and Into the Fey

After crossing the swamp and ignoring or talking to the ogre, the characters are faced with a new, weird rocky terrain underneath the gentle shade of the forest. A strange fey is hiding, tasked with protecting his friend. He is a **Korred** and goes by the name of Zephyr. Zephyr will attempt to hinder them at first using his spell "*Otto's irresistible dance*" in an attempt to sway the characters away from the pursuit of Lulo. If the characters persist after two attempts in Zephyr's side, Zephyr will attack them. Zephyr will be completely merciless and use his strength and his Command hair abillity, to trap the characters and hurt them. Zephyr will not die for Lulo; if he falls below 30 hit points he will try to flee.

"As you walk, your minds travel back to the previous encounter with the crocodiles, the murky water, and the purple swamp. As you walk you notice that the terrain is rapidly becoming more rocky and steep. The trees are as high as before but now you see rocks, gravel, and huge stones all over the place. You stumble on a rock, again, and again. Then all of the sudden, you all slightly feel like you want to dance."

Let the players decide if they want to start dancing by automatically failing the saving throw or if they want to try to resist.

Zephyr will allow as mentioned before the characters to leave if they agree to not chase Lulo.

7 Dear, dires, my friends

The vegetation is now thick and difficult to travel through. You now see strange mushrooms on the trees and on the ground and the air smells pleasant despite the thick vegetation. You can hear growls and howling not far away. Perhaps its the wolf-friends of Lulo that Teety informed you about?

From now on, the characters are in difficult terrain. A character investigating the smell or the mushrooms can determine that the air is filled with microscopic spores that might affect their health if they succeed on an DC 15 Intelligence (Nature) check. A character that fails their Constitution saving throw (DC15) is stunned for 1 minute or until thet take damage. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour. A character that succeeds is immune to the spores for 24 hours.
Lulo, a solitary spirit at heart, still enjoys the company of wolves, which are his favorite companions. Lulo values his wolf-friends and he would never wish to any of them to be harmed or ask any of them to fight on his behalf. But not all wolves are friends of Lulo. A group of Dire wolves that patrols the area will view any humanoid as a foe, seeking to relish in the prey's suffering at being hunted. Five **dire wolves** have been corrupted by attached mushrooms that turn them into twisted evil creatures. Teety has made many attempts to send adventurers to capture Lulo in the past, but these fierce and evil dire wolves have killed many of them.

"As you continue deeper and deeper into the forest, you begin to feel uneasy. The hair on your neck is sticking out like needles and you feel like you are being stalked like prey."

If the characters run or get close to them, then the dire wolves will chase them. If the characters delay or do not immediately move northward, then a male **dire wolf** will show himself. He will shake his head towards the south, bare his teeth and otherwise attempt to scare the characters away. Any attempt to intimidate, persuade or trick the dire wolves in their territory is made with disadvantage as they are single minded and committed in their task, the characters will have to run the south or fight the dire wolves if they fail to take any of the above-mentioned actions.

The dire wolves have strange multicolored mushrooms growing out of their bodies.

Each dire wolf has six mushrooms on it. Each time a dire wolf damages a target with its attack, one mushroom explodes into spores dealing 13 (3d6 + 3) poison damage to the target. The target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. These dire wolves are immune to this mushroom poison.

8 The Field of Misery

Characters are now challenged with navigating Lulo's mushroom field, which is in fact a minefield filled with three different types of mushrooms with different functions. The mushroom field covers the last 600 feet before the characters reach Lulo's cave. These mushrooms are harmless to beasts but they explode if a medium or larger humanoid steps within 5 feet. The mushrooms respawn in the same place after 10 minutes. Each mushroom is underground and invisible. Each specific mushroom is explained below:

-Green Spores Mushroom. These mushrooms are the most common and they cause 6 (1d6 + 3) poison damage to everything within 5 feet of them.

-Red Acidic Mushroom. These mushrooms are slightly above the surface but are camouflaged and flat.

They deal 6 (2d4 + 3) acid damage and if the target wears nonmagical metal armor, then the armor's AC is reduced by 1. A DC 15 Wisdom (Perception) will reveal the location of the camouflaged mushrooms.

Blue Needle Mushrooms. These mushrooms are tiny invisible spores hovering 2 to 4 feet off the ground. They deal 10 (3d4 + 3) cold damage. After 1d4 hours the target comes under the effects of "slow" spell until cured, a successful DC 15 Wisdom (Medicine) check reveals that the target's blood must be drained from it's cheeks, a sufficient wound for about 2 liters of blood to flow, will cease the effect of slow, dealing however 4d12+6 necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest or a greater restoration spell is casted to get rid of the effect.

Read the following description when a character is hit by a Blue Needle Mushroom:

"You feel cold needles piercing your flesh and you want to vomit but can't. You want to scratch this terrible burning itch but it doesn't help. Then the pain and discomfort quickly abates."

The minefield has a few small trees and low grass. A successful DC 12 Intelligence (Nature) check will reveal that deer frequent this area and often graze here.

Mushroom field.
Roll 1d6 for every 30 feet that a character moves, then consult the following table to see if that character encounters a mushroom:

d6	Type
1-2.	Green
3.	Red
4-5.	None
6.	Blue

9 Lulo's Cave

After the characters make it through the perilous mushroom field, **Lulo*** calls out to them from his cave entrance. He pleads with the characters to leave him alone and that he just wishes to be left in peace. He already knows that Teety sent them to bring him back. He both fears her rage and considers her to be an obsessed little princess that he wishes to be rid of. Lulo will rather fight to the death than be captured. Between the characters and him are red mushrooms every 20 feet. Mushrooms do not function against Lulo and he is immune to all damage from them. As soon as he notices a character act aggressively, he dashes away into his cave, taking cover behind some rocks and attacks from a distance with his blowgun.

The characters start this encounter 30ft away from the cave entrance.
Read or paraphrase the following:

"You can see a small gnome at the entrance of a cave. This must be Lulo. He must have been waiting for you. Lulo is wearing a strange round hat, goggles, a ranger outfit, and an open bag strapped to his back. Strapped to his left arm, is a blow-dart almost equal in length and made of bamboo wood. Lulu is 80 feet away from you, standing right at the mouth of his cave. On his shoulder, a small colibri bird is sitting and staring at you as if accusing you of something dreadful."

If the characters have the donkey with them, Lulo will agree to have a conversation with them but will not agree to go to Teety without a fight. If he agrees to talk, then he will disable the traps momentarily.

Inside the Cave
The chances of stepping on an invisible mushroom is the same as in chapter 8.

"A vast cave lies before you, filled with mushrooms of red, yellow, gold, blue green, brown, and white colors. There is a hole in the ceiling that fills the cave with light. The cave is round with a vaulted ceiling, ranging from 40-feet to 85-feet high. The caves's width and length are close to 110 feet each. There is a neatly tied up and very small bedroll, dry rations, and small holes in the earth that contain various supplies "

Lulo will use his mushroom grenades to kill his would be captors. Lulo will not try to flee. If Lulo wins he will give the characters a proper burial.

If the characters win read the following.

"Lulo is on his knees looking at his hands. He turns to you and says, "are you happy now? You are taking away my freedom! Would you make me a slave?"

Lulo will remain silent and accept his fate, knowing that he cannot beat the characters. If the characters choose to spare Lulo and not give him to Teety, then he will offer to combine their forces against her so that the characters can escape. If the character's haven't done already, Lulo will ask them to take his donkey friend back from the Ogre named Wreck.If the characters defeat or befriend Lulo, then no mushrooms will trigger as they have been created to harm his enemies.

10 A Reunion of Sorts

The characters must reunite with Teety if they are ever to escape the mists. **Teety*** will prefer to meet with them in her treehouse, but depending on how she views the characters and the actions they took, she will either be hostile or welcoming.

-If the characters killed Lulo or merged their powers against her, she will attack them getting assist from her **pixie** companion, the **gigantic frog*** and the **Awakened Tree**. She will ruthlessly use all of her power and try and kill all of them; she has much rage to vent.

-If Lulo is still heavily injured after the fight with the characters, then she will be angry and not give them any reward. She will still help them escape the mist though..

-If the characters bring Lulo to Teety relatively unharmed, then she will be very delighted and will give them magical food (same food as the one given at the start of the adventure), 100gp for each character, as well as the following items: a ***wand of smiles*** (XGtE,), ***a wand of conducting*** (XGtE), and a ***folding boat.***

Exit

The ending of this adventure depends on the actions that the characters might have taken. Choose the one that is appropriate. Only the endings 1, 2 and 4 count as a success in regards to the dream's challenge.

1. If the characters bring Lulo back to Teety then read the following:

"Water from the lake rises, and the droplets sparkle purple, white, and gold. You hear Teety's voice saying. "Tut tut. Up we go; off we go! To the next challenge yohooo! Twirly twirly no pain-just panini pinchi will this hi go!" You are suddenly engulfed by the strange waters and filled with mixed feelings about this adventure. Then your eyes close as you fall..."

2. If the characters defeat Teety with or without the help of Lulo and he is still alive read the following:

"Lulo comes near you with an expression of sadness to see his old friend lie dead but also an expression of relief that he is now freed from his to-be captor. "Why did it had to come down to this Teety? How did we become like this?" He lets a tear flow on his chick and turns towars you. "Eat these mushrooms, and you will escape this forest. Thank you for your help. Now go, I need to prepare a proper funeral." As you take the mushrooms, wolves, pixies and other animals approach. All saddened by the outcome.

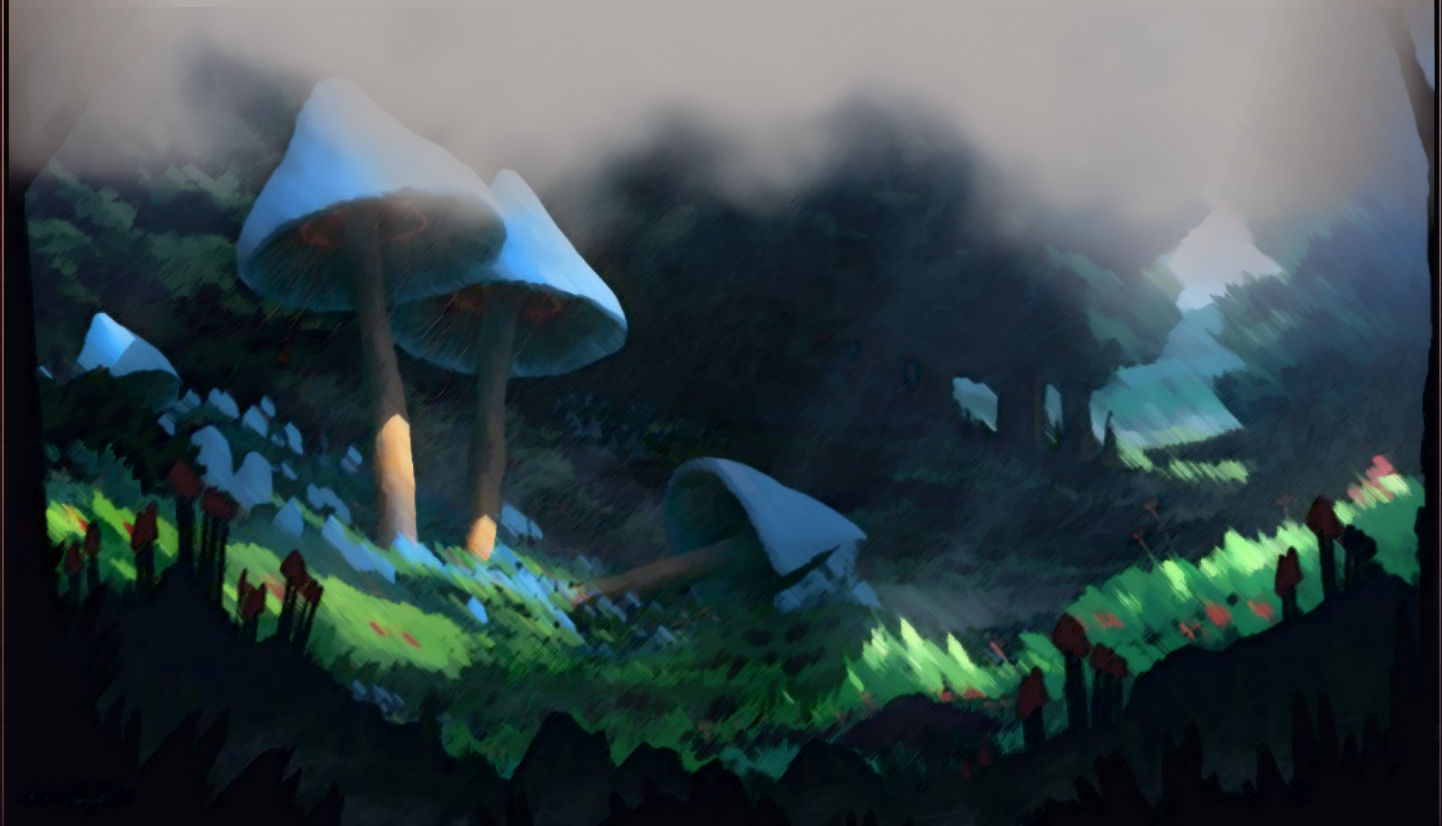
When the characters eat the mushrooms they feel dizzy and fall asleep, only to wake up later inside the waiting room.

3. If the characters die or are defeated by Teety, read the following:

"You hear sobs and a very soft voice that you can't make out.. You hear small wings making a pleasant sound near your ears. You open your eyes and what you see is terrifying. A fiendish pixie with huge sharp teeth is laughing at you while she tears your flesh from your bones. Your every fear is exposed to it and you feel naked and helpless. Then you feel nothing and are swallowed by an endless void.."

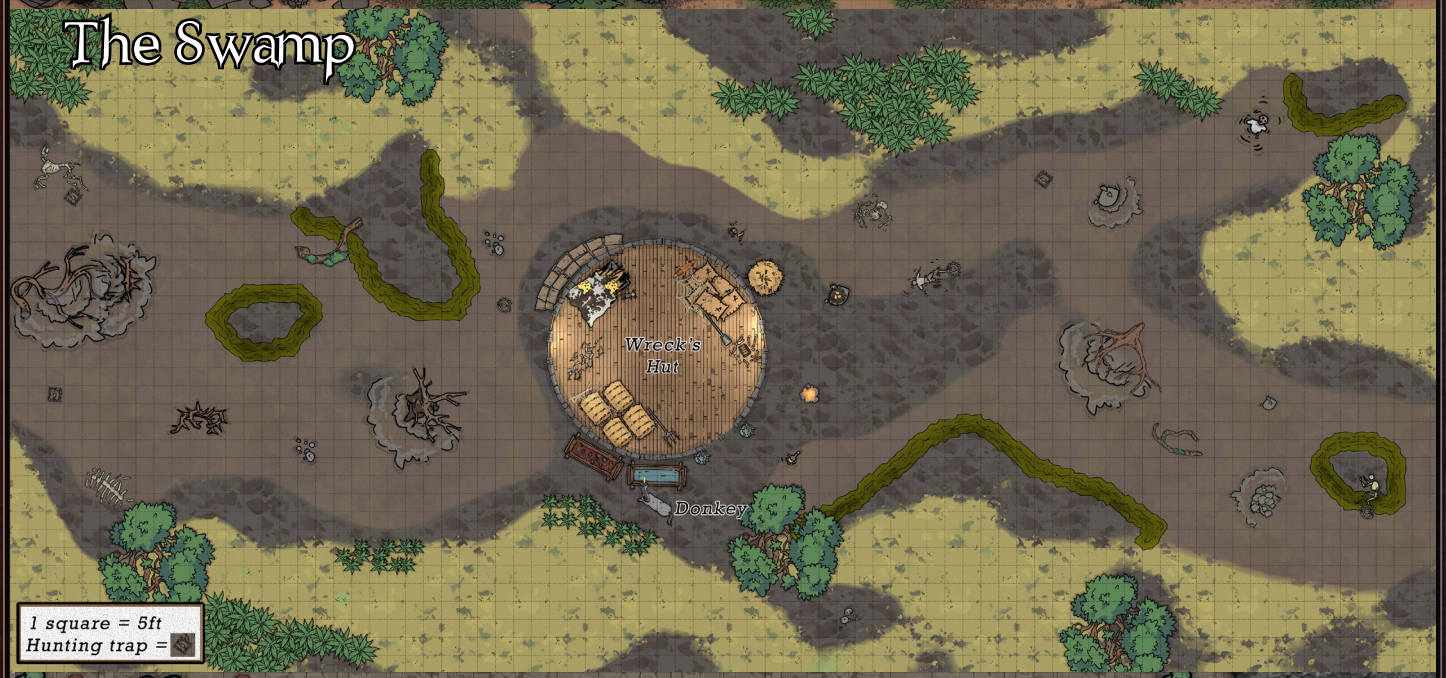
4. If the characters defeat Teety and Lulo is dead, read the following:

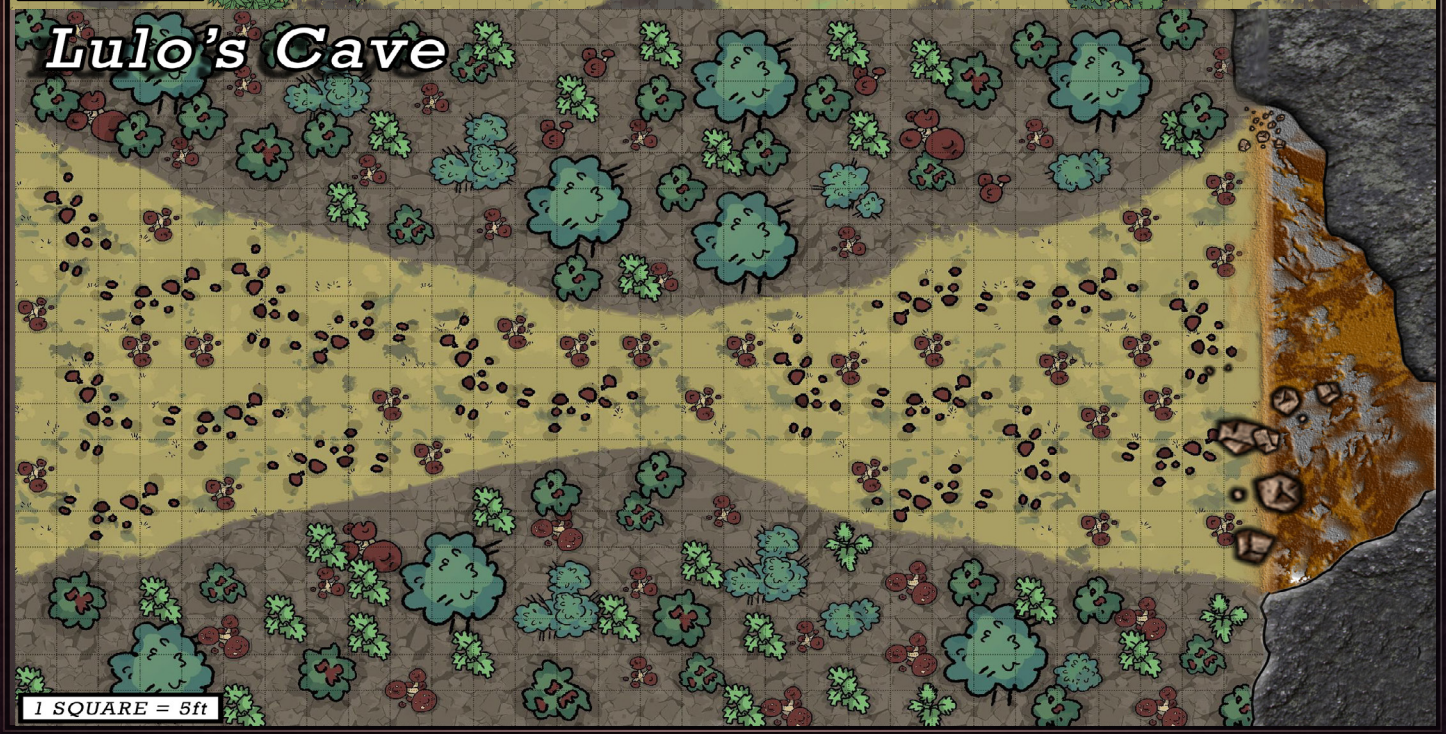
"Teety lies in the ground barely concious. She gives you a saddened and defeated look and whispers, "How could I be so blind? Everything I ever loved lies dead beside me. I wish that one day you will feel the pain that I now feel. Leave me alone, I have suffered enough". With a wave of her hand, a portal opens that starts to emit heavy mist tendrils that grab on you and pull you inside it. You are back in the waiting room.



Maps of Teety's Hunt for Lulo







Escape Rooms

Dream Environment
Waiting room, woodcutter's cabinet, Frozen lake, Crypt

Challenge Type
Solve the puzzle rooms to survive and escape

Lore Background
This dream was created by Atarte to test the intellect and ability of cooperation of the trapped adventurers. It begins in an exact replica of the waiting room, then proceeds to a Woodcutter's cabin that exits to a frozen lake and finally ends in a crypt.This crypt was created to help an evil entity find intelligent, knowledgeable beings to assist in its plans to mock and destroy the gods themselves. Atarte learned of the crypt and amused, made use of it in their dream plane.

Dream Environment Description
The dream begins in the waiting room. When the characters finish the first puzzle, they enter a woodcutter's cabin. The cabin is warm and cozy made out of wood. Exiting the cabin, a frozen lake with some trees can be seen. The crypt is vastly tall, walled with sharp obsidian, and wet. It smells of death and decay. An eerie blue light illuminates the single altar in its center.

Dream Challenge Description
The dream is a series of puzzles that must be solved to exit. At first, the characters will need to realise that the challenge has already started and find the way to exit the waiting room before they are boiled alive. When they exit through the fireplace, they will be led to a tunnel into the wooden cabin. There they will need to find the keys to exit before a raging forest fire reaches them. Outside of the cabin they will need to find a way to survive the freezing cold by sharing a single winter jacket. Later, an altar sits in the center of a crypt, with 9 buttons on it. On the opposite side from the altar stands a headless statue with three hands. In its right hand is a raven; in the center hand, a glowing stone shaped like the sun; and in the left, a white half-moon crest, upside down.

Creatures Encountered:
Polar bear: MM, pg. 334
Wolf: MM, pg. 341

Escape Rooms

Introduction
Characters who find themselves in this puzzle dream must work together or be destroyed by the mechanisms found within. Their critical thinking and friendship will be challenged and their resolve tested.

Background
This puzzle was the idea of a genius escape artist that Atarte admired when they were little. Atarte discovered the designs and created it by adding their own unique twists, for their own amusement, here in their dreamworld.

The waiting room furnace was made to test the survivability and perception of the characters under a harsh environment.

The cabin puzzle was made to test how the characters react under the pressure of time.

The frozen lake puzzle was made to test if the characters are close to each other or if they would betray others to save themselves.

The puzzle altar was designed to mock the Gods worshiped in the Domains of Dread while also testing the mettle of the poor souls who came across this horror.

Setting
Ceilings: Clear sky and various heights depending on the room. Ex: Crypt: 450ft
Doors: Various doors mostly reinforced wood.
Lighting: Torch light, sunlight, Eerie blue light but room and details are fully visible.
Smells: Burned wood, sweat, breeze, the stench of death and humidity permeates the air.
Walls: Marble stone, wooden, obsidian stone sharp enough to cut.
Terrains: Granite stone, Ice, gravel.



Georgios Komis & Dionysios Christoforidis

The Waiting Room Furnace

When the characters decide to start the next challenge read this:

""As you approach the receptionist to ask for the next adventure, they tell you "Please wait a moment, the adventure will start soon". There is not much you can do but wait."

When the players ask again, the receptionist will answer with the exact same phrase: "*Please wait a moment, the adventure will start soon"*. Eventually the players will start showing unrest and will most likely become violent or start to look for a way out. Give them some time to discuss and search around. When they try to open the door that they usually take to start an adventure read the following:

""As you try to use the handle of the door, it flies off. In the hole left behind, you notice a small red button that reads: Press me"

Pressing the button, marks the start of the adventure. Read or paraphrase the following text:

"As you press the button, you hear the deep sounds of grinding gears. You realise that you have activated a mechanism that is behind the walls. The walls change color to that of burning red. As you feel the temperature getting higher and higher you start to sweat."

Have the players roll initiative and use the map of the original waiting room but this time, the characters can find new things that weren't there before. They must use these things as explained later to escape before they get boiled alive.

Surviving in extreme heat:

The waiting room now functions as a room-sized furnace. All creatures found inside must succeed on a Constitution Saving throw to avoid getting nonlethal heat damage. A creature wearing metal armor rolls with disadvantage. A creature that falls unconscious from this effect, is stabilised but gets one level of exhaustion per turn as long as they remain unconscious in the activated waiting room. Characters that use water or some type of Cold magic to cool themselves have advantage on the saving throw for a single round.

Read the following table and use it to calculate the damage taken and DC needed each turn.

Turn	DC	Damage
1	no check needed	-
2	5	2d4
3	10	2d6
4	15	2d8
5	18	2d10
6	20	2d12

How to escape:

Inside the bookcase on the east side of the wall in room 1, there is a book amongst others that is hollow. A character searching the bookcase will find it with a DC12 Intelligence (Investigation) check. Inside the hollow book, a scroll with a magic phrase can be found.

The phrase reads: "*You, behind the opaque crystal window, let me see your face.*"

When the phrase is read aloud near the crystal with the receptionist, read the following:

""As you read the magic phrase, the opaque crystal starts to vibrate giving off a noise in a crescendo. Suddenly it explodes in a cloud of shards"

Have any character that is 15ft near the crystal make a DC 12 Dexterity saving throw taking 2d4 piercing damage on a failure then read:

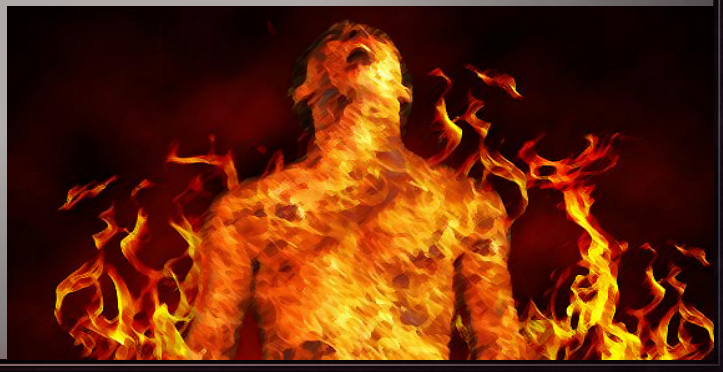
"On the window's other side, you expected to finally see the face of the receptionist, alas it's only a lifeless mannequin doll that is smiling with a creepy face and holding an envelope. The envelope contains a letter which reads: "Put pressure on the slabs at all times, blood is the life's fuel don't let it dry out, use the ice cubes."Suddenly, some ceramic jars appear next to you on the floor."

1 ceramic jar per character appears next to them on an empty space. These jars are exactly the same in appearance as the ceramic pots that contain the plants on room 2 of the Waiting room map. A character with a passive perception of 15 or higher will realise the connection.

The characters will need to break the plant pots and find inside the dirt one ***permanent ice cube*** per character. The DM gets to choose which of the three pots contain the cubes.

The envelope refers to the stone slab beds in Room 1. When a jar filled with blood is placed on them, a mechanism is heard whirling, slightly opening a secret door inside the fireplace. All blood-filled jars must be placed on the stone slabs for at least two turns for the secret door to remain open. A character must take 1d8 necrotic damage to fill a jar with their own blood. The blood of any creature will do.

If the characters fill the jars without using the permanent ice cubes, the blood will evaporate in 1 turn.



When the characters do what is needed to escape read the following:

"You hear the secret door opening in its entirety, behind it is a tunnel of dirt. You only got some moments to escape before you melt due to the heat."

If the characters fail to escape read the following:

"The unbearable heat is starting to melt the skin on your body. Those of you who are still standing start to lose consciousness and pass out. You have failed to escape the burning furnace"

The woodcutter's cabin.

Read the following when the characters exit the tunnel and enter the cabin.

"As the temperature starts to get lower you finally reach the end of the tunnel that you had to crawl into to survive. As you exit from a similar fireplace like the one you entered only some moments ago, you hear a roaring thunder chasing you through the tunnel. An explosion of fire completely destroys the tunnel and lights the fireplace. As you feel the warmth of the small fire, you see around you to realise that you now find yourselves in a wooden cozy cabin. A comfy king-sized bed that welcomes you to use it, a furniture with a big mirror, and a small round table are the first things you spot. There is also a jacket hanging from the wall and some wood for the fireplace."

Let the characters take a long rest if they need it. If they start looking around without taking a rest first, have someone look outside from the window, and read the following:

"As you look outside the window, you see a clear sky with a winter sun melting the snow on the peaks of some nearby mountains. A moment later, you spot something moving in the distance and suddenly you hear the roaring sound of an angry avalanche coming down the mountain side. It is immense and heading your way. You only have some minutes before it hits the cabin you are in and completely engulfs it. Making it your tomb."

The exit of the cabin is a heavy wooden door that has 2 huge iron locks. The one lock opens with a combination of numbers, each slot can be any number between 1 and 26. The other lock can be opened with a big iron key found inside the hanging coat. The characters have 2 minutes to figure out how to escape before the avalanche hits them. The walls and windows as well as the door are impervious to any type of damage. If the players cannot find the clues and hidden items, have them roll a DC 10 Intelligence (Investigation) check to reveal the key and a DC 15 Intelligence (Investigation) check to reveal the hidden phrase. If the mirror is broken, a character can read the reversed phrase with a DC15 Intelligence (Investigation) check. The king-sized bed needs a DC12 Strength (Athletics) check to be moved. The phrase is found under the bed inscribed on the floor with opposite letters, when looked through a mirror it reads "Atarte the ruler of DREAMS".

Show them the next picture to assist them:



The characters need to align the letters of the alphabet of the final word, that is capitalised, to numbers. DREAMS equals to 4 18 5 1 13 19 which is the correct combination of the lock.

If the characters cannot come up with the combination of the alphabet letters to numbers, have them roll a DC 15 Intelligence (Insight) check. On a success, reveal to them that each letter of the alphabet aligns with a number Ex A ->1, B->2. etc.

When the characters manage to open the door read the following:

"As the roaring gets louder, you manage to unlock the door and run outside for your lives. When you all exit, the avalanche completely covers the cabin but abnormally stops. As if it was programmed to stop there."

If the characters fail to open the door read the following text:

"The time is up and as you hear the roaring get louder and louder you realise that you managed to be saved from extreme heat only to die under tons of snow. The avalanche hits the wooden cabin, shattering it and pulling all of you under its weight. You have failed to survive"

The Frozen lake:

Read or paraphrase the next:

"You are in the middle of nowhere. The cold is unbearable and you start to miss the cozy and warm fireplace of the cabin, hell, even the heat in the furnace was better. Some trees can be seen on two small patches of land covered with snow. Most of the surrounding area is a frozen lake. In the middle of the lake, you can see a small fishing hole."

The rules of "Extreme Cold" (Dungeon Master's Guide, p. 110) take place from now on until they manage to leave the frozen lake. The DC is changed to 15 and non-magical winter clothes do not give im-

munity against the cold weather but give advantage on the saving throw.

Anyone falling inside the water of the fishing hole takes 1d8 Cold damage per turn while inside.

Land patch A:

Read the following when a character gets close to this area:

"As you move near this small patch of land, you quickly notice a small canoe boat covered with snow and some tree branches."

When a character clears the snow and branches read:

"Inside the boat you find a 30ft rope, a winter coat that looks pretty useful in this freezing temperatures and a compass with an engraving on its back that reads "The north is a lie"

The ***winter coat*** is magical and cursed. Any creature wearing it is immune to cold damage and any penalties that may happen from extreme cold. The creature wearing this jacket won't take it off or let another creature wear it unless they succeed on a DC 17 Charisma saving throw. A new saving throw roll can happen every 1 hour.

The compass is attracted by the big magic magnet that is inside the belly of the stuffed **polar bear** as explained in the Land patch B below.

Land patch B:

When the characters explore under the trees of this area read:

"As you explore the area under the trees, you are surprised by what now seems to be stuffed animals. A polar bear with an open mouth and two wolves stand still as if they are waiting for something."

Stuck upon a tree in this area is a fishing rod without any rope. A character with passive perception of 13 or higher automatically spots it. The rod is 20ft high and a character climbing the tree needs to succeed on a DC 14 Strength (Athletics) check or they fall down. A character that is holding the compass will quickly realise that it is attracted to the **polar bear**.

If a character tries to attack the polar bear or the wolves, they comes to life and attack the characters. If a character puts their arm inside the mouth, the bear closes it dealing 1d8+5 slashing damage and reopens it. The character can easily reach and take the magnet.

The fishing hole:

20ft under the frozen lake, a big magic chunk of ice holds a key. A character that combines the fishing rope, the rod and the magnet can attach the frozen key and draw it to the surface.

When they do so, read the following:

"As you fish with the fishing rod, you feel as if the magnet got attached to something. You pull with all your might only to reveal a big ice cube that contains an iron key. Suddenly a part of the snow covering the lake is removed by the wind, revealing a trapdoor on a patch of earth. With the sudden wind, you also hear a loud cracking noise under the ice."

Any character that spends more than two turns on a single 5ft area of the frozen lake will break the ice and fall inside it. Succeeding on a DC 15 Dexterity saving throw means that the character managed to grab onto the ice. Another character must help them get out. The character inside the water takes 1d8 cold damage per turn. Anyone that fails their saving throw and falls inside is taken by the underwater currents away from the hole. No way to be saved. Characters need to be walking on solid land to avoid that.

The Ice cube can be partially melted with fire spells but only body heat will completely melt it. A creature holding it without the magic jacket, melts it by ¼. It takes 4 hours to completely melt it and get the key.

When the characters manage to thaw out the key and wish to use it on the trapdoor read the following:

"You almost froze to death but thanks to cooperation and selflessness, you managed to get the key out. As you move to unlock the trapdoor, the ice starts breaking behind you. You run towards the trapdoor and manage to unlock it before any of you falls inside the water. Who knows how many puzzles are left to be solved in order to succeed on this challenge."

If the characters die from exhaustion or from other means read or paraphrase the following:

"The extreme cold has managed to frost bite you so deep that your bodies have turned to ice statues. A nice warning for anyone that might be unlucky to find himself in a similar situation."



The crypt:

1 The Statue

"As you descend down the trapdoor and leave behind you the frozen lake, a bright light reveals a large obsidian room, the stone of which is dangerous and sharp. In the center of the room stands an altar that faces a headless statue with three arms. The right hand holds a black raven; the central, a glowing sun-shaped stone; and the left, an upside down white half-moon crest. The walls are painted with three scenes. In the first, green gas suffocates a number of humanoids, their eyes bulging and hands clawing at their throats. The second depicts an explosion. The third is of a shadowy figure that smiles darkly down over the figures suffocating in the first. The room smells of death and decay; the scent is inescapable. You can hear three voices - one male, two female - that seem to be praying, but you cannot make sense of what they are saying."

A successful DC 14 Intelligence (Religion) check reveals a character of each deity's name: Raven Queen, Night Mother, Morning Lord.

2 The Altar

Carved from black and white marble, this altar is covered with 9 buttons, each one made of strangely warm, dary gray stone. A small stone tablet set into the altar reads: "Dusk rises for the Dawn to follow. A Raven may carry the lost from Dawn to Dusk during midnight's blood and sorrow."

As the characters read the stone tablet, the text inscribed in it glows: first dark blue, then yellow, and finally dark red.

3 Buttons on the Altar

"There are nine gray buttons, each the size of a fist. They are oddly warm and each marked with a single inscription. The inscriptions appear in this order: full sun, full moon, half-moon, feather, upside down half-moon crest, upside down half-sun, raven, raven's head with its beak open, hollow sun."

The first time a character presses a button, read the following:

"An hourglass raises slowly out of the floor near the altar and turns itself over. An inscription on its side reads 10 minutes. Suddenly, all the buttons activate, glowing faintly in the dim light as the sand in the hourglass begins to fall."

The characters must then solve the puzzle to move to the next room.

On the first failed attempt, the puzzle resets itself and acidic gas fills the room, dealing 8d6 acid damage to all characters.

On the second failed attempt, the room explodes in fire, dealing 6d10 fire damage to all characters.

On the third failed attempt, the room goes completely dark and all the characters suffer 14d12 psychic damage.

Read this when the room goes dark on the third attempt.

"After the pressing of the button, darkness falls on you, it makes you feel like choking, You feel your brain as a hot knife separates your two lobes, you scream in agony and then, silence."

On the fourth failed attempt, if there is one, the survivors are greeted with an evil, echoing laugh. They are congratulated on their fortitude and allowed to move forward.

The correct sequence is:
5: Upside down half-moon crest.
9: Hollow sun.
7: Raven

Rules:
The characters get no saving throws on the damage inflicted. Roll initiative on the first failed attempt to put pressure on the players and keep them from burning all the character's spells and abilities too soon.

The buttons are not easy to push; each press of a button requires a dedicated action.

If characters press the correct button, it stays pressed down. Once they press a wrong button, though, the buttons reset as the trap is sprung.

4 Exit

"A deep voice rings in your head. "Congratulations; your deduction skills and persistence meet my expectations. You do not disappoint. I deem you worthy to face the next challenge." Then, the world spins and darkens, and your consciousness falls away."

If the players faill to solve this final puzzle, read the following:

"A deep voice rings in your head. "You have dissapointed me. You managed to reach this far but failed the simplest of the tasks. Your deduction skills are not as good as I thought." Then, the world spins and darkens, and your consciousness falls away."

Once the characters hear any of these, they fall unconscious and are moved back to the waiting room.



Maps of the Escape Rooms





Night at the Museum

Dream Environment
Museum of Antiquities

Challenge Type
Stop thieves from leaving the Hazlani Museum of Antiquities with the artifacts.

Dream Environment Description
This adventure takes place in an illusionary space made up of a mansion filled with armaments, art, and other items protected by simple or magic alarms.

Dream Challenge Description
The DM determines how the thieves will attempt to steal the six artifacts. The characters receive ***lanterns of revealing*** and are tasked with stopping the thieves, who arrive in four waves. The characters complete this room if they manage to stop the thieves from stealing at least one artifact. If the thieves manage to get away with all six artifacts, the characters are thrown out of the museum and into the waiting room.

Creatures Encountered:
Shadow Demon: MM, pg. 64
Thug: MM, pg. 350
Bandit: MM, pg. 343

New Creatures:
Tomb Raider
Troll Stalker
Wary Wimple

Introduction
Night in the Museum is a room that features a mansion with many magical artifacts. To proceed past this room, the party must protect at least one artifact from the thieves that arrive in waves to steal them.

Background
The museum is on a plateau on the Balinok Mountains and belongs to a Hazlani Noble. Atarte once went on a tour of the place in search of an artifact with certain powers, but found out it had been stolen. Atarte then, was hired by that noble to create a thief-proof system. Atarte created the illusion museum in her dream-world to analyse how to best protect the museum.

Setting
Ceilings: The ceilings are made of marble and cut stone.
Doors: All doors are made of dark pine with elaborate latticework out of gold. In many places, an arch with heavy, decorated curtains in bright pastel colors divides rooms instead of a door.
Lighting: Candlelight or darkness. The adventure begins at sunset, and the sun rises at the end of wave four.
Smells: Lacquered pine, dust, and old scrolls and books.
Walls: Opulent frescos, heavily decorated
Terrains: The floor is made of polished gray and russet stone.

Night at the Museum

Introduction

Night at the Museum is an adventure in which the characters need to protect at least one of six artifacts from thieves known as tomb raiders. If they don't save at least two artifacts from the thieves, they are brutally and painfully killed when morning comes. The characters will find helpful items in the museum and will have time to explore and figure out how they want to protect the museum. The characters have at least an hour to explore the museum, find the artifacts that are threatened, and protect them with the alarms the museum provides. They can also place their own traps. Those familiar with the tower defense genre of games will see many similarities in this adventure. Characters probably cannot save all of the artifacts, so they will have to use their resources wisely. This adventure has no surprise random encounters, traps, hidden rooms, or the like. The characters either protect at least two artifacts until dawn or are brutally executed in the morning.

DM's Overview
This adventure requires the DM to prepare for and play the thieves. The DM should read and understand most, if not all, the spells the thieves have available. The DM should also get familiar with the shadow demon's abilities and weaknesses and as with all adventure modules, the DM should read this module completely before attempting to run it. The thieves make their first attempt to learn the character's defenses and possibly steal one or two artifacts during Wave 1,

Daniel Chivers

which is described in detail but can be altered if the DM wishes. Waves two, three, and four are detailed only briefly and require the DM to adjust the thieves' tactics based on what they encounter during Wave 1.

Avenue of Philosophers

The Avenue of Philosophers is a broad, paved walkway made of sandstones. It is brightly lit by oil lamps, leaving very few shadows to hide in. The avenue is bordered on both sides by shallow, rectangular viewing pools of crystal clear water. The tomb raiders avoid this area, but during wave one, **Wary Wimple*** boldly approaches from this direction in an attempt to draw out the guards so the tomb raiders can steal artifacts.

Near the main museum building are four inactive **stone golems** that have toppled. They will not be activated during this adventure unless one of the characters has access to powerful magic or a *wish* spell.

Scroll Rooms

The scroll rooms are separate buildings in the museum complex. Each contains one artifact and numerous scrolls and books. The interiors are lit by dim candle light, leaving plenty of shadows for the **shadow demon** to hide in. The shadow demon will use its ability to move incorporeally to pass through the walls into shadows, then decide which scroll room is the least protected and try to steal one of the artifacts.

Each scroll room has a center mosaic showing a stylized passage of the night/day cycle. The mosaic is enchanted to reveal everything above it as if affected by true seeing. The tomb raiders do not know the mosaics have this power, so the characters may be able to use it to their advantage. This effect cannot be dispelled unless the mosaic is destroyed.

The walls of the scroll rooms have no windows and only have two conventional entrances.



Searching.

Characters that spend time searching the various books and scrolls for anything useful may, at the discretion of the DM, find some of the following:

-a scroll explaining how the mosaic works

-a scroll describing the command word for the ***figurines of wondrous power, golden lions*** found in the main museum

-a few spell scrolls. Such scrolls should have spells no more powerful than 5th-level and come from the following list: *alarm, antilife shell, arcane eye, command, cordon of arrows, darkness, daylight, divination, entangle, glyph of warding, grease, invisibility, magic circle, Mordenkainen's faithful hound, see invisibility, slow, stone shape, and wind wall.*

Main Museum

The main museum is a three-story building with a large open center. Two artifacts are displayed here, placed wherever the DM wishes.

The bottom floor has two massive lion statues made of pure gold. Each statue is roughly 15,000 pounds and magical. If a character or NPC speaks the command phrase *"the empire needs your help sisters"* in Draconic, the statues turn into lionesses per the magic item figurine of wondrous power, golden lions. Unlike the magic item, however, each lioness will serve the speaker until dawn or until slain. They cannot be turned back into statues during the course of this adventure. If left as massive golden statues, each statue will roar if any creature approaches within 15 feet of it, including the characters. The statues have a passive Perception of 15, cannot hear, and cannot see through solid objects. The museum is also filled with a variety of other non-magical objects that the DM is free to embellish as they see fit. The museum is lit by oil lamps, but many areas are dim. The main museum's walls have numerous windows, a defender's nightmare.



Mist
The Hazlani Museum of Antiquities is surrounded by a purple mist. This mist is the edge of the illusion and also where the thieves will hide, conduct short rests, attack from, and plan. The mist cannot be penetrated by any magic the characters have, and if a character enters the mist, they are teleported to a random unoccupied space in the Avenue of Philosophers.

Tomb Raider Plan

General
In general, **Wary Wimple*** functions as a distraction and has enough tricks up his sleeves to survive a brief assault by the characters. The **shadow demon** will use its incorporeal power and ability to hide in shadows to raid the artifacts in the scroll rooms. All of the enemies are immune to the mists and will plan and hide within it until they decide to attack again. They will avoid any sustained combat with the characters and would rather retreat after probing the characters' defenses than fight to the death. The tomb raiders should probe to discover what the characters have done to protect the artifacts.
Wary wants to steal all of the artifacts but is not interested in getting all of his minions killed. He does secretly despise the shadow demon and will be quick to sacrifice it if he thinks he can get away with it.
The thieves try to steal the artifacts in 4 waves before the sun rises and the illusory room vanishes. Between each wave they conduct a short rest and plan their next wave before they attempt to steal more artifacts.

As the DM, you want to avoid making the thieves omniscient. They should only know what they have discovered. If a tomb raider finds a defense but is killed, then the rest of the thieves should not know about it.

What The Thieves Have
The Tomb Raiders have access to a variety of spells to help. If they realize the characters have set alarms on the floors, for example, they may use spider climb to avoid them. Each thief also has access to invisibility or an equivalent power. The DM should become familiar with the spells the NPCs have and the special powers and weaknesses associated with a **shadow demon** and **troll stalker***.

Enemies. The characters face **Wary Wimple***, a **shadow demon**, a **troll stalker***, 10 **tomb raiders***, 4 **thugs** and **8 bandits**.

Special Equipment. The thieves have the following collective equipment that they start using in the second wave:
Crowbars, grappling hooks, climber's kits, 10-foot ladders, 50-foot ropes, thieves' tools, and torches. Wary also has 3 glass globes filled with ***essence of ether poison*** (DMG 258) that he will give to a tomb raider if a defender needs to be put to sleep.
bag of holding, ***chime of opening*** (only has one charge left, and using it causes noise), ***deck of illusions*** (only has 3 cards left), ***oil of slipperiness, potion of fire giant strength, (6) potions of invisibility, (3) potions of superior healing, ring of jumping, portable hole,*** spell scrolls with the following spells: *bigby's hand, blade barrier, blink, confusion, enlarge/reduce, find traps, freedom of movement, greater restoration, haste, knock, nondetection, raise dead, sanctuary, stoneskin, sunbeam* (note that Wary may drop the s*unbeam* scroll on purpose if he believes the characters will use it to kill the shadow demon).

Artifacts and What the Characters Have
The characters find the following in the guard's (Mahzid's) duffel bag or corpse (see What the Guard Tells the Party): 300 feet of fishing line, 30 small brass bells painted black, 6 spell scrolls of *alarm*, 3 ***bullseye lanterns of revealing****, 6 pints of oil, a note describing where the 6 artifacts are currently located (where the DM placed them), and a very fancy piece of parchment boldly claiming that the author will steal all of them before night's end. It is signed by Wary Wimple and the Tomb Raiders in the employ of Impossible.

Artifacts
The six artifacts are 400-pound busts of ancient philosophers (the DM can make some up or use some from history). DMs wanting to use real philosophers are encouraged to use the Ancient Library of Alexandria for inspiration. Each marble bust is encased in a glasteel box that rests on top of a decorated marble column. The glasteel is transparent and created by an 8th-level magic spell which should make it impervious to anything the characters can use. For this adventure the glasteel shatters if touched by either the shadow demon or troll stalker. If the characters come up with a way to break the glassteel, have the artifact also crumble to dust and consider it a loss when deciding if the characters succeed or fail (see Daybreak). The carved columns that hold the glasteel boxes are irrelevant. The artifacts in the Main Museum can be moved easily. The artifacts in the separate Scroll Rooms, though, will teleport back into the room if removed, so the characters cannot put all artifacts in a single location.
If one of the artifacts is placed into an extra-dimen-

sional space, then a large explosion occurs that does 54 (12d8) force damage to everything within a 10-foot radius, or half as much on a successful DC 14 Constitution saving throw. This explosion destroys the extradimensional container or space as well as the artifact. The thieves are not aware of this and could easily lose a tomb raider when they attempt to escape with one using their portable hole. This destroyed artifact is considered stolen or lost (see Daybreak).
The artifacts are immune to any spell that teleports it or places it into another plane of existence, such as *etherealness, plane shift, or teleportation circle*.

Start

The characters become conscious while standing in a large museum (see Main Museum) in front of a large and sweaty security **guard**. Before the characters can gain their bearings, he begins talking.

What the Guard Tells the Party

The guard, Mahzid, is a plump and sweaty human in a garish guard uniform. He lives just long enough to say the following:

"Welcome to the Hazlani Museum of Antiquities! The grounds of the museum contain four scroll rooms, the avenue of philosophers, and the main museum building! I am so glad you came ... I hear that if the rest of the sacred artifacts are stolen, then we are all to be impaled tomorrow!" He shuffles his feet nervously and then grins brightly. "Good thing the stone guards are all working." As soon as he finishes speaking, you hear a loud groaning sound, followed by the sound of large objects crashing to the floor. Mahzid clutches at his chest, goes pale, and collapses to the floor. Behind him is a large duffle bag, filled with a variety of equipment."

Mahzid has died of a heart attack. See Artifacts and What the Characters Have for a list of items to be found on him or in the duffel bag. The characters should be given at least an hour to find the artifacts, explore, and also place defenses and traps. After that time, begin Wave 1.

Wave 1

Wary Wimple uses the first wave to probe the character's defenses and only plans to steal an artifact if the opportunity presents itself. For Wave 1, Wary will make a nuisance of himself in the Avenue of Philosophers by using a spell scroll with *Wind Wall* against the main museum entrance and making as much noise as possible. If he is decisively engaged or attacked, he will retreat back into the mists. Wary will not be invisible during Wave 1, but he will have the spell *Stoneskin* cast upon himself before he initiates Wave 1. If he loses concentration and the *Stoneskin* spell ends, he will flee. Four **Thugs** will accompany him to cause distraction, Wary does not care about their well being.

Four **tomb raiders*** will approach the Main Museum from each of its corners under *Invisibility* spells and communicate with each other using *Message*. They are under orders to only observe and determine how the characters are defending artifacts. If they see an unguarded artifact they believe they can steal quickly, they will do so and then retreat. If they feel like they can attack a character that is by themselves, they will try to disable them. The **Shadow Demon** will look at all 4 Scroll Rooms using its incorporeal movement and shadow stealth. It will only steal an artifact if it is unguarded.

Waves 2 and 3

There should be enough time for one short rest (for the characters and the thieves) between each wave. The next two waves will have the thieves exploit any weaknesses in the characters' defense of the artifacts. Whenever possible the thieves will use stealth or *Invisibility*. They will likely use *Spider Climb* during these waves to walk up exterior walls or sneak around on the ceilings. The DM should leave at least two artifact unstolen for Wave 4. Wary will not use the **Troll Stalker*** during Waves 2 and 3 unless he becomes desperate. Wary will not commit all of his remaining **tomb raiders*** during any of these waves. He will do his best to keep at least 2 in reserve for Wave 4 but he will expend all 8 of his **Bandits**. Wary will reserve his *Greater Invisibility* spell and spell scroll with *Nondetection* for Wave 4.

Wave 4

If everything has been going according to Wary's plan, there should only be two artifacts remaining to steal. Wary will now act in desperation if he has failed to steal any of the artifacts by this wave, since his continued position of prestige and power with the demon Impossible is then in peril. At the beginning of Wave 4, Wary will unleash a **Troll Stalker***



against whichever defender has been giving his plans the most grief and commit all of his remaining **tomb raiders*** (and the **Shadow Demon** if it is still alive) in an attempt to steal any remaining artifacts. Wary will then use *Greater Invisibility* and *Nondetection* to watch the last wave unfold. If things are going poorly, he will not fight to the death unless he has failed to secure at least one artifact. He would rather flee with his life and give one artifact to Impossible than die in an attempt to steal another one.

Contingencies

-Wary Wimple dies. A tomb raider will waste a wave to rescue the corpse and attempt to use their *Raise Dead* scroll on him.

-Characters are having a very hard time. If the DM wants to make things simpler, either remove the **Troll Stalker*** or have **Wary Wimple*** and the **Shadow Demon** fight to the death in the middle of one of the waves to throw confusion into the thieves' plans. Feel free to remove any of the Thugs and Bandits and call them deserters.

-Characters are having a very easy time. Interrupt the characters' short rests between waves. Either the **Troll Stalker*** or the **Shadow Demon** can attack during their short rest or give **Wary Wimple*** a spell scroll with *Earthquake* that he uses against the characters during their short rest. You may also declare any of the ***Bullseye Lanterns of revealing*** broken.

Daybreak (End of Adventure)

One of two things has happened after Wave 4 is complete and the sun begins to rise. Either the characters have prevented at least two artifacts from being stolen (or destroyed), or they have not. If they succeed, they proceed to the waiting room. If they fail, read the following:

"Your next few hours pass in a damp cell, stripped naked, your fingers broken and useless. You watch as they erect sharpened wooden stakes, planted securely in the dirt in front of the museum. You know what comes next as the sun peeks above the horizon."

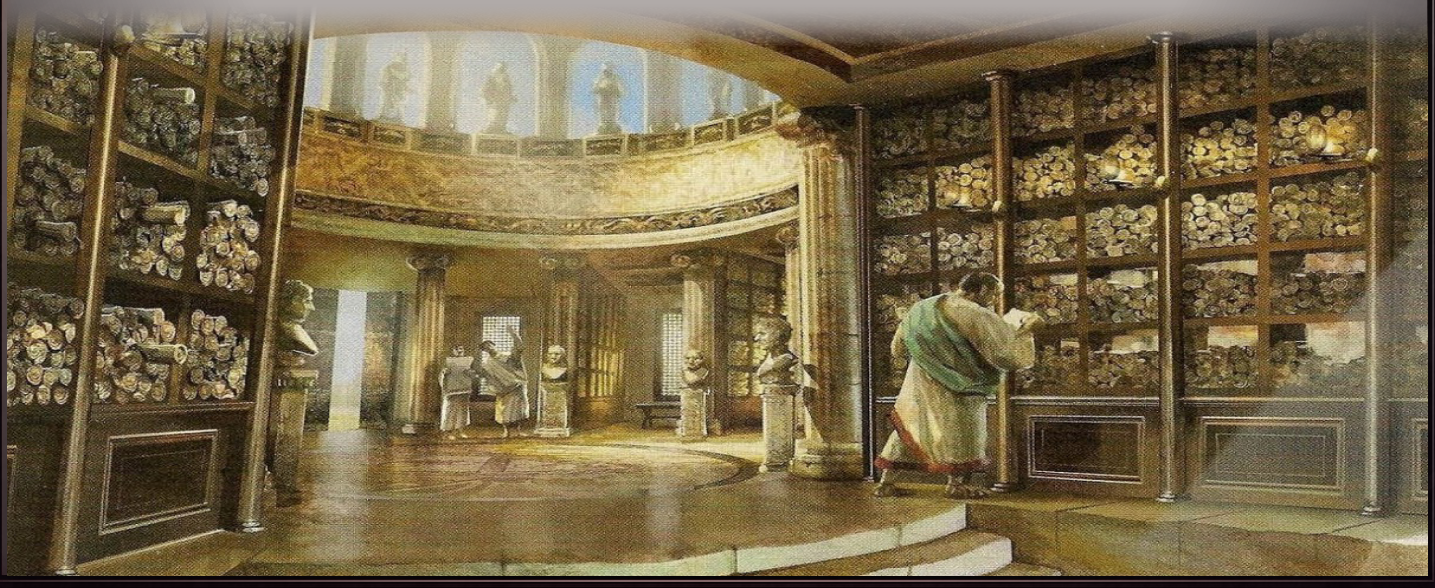
New item:

Bullseye Lantern of Revealing

Wondrous item

A Bullseye Lantern of Revealing casts bright light in a 30-foot cone and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. Invisible or hidden creatures and objects are visible as long as they are in the lantern's light. You can use an action to close the lid, reducing the light to dim light in a 5-foot radius, without snuffing out the flame.

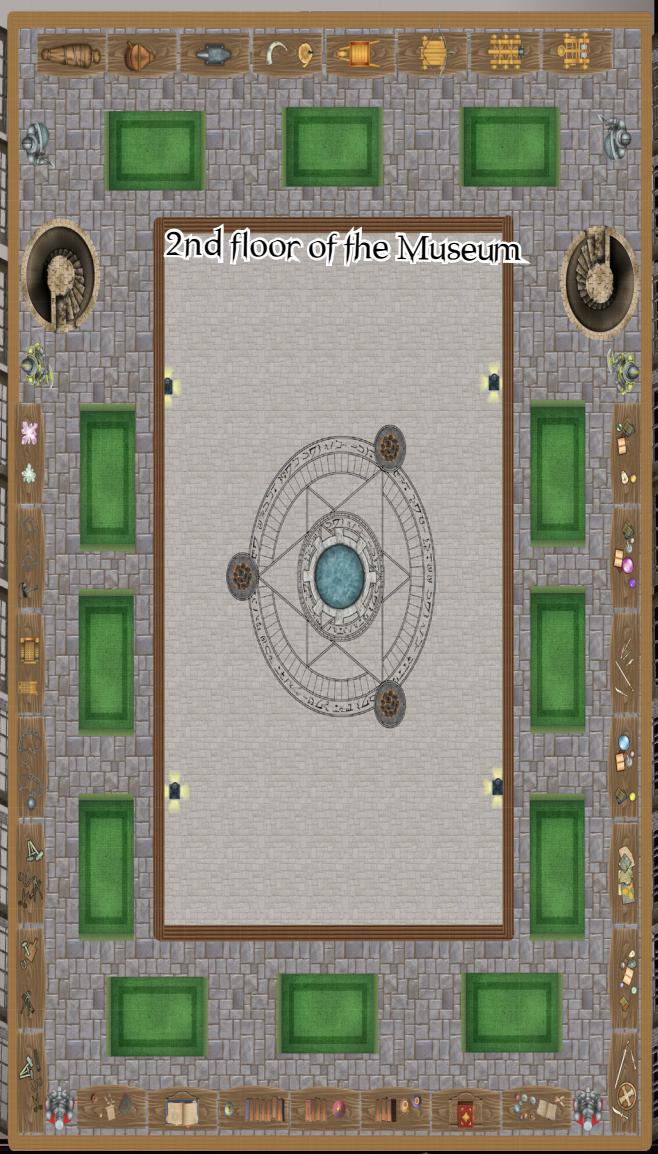




Maps of Night at the Museum



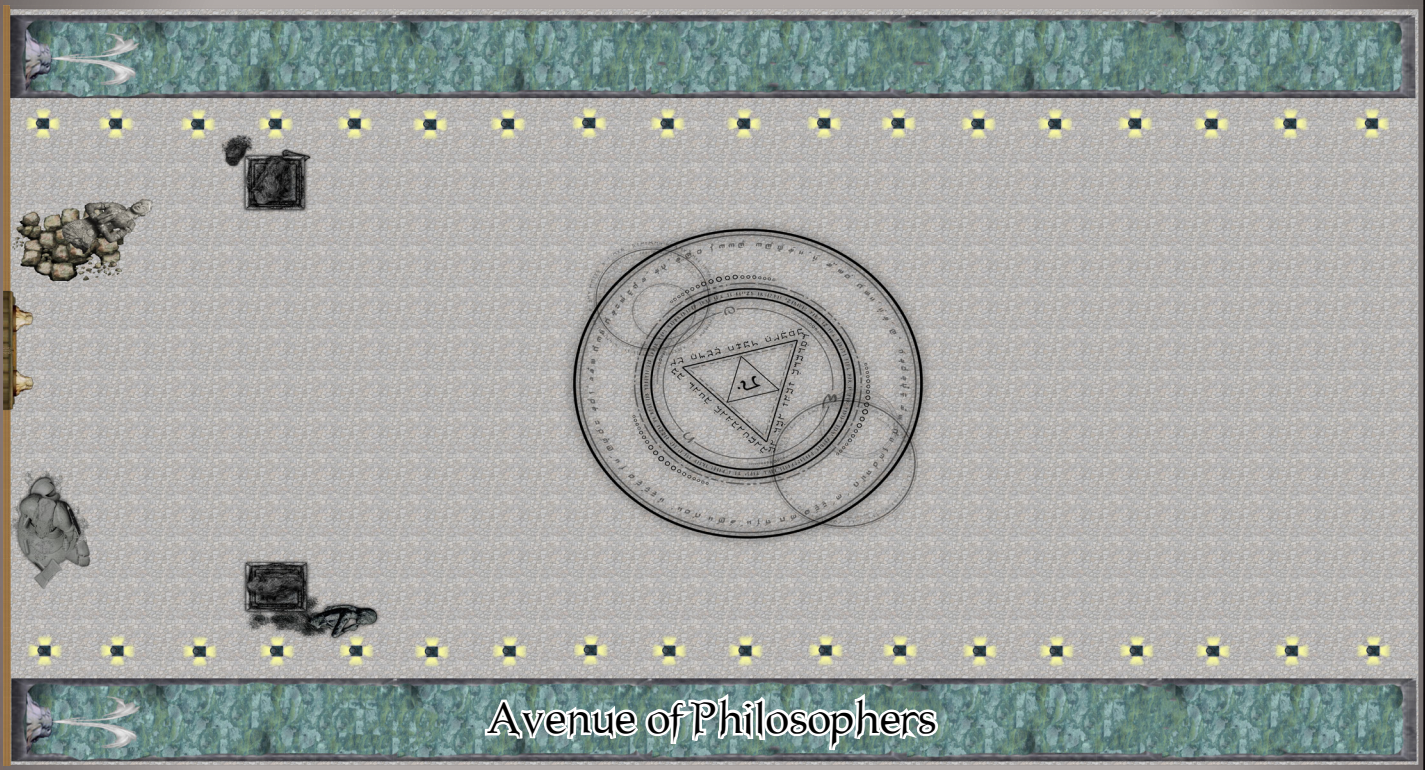






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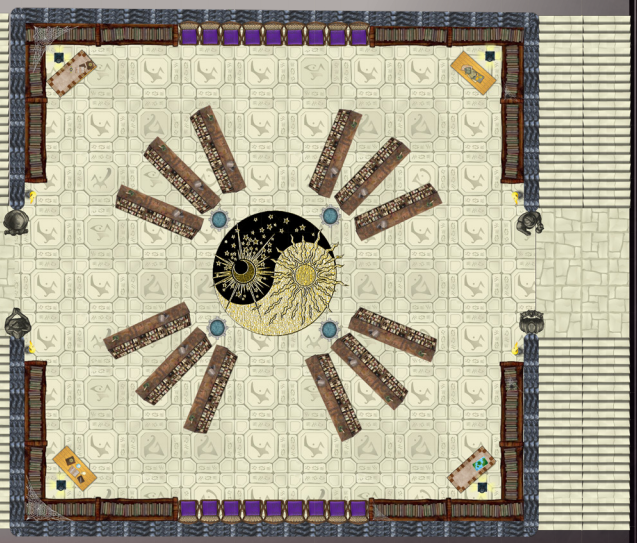
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D



Wilted Roses

Dream name
Wilted Roses

Dream Environment
Forest, with ruined buildings.

Challenge Type
Exploration

Lore Background:
When the Black Rose, Darklord of Sithicus fell, remnants of his power remained. Thirteen banshees, who were both his allies and his tormentors, now wander the domain alone. Several of them have gathered around a ruined tower in a dark and foreboding forest. Taking the form of beautiful women, the banshees lure travelers to the tower with promises of treasure and gold, but instead lead them to their doom.

Dream Environment Description
The room is a dense forest with the ruins of a tower rising up out of the shadowy trees. Scattered throughout the forest are bushes of withered black roses, their fallen petals littering the maze of paths. At the edge of the forest, a deaf old widow named Aylene lives alone in her rotting, crumbling cottage.

Dream Challenge Description
After encountering Aylene, the characters must make their way through the forest either in search of the "treasure" or merely to seek a way out. Spectres of those who perished to the banshees' wail-stalk the forest and attack the living on sight. Should the adventurers survive to reach the tower, the banshees proclaim their failures before attempting to destroy them completely.

Creatures Encountered:
Banshee: MM, pg. 23
Ghost: MM, pg.147
Shambling Mound: MM, pg. 270
Skeleton: MM, pg. 272
Specter: MM, pg. 279
Vampire Spawn: MM, pg. 298
Will O' Wisp: MM, pg. 301
Wraith: MM, pg. 302
Corpse flower: MTF, page 127

New Creatures
Gisela (Banshee)

What the receptionist tell the party
"These lands were once the domain of a powerful darklord. The malice here has not waned in his absence. The path to victory lay beyond the dark reaches of the forest, at the top of a tower... Find it and you may escape this accursed place. Fail and you will meet a fate worse than death."

What the receptionist doesn't tell the party
Atarte will not tell them about the banshees awaiting them or of any of the other dangers lurking within the forest.

Wilted Roses

"*What? Who's there? Oh, hello child. Have you come for tea? Better in here than out there, who knows what trouble you'll get into wandering the woods at night.*"
—The Widow Aylene

Introduction
The characters are tasked with reaching the tower on the far side of the forest. The tower is guarded by several banshees once loyal to the Black Rose, the former dark lord of Sithicus. The area is filled with numerous undead and other hazards to hinder their progress.

Background

The former lord of Sithicus once held sway over the region. Ruling over a host of undead that he used to control the domain as well as eliminate threats. With his passing the most powerful of these minions have been left to their own whims. Gisela, a banshee, has taken up residence in a nearby tower with two of her sisters. Unable to let go of the domain's former master they have brought terror and death to those that enter the forest. Atarte visited the forest and managed to make a copy of the tower and trap within, the Banshee named Gisela.

Setting
Ceilings: Dense forest.
Doors: Simple wood.
Lighting: Full moon, Forest (Dim light).
Smells: Earth, trees, roses, death and decay.
Terrains: Forest.

Patrick Harron

Entrance

"The mists part and you find yourself standing beneath a canopy of tall dark trees, gnarled branches reaching up toward a bleak moonless sky. An icy chill fills the air, and a slow breeze rustles through the leaves above you. The forest is silent, absent the sound of insects and animals. An erie stillness surrounds you as the mists fade away leaving you alone to the mercy of the forest."

1. The Widow's Cottage

"The trees along this trail are strangely familiar. Every branch and bough stirs up old and forgotten memories, each one the same as the one before. The moon is visible only as a black, lightless circle that blots out the starlight. The cold, stale air, carries the scent of roses and decay. You feel eyes watching as you make your way along the path. The woods part, revealing a small cottage on the far side of a clearing. Beyond it stands a small shack, and aged stone markers in neat rows dot the western corner of the clearing. The cottage itself is old and crumbling, but a faint light in the windows and a thin trail of smoke from the chimney indicate that it is inhabited."

1a. The Cottage

Attempts to approach the cottage by stealth automatically succeed. Aylene (human female noncombantant) is mostly deaf and occupying her time knitting herself a new shawl. She does not notice the characters approach or even knock unless they do so quite loudly. If they manage to get her attention or merely enter (the door is not locked), she greets them with warmth and sincerity. Aylene has difficulty understanding what the characters are saying and assumes they are adventurers after the treasure in the woods. She is bad at reading lips but can read written words should they wish to write down questions for her to answer. Aylene rambles when she speaks and knows very little about the rumored treasure or the dangers the forest conceals. She's seen many adventurers pass through, but none return, and she knows not what fate befell them. If the characters ask about the treasure, or which direction the other adventurers went, Aylene directs them east, and tell them to "Keep to the trail, safer that way. Probably, not much though. Good luck dears, hope you find yer riches."



1b. The Shed

"A small wooden shed sits alone beyond the cottage. Its wooden frame is covered with vines, and moss that is slowly eating away at the sturdy oak structure. Its large door faces the cottage, and is secured by a heavy lock of rusted iron."

Aylene's husband Jarvic is the only person who used the shed. Since his death many years ago, Aylene has forgotten where the key is or even what the shed contains. The lock mechanism rusted away long ago, and the lock cannot be picked with thieves' tools, or opened with the key if the characters could find it. However, it can be easily broken with a successful DC 15 Strength (Athletics) check, or making an attack upon it (AC 8, 6 hp).

If the characters break open the door read or paraphrase:

"A cloud of dust and stale air flows out from the shed and inside, you see an assortment of tools and farming implements. Several small jars and flasks line a shelf on the far wall. Rotten or torn boxes litter the floor, their contents eaten away by the passage of time."

The tools are all but useless. The wooden shafts of hoes, hammers, and shovels have rotted away, and their blades are dull and rusted. The boxes and bags once held seeds and pottery, but the contents are now broken and rotten. The jars are in good condition, but all appear empty. A character who succeeds on a DC 18 Intelligence (Investigation) check notices a small, tucked away flask containing a now well-aged brandy.

1c. The Graveyard

"Several rows of headstones mark the graves of those buried here. Most are cracked or broken and those intact are covered with dirt and weeds. The carved writing on them is faded and difficult to read."

The graves belong to Aylene's husband Jarvic, and their children who died many years ago. The stones are worn and broken, and most of the inscriptions are too faded to make out. Resting upon the most recent grave is a single white rose. The writing upon the stone clearly reads "Here lies Jarvic, beloved husband and father. 725 - 782."

As the DM, you might want to make this creepier by changing the date on the grave everytime the characters look at it. It will also give them a hint that they are dreaming and the world around them is an illusion.

If the party asks Aylene about the rose, she will not answer, only changing the subject and rambling on about Jarvic's garden or how she really needs "a nice new shawl for these cold Sithican nights."

2. Pitchfork in the Road

"The path splits, and the scent of death and decay overwhelms you. Several bodies lay rotting upon the soft earth. Flies and insect pick away at the bloated remains upon the ground. They appear to have been simple folk, and one of them holds a pitchfork in his hand. His fingers remain tightly gripped upon the handle, and the fork's prongs are coated in dried blood."

The remains are those of three farmers who lost their way in the woods. They met a grisly end trying to escape from the undead deeper in the forest. They have been dead for some time and carry nothing of value other than the pitchfork. Their faces still bare the look of horror upon them. A successful DC 15 Wisdom (Medicine) check shows no signs of physical injury other than the insects that have been feeding on their decaying flesh.

3. Sacred Spring

"The trees part, revealing a large pool on the far side of a small clearing. Its surface is still and unbroken. The water seems to shimmer in an unnatural manner, , and the moonlight reflecting on the water gives it an almost mirror-like surface."

The only truly "safe" place in the area, the pool is a place sacred to the followers of Hala, who devout themselves to healing the sick or injured. Drinking the water provides no benefit, other than a fleeting sense of warmth and wellbeing. If the characters choose to take some with them, it provides a valuable weapon against the undead, as it acts as potent holy water. A character may make an improvised attack with a vial or bottle of water. Success deals 10 (3d6) points of radiant damage to the target. Only three containers can be filled before the pool's magic fades. Any additional bottles or vials filled have no beneficial effects and deal no damage. The water from the spring loses its magical properties when the characters complete or fail the dream.

4. Unquiet Dead

"The large clearing is darkened by the shadows of trees . You can make out the faint silhouettes of people standing beneath them. They stare at you with cold, dead eyes. Sensing your presence, they let loose a low moan that echoes throughout the forest."

This area is full of restless spirits, hungry for the souls of the living. It contains 2 **wraiths**, and 4 **specters**, which the wraiths created from the remains of their victims. They attack immediately.

In the northwest corner of the clearing is a secret path (area S1 below) leading to Area 8. Characters with passive Perception 20 or higher , as do those who succeed on a DC 18 Intelligence (Investigation) check see. This path provides a shorter route to the tower, though not necessarily a safer one.

S1. Grasping Thorns

Upon discovering the secret trail read or paraphrase the following:

"The path splits, and the scent of death and decay overwhelms you. Several bodies lay rotting upon the soft earth. Flies and insect pick away at the bloated remains upon the ground. They appear to have been simple folk, and one of them holds a pitchfork in his hand. His fingers remain tightly gripped upon the handle, and the fork's prongs are coated in dried blood."

A dense cluster of gnarled vines and branches gives way to a dark path through the trees. The sides of the path are thick with overgrown rose bushes heavy with blossoms as black as night.

The trail is the dwelling place of 2 **shambling mounds** and a **Corpse Flower**. They are indistinguishable from normal plants. Characters with passive Perception 15 or higher or characters that succeed on a DC 15 Intelligence (Investigation) check and will notice the presence of the creatures. When a character passes within ten feet of them, they spring to life and attack., They surround the characters to cut off any escape and attempt to devour them.

When the shambling mounds attack read or paraphrase the following:

"As you pass along the trail, the dense foliage springs to life, rose petals falling to the ground as twisted masses of vines and thorns emerge from the trees. Thick whip-like appendages lash out at you as the creatures move to attack."

5. Tears for the Fallen

This area is home to the **ghosts** of the elf Falyra and her two children, Malen and Drayla. The three stand over the remains of their husband and father, Kalan. They mourn his death and are unable to pass on to the next life. They are overcome by grief and guilt, as they were unable to stop him from seeking out the treasure rumored in the forest. In the end Falyra killed herself and her children so they could be reunited with Kalan in death. Instead, they were cursed to become ghosts unable to join him in the afterlife.

As the characters enter the area read or paraphrase the following:

"An elven woman kneels in the center of the clearing, two young children to either side of her. Her weeping fills the air, her voice full of grief and sadness. All of the elves' cheeks are wet with tears as they kneel over the body of a male elven warrior clad in thick armor. His body is covered in wounds, his blood pooling thick upon the ground."

The three **ghosts** only interact with the characters when the characters communicate with them or try to pass through the area.If the characters try to speak with them, Falyra apologizes and begs them for forgiveness. She gives no clues as to why she needs forgiveness, just repeats herself over and over.

Her children only weep and cling onto their father's clothes. Should they offer help or examine the body Falyra begs them to save his life. Examining the body shows Kalan has long since departed this world, and any healing magic including resurrection spells have no effect upon his body. When the characters prove unable to save her "dying" husband Falyra flies into a rage and all three ghosts attack the characters, revealing their true nature. Even while attacking the characters, Falyra begs them to help her.

Should they try to pass by without interacting with the elves or offering help of any kind, Falyra accuses them of being heartless, and all three reveal their true forms and attack the party.

6. Screams of the Dead

This clearing is filled with corpses, grim remnants of others who failed at Darklord Atarte's dangerous game.

As the characters enter the area read or paraphrase the following:

"Piles of bodies are strewn across the ground, dead and lifeless. Flies and maggots swarm and burrow around their orifices, crawling over cold skin and feeding on decaying flesh."

If the characters disturb the bodies in any way read or paraphrase the following:

"The lifeless faces of the corpses spring to life, their voices echoing with a hideous and mocking laughter. "Give up," they scream "you will fail, you will die, there is no escaping what is to come!" The voices rise to a crescendo as pain rings through your head."

All characters within the area must succeed on a DC 15 Wisdom saving throw or suffer (22) 4d10 points of psychic damage, or half that on a successful save. Those who fail are Frightened for one hour or until they complete a short rest.

7. Dead Lights

This area is a large clearing containing a solitary grave. The grave is the resting place of Hargis, a **vampire spawn.** Hargis feeds on those brave or foolish enough to enter the forest. He has a symbiotic relationship with a small group of **will o' wisps** that lure the unwary to him.



As the characters enter the area read or paraphrase the following:

"The trees give way to a large clearing with a small, grassy hill in the center. Atop the hill is a large gravestone. A lantern shines down on the grave, hanging from a thin wooden pole. Its flickering light dances across the surface of the stone."

The lantern houses a **will o' wisp**. It watches the party, waiting for Hargis to attack so that it can join in. Three other **will o' wisps** remain invisible and motionless nearby, waiting for their moment to attack.

If a character examines the grave, read or paraphrase the following:

"The worn edges of the stone are broken, chipped away by the passage of time. Its words are faded but readable. The stone reads "Here Lies Hargis, 715-736."

Upon interacting with the grave, reading the stone, or interacting with it or the lantern, the **vampire spawn** bursts from its grave, laughs, and attacks the nearest character. As it does so the **will o' wisps** spring to action, distracting the characters with attacks or using the Help action to allow Hargis to make his attacks with Advantage. If Hargis is defeated the will o' wisps will flee, flying off into the forest.

8. The Weight of Guilt

The final area of this room is home to **Gisela*** and two other **banshees**. Here they have constructed an effigy of the Black Rose, the former Darklord of Sithicus. To escape the room, the characters must defeat Gisela or make it alive through the doorway on the second floor of the tower. This doorway leads back to the Waiting Room.



As the characters enter the area read or paraphrase the following:

"Corpses are strewn around the shattered remains of an ancient tower, sprawled against the walls and on the staircase. The decrepit structure rises from the center of the clearing, casting long shadows upon the bones of the dead. At the top of the tower, three ghostly elven shapes encircle a figure clad in a suit of blackened armor, sitting upon a makeshift throne. They hover around it, whispering unintelligible words into its ears. Beyond the throne stands a worn,, wooden door. It stands ajar with thick mist rolling out of it, curling around the base of the throne."

Gisela* is one of three banshees that haunt the effigy of the Black Rose. Gisela uses the stat block provided in Appendix A. All three **Bansees** can sense the presence of the living but do not attack until the characters move about the clearing or approach the tower. When they do so, read the following:

"One of the elven specters ceases her whispering and looks in your direction. "How dare you intrude upon us. You will perish as have all the rest." With those words she lets loose a blood curdling screech that penetrates your very soul."

Gisela's wail forces the characters to immediately make a DC 18 Constitution saving throw. This save is made prior to rolling for initiative. Characters who fail are crushed by the weight of their guilt, and their movement is reduced by half (rounded down) until Gisela is defeated or they pass through the doorway. In addition, the bones of the dead spring to life as thirteen **skeletons** attack.

The Relentless Dead

The **skeletons** are continuously spurred to unlife by Gisela's will. At the end of each round any skeletons that have been defeated rise again at full hit points. This effect ends if Gisela is destroyed. Any **skeleton** within 30 feet of **Gisela*** or another banshee gains advantage on all attack rolls and saving throws. In addition **Gisela***, the **banshees** and **skeleton** minions are immune to a clerics turn or destroy undead features.

Gisela remains at the top of the tower with three of the skeletons. The skeletons accompanying her use their shortbows to rain arrows down upon them, targeting spellcasters first. The other two banshees and the rest of the skeletons engage the characters in melee and try to keep them from ascending the tower. The banshees take advantage of the ruins of the building, using their incorporeal nature to move in and out of cover as well as ensuring the skeletons benefit from being within thirty feet of them.

8a. The Black Rose

At the top of the tower is the effigy of the Black Rose as well as the doorway out of the room. If Gisela and the skeletons up here have not yet been defeated they engage the characters in melee combat as soon as the characters enter the area.

As a character reaches the top of the tower, read or paraphrase the following:

"The figure clad in armor remains unmoving on its throne, its body obscured beneath a heavy suit of charred steel. Beyond it you see the doorway, its wooden door hanging open just enough for a dense mist to drift out of it and cover the floor beneath your feet."

The effigy does not react to the characters' presence. If they choose to examine it closer, they find it to be a hollow suit, propped up with sticks and stuffed with straw.

Exit

Success:

If the characters succeed read the following:

"Passing through the door you leave behind the smell of death and decay. Black roses swirl around before becoming lost in the mist."

Any character may freely step through the doorway. Doing so removes them from combat and returns them to the Waiting Room, where they can no longer see the door. Characters still in the tower can see the door, and may move through it freely.

Failure:

If the characters fail read the following:

"The last sounds you hear are the screams of the banshees admonishing you for your failure, and the sounds of an unknown entity's laughter, filled with hideous delight."



Map of Wilted Roses



Among Us

Dream Environment
A Cabin in the Woods

Challenge Type
Investigation, defense

Dream Challenge Description
The characters have to defend a Cabin against a monster attack. Meanwhile, a night hag in disguise as Little Red Riding Hood watches from inside the Cabin, doing what she can to secretly sabotage the defenders' attempts to protect themselves and her.

What the Guide Tells the Party:
-"Once upon a time, very long ago, this was a small but thriving village. One day, all of a sudden, all contact with the town disappeared and the woods began to come. Over the course of a generation, the area turned from farmland to forest -- and a very dangerous forest at that! -- until now, only one building remains. While the town still existed, the structure served as the schoolhouse, but now it is a haven for travellers making their way from one end of the forest to another. Everyone nearby knows of it and refers to it simply as 'the Cabin."

-The Cabin is an outpost in the middle of the deep, dark forest of Varúlfur. No one lives here, but it appears on many maps as a place travellers can use while traversing the wilderness, for only a fool would go through these woods at night.

-The building is simple but well-maintained. Everyone who uses it knows its importance and does their part in upkeep. (In case anyone forgets, a list of chores is posted by the door).

-Tobe, a groundskeeper for the crown, comes through periodically to make sure the building and path are in good-enough shape, but Tobe isn't due to visit for several weeks and you won't meet him.

What the Guide Doesn't Tell the Party:
There are two conditions that let the PCs out of the mist: either they kill Meredith or give her to Jacob and Wilhelm for execution. Half an hour after doing either, the sun begins to rise and their time in this dream is over. If the characters kill Meredith then they have succeeded at this challenge. If they give her to Jacob and Wilhelm then they have failed the dream.

Creatures Encountered:
Night hag: MM pg. 178
Vrock: MM pg. 64
Leuctottas: VGM, pg. 169
Winter Wolves: MM pg. 340
Abominable: Yeti MM pg. 306
Elk: MM pg. 322
Brown Bear: MM pg. 319
Owlbears: MM pg. 249
Shadows: MM pg. 269
Will-o'-Wisps: MM pg. 301
Banshee: MM pg. 23
Ghast: MM pg. 148

Among Us

Introduction
On their way through the forest at dusk, the party arrives at the Cabin. Soon after, a panicked child in a blood-red hood runs into the Cabin, begging for help. She says she is being pursued by monsters. Soon, the Cabin is surrounded. Can the party keep themselves, and the girl, alive until daybreak?

Background
About a hundred years ago, Meredith Patterne, a night hag, moved into the town of Varúlfur in disguise as a travelling fortune-teller. She found out it was an unwelcoming, unpleasant place, filled with an arrogant, self-satisfied religious piety that held no place for its newest member and her mystic ways. Shunned and driven from the town, Meredith cursed the inhabitants, giving them never-ceasing hunger. The townspeople fell to cannibalism and eventually all were dead or no longer human. Driven to desperation by their appetites, they were willing to do anything to sate their hunger, even follow Meredith's commands. Using dark rituals she had transformed the married town butchers, Bight and Badgen, to Vrocks to serve her... The town fell into obscurity, and under Meredith's influence, the land collected evil and shadow around itself, turning into a dangerous forest where the sun never rises. The Dark Powers were pleased and placed it inside Atarte's illusory world. The only remaining building from Varúlfur is the former schoolhouse, which Meredith uses as a playground for her principal entertainment: trapping travellers, driving all hope from them, and letting her pets eat them when she is bored.

Daniel Chivers



Setting

-The Woods. This is a dense and cold forest of grey pine trees and the ground is covered in packed snow.

-The Path. There's a path through the woods that leads straight to the Cabin and beyond, but no matter how far you go, you always keep coming back to the Cabin.

-The Cabin. Once a schoolhouse, the cabin is now a refuge for travellers. The desks and tables have long since been wrecked, but many boards and pieces remain, stacked in piles around the large room. There is no bell in the tower and the windows have no glass, though they do have strong, thick shutters that can be secured from the inside. There is a stove and a small supply of logs that should keep a fire going through one night. The Cabin also has hit points that need to be tracked, but this is explained in the "Cabin" section below.

-The Weather. It's wintertime, and it is very cold. A snowstorm whirls through the forest. The whole of the forest except for the path is difficult (arctic) terrain for the PCs. Every NPC or creature attacking the PCs treats the terrain as normal terrain. Visibility is reduced to 60 feet while outside. There is a stove in the Cabin that can keep it warm, but the building is poorly insulated. You need to track the amount of time that the fire is lit or unlit. The wood supply is limited and if the fire is out for long enough the characters may face environmental effects. See below for more on temperature effects in this adventure.

-The Sunrise. It never comes, no matter how long the characters wait. If asked about this, Meredith says she has no idea why the sun isn't coming up. This is actually true. Meredith doesn't know why the sun doesn't rise whenever suitable prey enters the forest. The sun only rises once the prey is dead. The sun is a genuine mystery to her, for she does not know she is a part of Atarte's illusions. It is never going to be daytime here unless either Meredith is killed or the PCs give her over to Jacob and Wilhelm.

Changes to statblocks:

Meredith, the night hag:

-Lair Actions. The cabin is the lair of Meredith Paterne, a night hag. On initiative count 20 (losing initiative ties), she can take a lair action to cause one of the following effects, but she can't use the same effect two rounds in a row:

-Until initiative count 20 on the next round, she can pass through solid walls, doors, ceilings, and floors as if the surfaces weren't there.

-She targets any number of doors and windows that she can see, causing each one to either open or close as she wishes. Closed doors can be magically locked (requiring a successful DC 20 Strength check to force open) until she chooses to make them unlocked, or until she uses this lair action again to open them. The doors can also be destroyed. They have 25 hit points and an Armor Class of 14.

-She targets up to three creatures that she can see within 60 feet of her. Each target must succeed on a DC 15 Constitution saving throw or be flung up to 30 feet through the air. A creature that strikes a solid object or is released in midair takes ld6 bludgeoning damage for every 10 feet moved or fallen.

Jacob and Wilhelm, **the Vrocks**. Once, they were Bight and Badgen, a married couple who ran the town's butchery. Each Vrock can speak common and have been magically compelled to serve Merideth. But, if the heroes confront them with the sign from their old butcher shop, Jacob and Wilhelm remember who they were when they were mortals. They are stunned for 1 minute and then turn on Meredith, fighting her to the death.

1. The Forest of Varúlfur

The forest is very cold and getting even colder now that the sun has set. For the purposes of their saving throws to resist the cold, treat every hour the PCs are in the forest without shelter the same as if they were in the Cabin without the stove lit.

The adventure begins with the PCs finding themselves already on the forest path in the middle of a snowstorm. The sun has just set. They may not realize it, but already they are being observed by Jacob and

Wilhelm, who are wrapped in long white fur coats made of werewolf fur. This allows Jacob and Wilhelm to hide very effectively in the snow and grants them both advantage on Dexterity (Stealth) checks. The pathway leads directly to, and then past, the Cabin. If the heroes follow the path, Jacob and Wilhelm follow from a discreet distance of 50-60 feet and do not interfere with them at all. It takes two hours to get to the Cabin from where the characters start. This is true no matter which direction they go in, for Atarte has made sure there's no way of escaping the forest.

Temperature in the Forest

Every hour the PCs are outside in the storm, they need to make a DC 10 Constitution saving throw or acquire a level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates. Meredith and her minions are unaffected by the cold, though Meredith might pretend otherwise if it serves her interests.

Random Encounters

Check for a random encounter after every 30 minutes that the adventurers spend outside the Cabin. The characters should not deal with more than two random encounters unless they are intentionally ignoring the cabin.

If the characters are on the path, an encounter occurs on a roll of 18 or higher on a d20.

If the characters are off the path, an encounter occurs on a roll of 13 or higher on a d20.

2d12 Encounter

2. Abominable yeti (MM 306)
3. Ruins from Varúlfur
4. 2d4 winter wolves (MM 340)
5. Ruins from Varúlfur
6. 3 elk (MM 322)
7. Ruins from Varúlfur
8. Beast corpse
9. Strange noises
10. Body part
11. Grave
12. Banshee (MM 23)
13. Humanoid corpse
14. 1d4 will-o'-wisps (MM 301)
15. Ruins from Varúlfur
16. Hunting trap
17. 2d4 shadows (MM 269)
18. Tree oddity
19. Brown bear (MM 319)
20. Ruins from Varúlfur
21. 1d6 leucrottas (VGM 169)
22. 2 owlbears (MM 249)
23. 3d4 shadows (MM 269)
24. Storm boost.

Use the descriptions that follow to help run each random encounter. The table entries are presented in alphabetical order.

Abominable Yeti

This encounter occurs only once and only if the characters are off the trail; otherwise, treat this result as no encounter.

"A crashing fury races at you through the trees as you see a gigantic, snowy monstrosity burst into view. The figure looks you in the eyes, lets out a terrifying cry, and leaps into combat."

The abominable yeti lives in the forest, but she has no part to play in Meredith's schemes, nor any significant awareness of her existence. All it cares about is territory and food, and as far as it's concerned, the party has invaded its territory and looks tasty. It blasts the party with it's cold breath feature and then attacks with its claws and chilling gaze, focusing its rage on the largest, most intimidating character.

Banshee

This encounter occurs only once and only if the characters are off the trail; otherwise, treat the result as no encounter.

You feel stone under your feet and see broken, crumbling walls around you. A spectral figure emerges from the snow, glaring at the group of you with an open mouth. The screaming of the storm winds increases in intensity, hurting your ears, and you realize that the sounds are coming from it, not the storm at all.

The banshee is what remains of Liothiana Herela, an itinerant elven bard who happened to be in Varúlfur when Meredith cursed the town. She managed to resist the curse but, despite her best efforts, she was unable to help the townspeople. Despondent by her powerlessness, she eventually barricaded herself inside the tavern and watched as the town descended into cannibalism and horror. Now, Liothiana has lost track of reality, believing that she is still alive within Varúlfur and that anyone she sees is one of its cursed inhabitants. Liothiana has a **flock of undead owls*** who serve her unswervingly. In life, they were Liothiana's beloved pets. In death, they are each a seperate swarm.

If the characters find a way to talk to Liothiana, he knows the full background of what Meredith did, but Liothiana is filled with rage. She uses her horrifying visage feature and screams at the party to leave her alone. That is their only chance. If they don't go away, Liothiana uses her wail and starts in with her corrupting touch while her owls surround and attack the party's spellcasters.

Beast Corpse

On the ground are the frozen remains of a large beast. It's impossible to tell how long ago it was killed, but it certainly wasn't pretty. Roll a d6 to determine the nature of the beast's corpse:

D6	
1-2.	The corpse belonged to a horse killed by spears and cross bow bolts.
3-5.	The corpse belongs to a horse who was clearly torn to pieces by wolves.
6.	The corpse is bizarre and unrecognizable.

Body Part

Buried under the snow, you find a frozen lump of flesh.

The lump of flesh was torn off its body, not cut away.

Roll a d6 to determine the nature of the humanoid body part:

d6	Result
1.	Hand.
2.	Foot.
3.	Tongue.
4.	Head.
5.	Eyeball.
6.	Fingers.

Grave

This encounter occurs only if the characters are off the trail; otherwise, treat the result as no encounter.

"You stumble upon an old grave, barely visible in the storm. The grave is for one of the residents of old Varúlfur. There might have been a name carved on the headstone, but it is illegible."

There is a 25 percent chance that the grave is intact, appearing as an elongated earthen mound or a rocky cairn. Characters who dig up the grave find the skeletal remains of a human clad in rusted chain mail (a soldier). Among the bones lie corroded weapons. If the grave isn't intact, it has been violated. The characters find a shallow, snow-filled hole with dirt or rocks strewn around it and a few scattered bones within.

Humanoid Corpse

On the ground are the frozen remains of a humanoid. It's impossible to tell how long ago it was killed, but it certainly wasn't pretty.

Roll a d6 to determine how the corpse died:

d6	Result
1-2.	The corpse belonged to a human killed by spears and crossbow bolts.
3-5.	The corpse belonged to a human who was clearly torn to pieces by wolves.
6.	The corpse looks like one of the characters (determined randomly) but has been stripped of armor, weapons, and valuables. If moved, its flesh melts away until only the skeleton remains.

Hunting Trap

This encounter occurs only if the characters are off the trail; otherwise, treat the result as no encounter.

Have each of the characters in the front rank of the party's marching order make a DC 15 Wisdom (Survival) check. If one or more of them succeeds, read:

"You spot a hunting trap, its steel jaws caked with rust. Someone has carefully hidden the trap under a thin layer of snow."

If none of the characters in the front rank spots the hidden trap, one random party member steps on it. The trap is affixed by a heavy chain to a nearby tree. A creature that steps on the trap must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain, which is 3 feet long. A creature can use its action to make a DC 13 Strength (Athletics) check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

Leucrottas

This encounter occurs only once. If this result comes up again, treat the result as no encounter.

"A sickening stench is carried by the winds: so strong it seems to turn the snowflakes green and gray. Dreadful barks and yips, mocking half-words, and uncanny imitations of your own voices surround you. You whirl around and see a snarling face full of foul, razor-sharp bony ridges advance out of the snow."

The leucrottas know about Meredith and keep as far away from her as they can. It's unlikely that they'd share information with the PCs, since the characters likely have nothing that the leucrottas would want, but in the off-chance that a bargain is struck, the leucrottas agree to fight Meredith alongside the heroes and then, when combat begins, proceed to betray the heroes as soon as possible in the hopes that Meredith will reward them by setting them free.

Owlbears

This encounter occurs only once. If it comes up again, treat the result as no encounter.

"A pair of huge, pale eyes can be seen in front of you, accompanied by a soft, low sound. Is that hooting? Almost too late, you realize that a second pair of eyes is directly behind you. Two ravenous owlbears charge out of the storm."

This is a mated pair of owlbears. They're hungry and fight to the death.

Ruins From Varúlfur

This encounter occurs only if the characters are off the trail; otherwise, treat the result as no encounter.

The PCs stumble upon the ruins of a building from Varúlfur. There is a 25 percent chance, which increases by 25 each time the PCs find ruins, that the building is the old butcher shop.

If the encountered ruins are not the butcher shop, describe general ruins from a prosperous but small town:

"Emerging from the snow you see the crumbled stone walls of what once was a cozy home. That over there might be the remnants of a chimney or oven. Some stairs remain here that used to go up to a second floor that no longer exists."

If the characters succeed on a DC 15 Intelligence (Investigation) or Wisdom (Survival) check, they find humanoid bones amongst the ruins. The bones have been gnawed on. A DC 15 Wisdom (Medicine) check reveals that they are human bones and that they were gnawed on by human teeth.

Ruins (Butcher Shop)

"A stone archway attached to two walls stands before you, all that remains of what was once a shop of some sort. The door that used to fit in the arch no longer exists, though it must have been quite large and heavy given the size of the hinges that still stick out of the stonework."

If the characters succeed on a DC 10 Intelligence (Investigation) or Wisdom (Survival) check, they find many animal bones amongst the ruins. A DC 10 Wisdom (Medicine) check reveals that the bones come mostly from pigs and cows. If the characters succeed on a DC 10 Intelligence (Investigation) or Wisdom (Survival) check, they find an old, hand-painted sign that reads, "Bight & Badgen's Butchery." The sign glows with a dim purple light and detect magic will detect enchantment. The sign will remind the two vrocks of their mortality and turn them against Meredith but the characters have no way of knowing this short of casting a *legend lore* or *wish* spell. The sign can also be destroyed, but its destruction changes nothing.

Shadows

"Somehow, this part of the forest is darker than the rest, as though the moon is having trouble shining. Are those shadows moving or is it just a trick of the flickering light?"

Most of the townsfolk of Varúlfur died horribly after Meredith laid down her curse. In death, they wander the forest, still permanently hungry, desperate to eat anything they can. The villagers exist now as mere shadows. They thrive not on the physical bodies of their victims but on their very vitality.

Storm boost
The storm increases in intensity; reduce visibility to 15 feet for 1d4-1 hours (minimum of half an hour).

Strange Noises
"Peculiar and unsettling sounds surround you. Half-heard voices, breaking branches, hushed footsteps. Are you being followed?"

Tree Oddity
This encounter occurs only if the characters are off the trail; otherwise, treat the result as no encounter. Roll a d6 to determine what sort of tree oddity is found:

D6	Result
1.	A tree that someone started to chop down. The axe is still embedded in the trunk.
2.	Several trees here show scorch marks. Maybe someone tried to burn down the forest?
3.	The trees here have all been chopped down. All that remain are dead stumps.
4.	There's a platform in the branches of one of the trees here. If the characters climb up to investigate, they find the corpse of a human woman, covered in snow. A DC 15 Wis dom (Medicine) check reveals that she died of starvation.
5.	Someone has tied ribbons to the trees here, making a kind of trail. It stops as abruptly as it starts.
6.	This isn't a regular tree. It's the corpse of a long-dead treant.

Will-o'-Wisps
This encounter occurs only once. If it comes up again, treat the result as no encounter.
"Several hundred yards away, through the snow, you see a small group of flickering torchlights."

If the characters follow the lights, read:
"The torchlights flutter as they move away from you, but you never lose sight of them. You make your way quickly yet cautiously through the storm until you come upon the shell of a ruined building. The upper floors of the structure have collapsed, leaving heaps of rubble and shattered timber around its base. The feeble lights move through an open doorway on the ground floor, then flicker and go out."

The lights are **will-o'-wisps** that enter the ruined building and become invisible, hoping to lure the characters inside to their doom. The floor of the building is made of flat stones, cemented together with now-crumbling mortar. Its interior is desecrated ground and a detect evil and good spell cast within range reveals its presence. Undead in the building have advantage on all saving throws. A vial of holy water purifies a 10-foot-square area of the building when sprinkled on it, and a hallow spell purifies all within its area. Against the inside wall of the building, across from the open doorway, is a closed wooden chest. If the characters disturb the chest, the will-o'-wisps become visible and openly attack. Inside the chest is a sealed letter, addressed to the burgomaster of the nearest town, begging for help in ridding the town of the curse that "*the witch Meredith Patterne was laid upon us.*" The letter was written nearly 50 years ago.

Winter Wolves
"A snarling wolf emerges from the swirling snow, its white coat disguising its shape. Behind it, you see the shining eyes of more animals."

The area is lightly obscured by snow. The other wolves aren't far behind and can be seen as shifting shadows in the storm.

2. The Cabin

Whether or not the PCs make for the Cabin right away, they will almost certainly end up there or eventually die, for it's the only shelter to be found in the forest. The characters have to enter the cabin eventually. If they refuse then allow them to die of exhaustion and stubbornness. The area around the Cabin is clear of trees, out to a radius of 50 feet. The trail goes directly past the Cabin's front (and only) door. The building is made of brick walls and a slate roof. It has a chimney on the end farthest from the door and above the door is a belfry and cupola. The bell has been gone for decades. The building is not flammable, has an AC of 14, 270 hit points, and a damage threshold of 5. After it takes 50 points of damage, the Cabin gets a lot draftier, and if the Cabin is at 150 hit points or fewer, it doesn't keep the heat in. Treat this as though a window were always open (see the "temperature in the cabin" section below).
Near the door is a sign with the following printed on it:
"Welcome to the Cabin! The Crown hopes your journey through the Forest of Varúlfur is safe and is happy to offer the use of this building as a temporary shelter on your way through these woods."

Please respect these simple rules so that everyone can enjoy this space when they are in need:
1. Clean up after yourselves. A broom and dustpan are in one of the closets.
2. If you make use of the slop bucket, be courteous and wash it before returning it to the closet.
3. Replace any wood you burn overnight.
4. Do not go in the belfry. The stairs are not safe.
5. No killings while in the Cabin. Take it outside.
6. Only burn wood in the stove, and especially not goblins. GOBLINS ARE NOT FLAMMABLE.
7. If you break anything or if there is anything amiss in the Cabin, report to the nearest Field Agent of the Crown so we can fix it.
8. No animal sacrifices inside the Cabin.
9. DO NOT ENTER THE WATER BOX.
10. Always keep the door securely closed at night.

Inside the Cabin:

-2nd Floor. There's a platform halfway up the stairs between the ground floor and the belfry. The platform offers a clear vantage over the front of the Cabin and anyone on the platform has half cover against any attack from outside the cabin.

-Belfry. It's very exposed up here, and anyone on the platform has no cover. On the other hand, they can see in all directions.

-Closets. There are two closets behind where the teacher's desk used to be. Amazingly, they both still have functioning doors. Inside one is a broom, dustpan, a tinderbox, a skillet, and a bucket (for waste). Inside the other closet are two wood axes and a set of carpenter's tools: a saw, a hammer, nails, a hatchet, a square, a ruler, an adze, a plane, and a chisel.

-Front Door. The front door is large, thick, and old. It no longer latches, but a pair of brackets have been installed on either side of it that allow for a board placed inside them to hold the door shut very effectively. A board that fits the brackets is right next to the door. If barred, the front door (AC 13, 35 hit points, damage threshold 5) can be forced open with a successful DC 18 Strength (Athletics) check.

-Fuel. There is a pile of chopped wood near the stove, next to the water box. It contains 100 pounds of fuel for the stove. This wood can also be used for repairs, but it's not very good wood. All rolls made to repair shutters or the door with this wood are made with disadvantage. Should the PCs decide to use the axes in the closet to chop down a tree for wood, the trees have AC 11, 25 hit points, and damage threshold 2. A single tree yields 4d12 + 60 pounds of firewood. Unfortunately, this will be green wood, so unless a way is found to rapidly dry the wood, it will burn poorly, producing thick, dark smoke that stings the eyes. The smoke causes disadvantage on all Wisdom (Perception) checks that rely on sight and all ranged attack rolls while within the Cabin.

-Ruined Furniture. The desks, tables, and chairs that once filled the schoolhouse are no more. They have long since been wrecked, and the ruined furniture is stacked relatively neatly in the four corners of the Cabin's large room. These boards can be used to repair the shutters or door if they are damaged and can be used as fuel for the stove. There's approximately 200 pounds of wood in the four piles of broken furniture.

-Stairway. Once, there was a door that opened to the stairs, but the door was chopped up for fuel long ago. The stairway to the belfry and cupola is blocked by junk and rubble when the PCs arrive at the Cabin. If they want to clear the stairs, it takes half an hour of work and a successful DC 10 Strength (Athletics) check to do so. If the stairs are clear, the Cabin cannot hold its heat. Treat this as though a window were always open. The material used to block the stairway up to the belfry isn't worth anything and can't be used for fuel or Cabin repairs. It's a bunch of ratty, worthless blankets, thin branches, skins, broken equipment, and trash.

-Stove. It's in the middle of the Cabin's main room. A metal pipe rises from it, first vertically and then at an angle toward the rear of the Cabin, ending at the chimney. The stove consumes 4 pounds of wood per hour.

-Water Box. The teacher's desk has been replaced with a waterproof, wooden box. It is tarred on the outside and has a heavy, hinged lid. The inside of the water box measures 2 feet high, 2 feet long, and 1 foot wide. The box is enchanted similarly to a decanter of endless water, such that it is always full of 30 gallons of fresh water. The box is built into the floor and cannot be removed without destroying it.

-Windows. Each of the six windows is equipped with a pair of sturdy shutters that can be latched from the inside. They can be forced open from the outside with a successful DC 16 Strength (Athletics) check and can be broken (AC 14, 18 hit points, damage threshold 3). The window on the 2nd floor has no shutters.

Temperature in the Cabin

If and when the PCs arrive at the Cabin, the stove is cold. Once lit, it warms the building in 1 hour. After that hour, so long as the fire is burning and the heroes are inside the building, it's warm enough that they don't need to worry about the cold. The Cabin isn't well-insulated, so in order to keep the heat in, the door and windows need to all be shut. If any one of them is open for more than 5 minutes, the temperature drops fast and the Cabin's stove needs a whole hour to heat it back up again. For that hour, any PCs who don't spend at least half of the hour within 10 feet of the stove need to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion due to the cold. Additionally, the Cabin has a belltower that is currently blocked off so that heat doesn't escape through it. If the characters clear the way to the tower (if they want to use it as a vantage point to see their enemies or shoot at them, for instance), the stove is unable to keep the Cabin warm. Any characters who don't spend at least half of the hour within 10 feet of the stove need to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. If the

fire in the stove goes out, the cabin loses heat quickly. Assuming no windows are opened, after 1 hour, it's quite chilly, and after 2 hours without a fire, it's as cold inside as it is outside.

Repairing the Cabin

If the shutters, the door, or the Cabin itself are damaged, the PCs can attempt to repair them using materials at hand. Anyone with proficiency in carpenter's tools can use the equipment and spare wood in the Cabin to attempt repairs. It takes 1 minute of work and success on a DC 10 Dexterity check to restore 1 hit point to a shutter or to the door. Anyone attempting to do so with carpentry proficiency has advantage on their check. Restoring 1 hit point uses 1 pound of wood.

Meredith's Plan A

Meredith Patterne enters the adventure polymorphed into the form of a child in a blood-red hood, running and screaming that monsters are about to eat her. She begs for sanctuary in the cabin while her minions encircle the building. Jacob and Wilhelm demand that the heroes deliver Meredith to them. The **vrocks** promise that if the PCs hand Meredith over, they will leave in peace, but if not, Jacob and Wilhelm and their gang of 6 **ghasts** will make their way in and kill them all. Of course, Meredith is not in any danger at all from Jacob and Wilhelm. She has designed the scenario to tempt the heroes into evil. Her goal is to get the heroes to give in to Jacob and Wilhelm's demands and trade her for their lives. Toward that end, she does everything she can in the Cabin to both (a) appear weak and helpless and (b) make the PCs' situation hopeless. As part of her strategy for hobbling the defense of the Cabin, Meredith makes use of her nightmare haunting feature to prevent one character from being able to rest. The ghasts and Jacob and Wilhelm are under Meredith's power and always obey her. Their job is to keep the characters in the Cabin for as long as possible. This means that they aim to contain the characters, not kill them immediately. That does not mean they won't kill, just that their primary goal is to corral and frighten the heroes. If engaged in combat, they fight back: hard. The ghasts fight to the death, but Jacob and Wilhelm flee if Meredith falls. If this encounter takes longer than an hour then any dead ghasts are replaced every 10 minutes as more wander in from the forest. Meredith and the vrocks know this and treat the ghasts as fodder.

Meredith's Plan B

If the heroes don't follow the path to the cabin, Meredith casts *major image* and creates an illusionary encounter. This spell is described in detail in the Player's Handbook but as long as Meredith is within 120 feet of the illusion she can maintain the illusion. If she is detected by the characters then she will pretend to be hiding from Willem and Maillifane. The illusion creates two constables, Willem Maillifane and Nichiq-shur Rilvieri, officers of the crown in search of a runaway murderer who, they say, is somewhere in the forest. The DM is free to flesh out the illusion specifics. Naturally, the "murderer" is Meredith, still in her child disguise. "Willem" and "Nichiq-shur" tell the characters that Meredith poisoned her town's well and is responsible for more than two dozen deaths. They will ask the characters to help them find her. Meredith will keep the illusion running for roughly an hour before allowing it to catch up to her. If the characters spot Meredith before that then she will pretend to flee and twist her ankle, ending the pursuit. Meredith refuses to go with 'Willem' and 'Nichiq-shur'. Instead, she tells the PCs she poisoned the well in self-defense after learning that she was to be a human sacrifice to an evil deity. When she refuses to return with "Willem" and "Nichiq-shur", the two of them prepare to execute her on the spot and she begs the heroes to save her. Whichever side the heroes take, the illusion is dispelled and the characters are attacked by Meredith. Willhem, Jacob, and 6 ghasts enter combat a round later at a range of 60 feet.

Meredith's Plan C

Meredith wants the PCs to make an evil decision. She wants to corrupt them, not just kill them. But she'll settle for killing them if the corruption angle fails. With that in mind, Plan C is simple. She and her vrocks and ghasts murder the PCs.

Corruption:

If the characters decide to sacrifice Meredith to the Vrocks they capture the eye of the Dark Powers and receive a random dark gift from the list below:

d6 Result

1.	Attach a body part of another creature on the body of the character. The DM chooses where to place the new body part, and what its appearence is. The body part is only cosmetic
2.	The skin of the character becomes hard as wood increasing their AC by 1 and giving vulnerabillity to fire damage.
3.	The character's skin changes color and appears rotten while it gives a smell of decay. All Charisma (persuasion) checks are made with disadvantage.
4.	The character becomes Narcoleptic. At random times chosen by the DM, the character falls asleep for 1d4 hours. A slap or taking damage wakes them up.
5.	The character becomes dyslectic and cannot read any written text without succeeding on a DC12 Intelligence check.
6.	An Imp comes forth from the mists to acompany the char acter and keep a record on their vile deeds. The Imp will not assist in battle and if it is killed, it will be back within 1d4 hours.

Map of Among Us



Journey to the Center

Dream Environment
Underground digging, cavernous

Challenge Type
The characters operate two drilling machines and bore roughly 2,500 feet into the earth to mine the last mythril crystals in the Light Crystal Mine. The characters need to keep at least one of the vehicles operational or they will have a nearly impossible time returning.

Dream Environment Description
This illusionary dream represents a long-ago abandoned mithril mine from an Alternate Material Plane that Atarte has reproduced. The Light Crystal Mine was abandoned after 10 of the 12 specially-made drilling machines were lost harvesting the last known deposit of mithril crystals. This last known deposit is estimated to be over 80,000 pounds of pure mithril, but it is behind a strange section of earth where the very rock glows and flows like syrup due to extreme pressure. If the characters survive and reach the mithril deposit and are able to return with at least one mithril crystal, they will complete the challenge and escape this illusion.

Dream Challenge Description
The biggest challenge of this dream is keeping the drilling machines working and moving after a fight with a purple worm and a giant ant queen. These two fights are easier to survive if the characters fight the massive monsters while inside their vehicles.

Creatures Encountered:
Purple Worm: MM pg. 255
Xorn: MM pg. 304

New Creatures:
Brown worm of Kwalish
Giant Ant Queen
Giant Ant Drone
Giant Ant



Journey to the Center

Introduction
This room is a fetch-and-return adventure that requires the characters to use vehicles to safely pass through a section of earth under high pressure and heat. During the adventure, the character-controlled vehicles will also need to fight off a **purple worm** and a **giant ant queen***.

Setting
Ceilings: Worked areas have 10-foot ceilings. Bored tunnels are 6 feet in diameter.
Doors: Nothing interesting.
Lighting: Rooms 1-6 are magically lit using floating green balls of light. Everything else is in darkness or lit by the red-orange glow of superheated, pressurized rock.
Smells: Damp earth, dust, oxidized metal, and the vehicles will smell like rust and oil.
Walls: Natural caverns
Terrains: The Underdark

New Magic Item
The Brown Worms of Kwalish are legendary magical items created for surface creatures to penetrate where pressure and heat normally prevents exploration. When activated, the Brown Worms of Kwalish become magical vehicles. Two such vehicles are found at the beginning of this adventure, and one broken one can be scavenged for parts once the characters defeat the giant ant queen.

Brown Worm of Kwalish
Wondrous item, legendary
This magical item appears to be 4 large bronze barrels stacked atop one another, top to bottom, laying on its side. A hidden catch on the outside of the barrels can be found with a successful DC 18 Intelligence (Investigation) check. Releasing this catch opens a hatch in the rear barrel that allows two Medium creatures to fit inside. There, a large orange button, when pushed, activates a magical transformation that takes 2 full minutes to complete. When done, the barrels become a vehicle roughly thirty feet long and eight feet wide in which 4 Medium creatures can sit comfortably. This device allows the creatures inside to pass through areas of extreme heat and pressure without harm.

Daniel Chivers

Simplified Magic Vehicles
This adventure uses a simplified version of the magic vehicle mechanics introduced in B*aldur's Gate: Descent into Avernus*. Vehicle mishaps have been removed and repairing a vehicle has been simplified.

-Threshold. A vehicle's threshold represents the amount of damage it can ignore after resistances or saving throws are calculated. An object with a threshold of 10 that is hit by a 30 fire damage fireball, for example, takes either 20 points of damage if it failed its saving throw or 5 points of damage if it succeeds.

-Crew Stations. Each vehicle requires, at a minimum, one crew member to operate the helm. Each crew station explains the actions that crew members can take and the amount of cover the crew member receive against outside attacks. A crew member can use their action to make the vehicle act in some way: move, fire, turn, etc. The vehicles in this adventure are not sentient and will not act or move on their own. Each crew station in this adventure grants full cover.

-Vehicle Damage and Repair. Each magical vehicle can repair itself if it is out of combat and not moving. A character places repair parts (see Room 4) inside the vehicle, then pushes a Repair button on the exterior. Every 10 minutes, the vehicle uses up 5 pounds of repair parts to heal 10 hit points. The process is loud, but fully automated.

If a **Brown Worm of Kwalish*** is reduced to 0 hit points, it is completely destroyed and cannot be repaired except with a wish spell.

-2 Shock Knobs (Requires 1 Crew). Aim and fire the shock knob, a 3-inch copper half-sphere attached to the side of the vehicle.
Shock Knob. Ranged Spell Attack: +6 to hit, range 120 ft., one target. Hit: 10 (1d20) lightning damage. This weapon does not require ammunition and will function until the vehicle is destroyed.
The complete statblock of the Brown Worm can be found in Appendix A.



Part One: New Ride
"While there is life there is hope. I beg to assert ... that as long as a man's heart beats, as long as a man's flesh quivers, I do not allow that a being gifted with thought and will can allow himself to despair."
~ Jules Verne.

1. New Employee Orientation
When the characters begin this adventure, read the following:

"Slowly, you wake up, your thoughts fuzzy and your memory spotty for a moment. As your eyesight clears, you find yourself in the middle of a pale green room. Wandering balls of green light illuminate the space well as they hover near the ceiling. The room smells vaguely like dirt. You and your companions are all sitting at desks, facing a wall with a faded poster that reads Light Crystal Mine New Employee Orientation."

The desks are plain school desks and have no drawers or secret compartments.

The only thing of interest in this room is the poster, which is a multi-panel drawing that shows new miners how to get to work. The first panels showing a myriad of creatures operating worm-like vehicles that drill into the earth toward a pile of light blue crystals. The cartoonish creatures collect the crystals in the second panel, then return in the vehicles in the third and place the crystals into a black hexagon. The last panel shows the figures walking out of the mountain, their arms laden with gold bricks. All the mines except for the one at the very bottom of the poster have a large black X painted over them.

2. Storage Lockers
When the characters leave the orientation room, read the following:

"This long room is filled with storage lockers made of sheet metal and smells of stale blood and sweat, its walls the same pale green as the orientation room."

There are 4 unlocked lockers in the room. Examining them reveals random clothes, boots, and moldy food as well as a few interesting items that the DM can share as desired: a ***bag of holding***, a ***red cloak of protection*** (+1 bonus to AC and saving throws as well as immunity to fire damage), ***adamantine pike +2***, scroll of *Mordenkainen's Magnificent Mansion*, and 3 hooded oil lanterns.

3. Vehicle Cavern

Beyond the storage lockers the caves begin. Read the following when the characters reach the first cavern:

"This massive cavern is lit with the now-familiar floating green balls hovering close to the floor. The ceiling must be at least 100 feet above you. To the south are thin columns and two metal buildings, and to the west is a hexagonal pit. The room continues past the columns to the south, but ends in a sloped wall of loose dirt and rock."

This natural cave stores the **Brown Worms of Kwalish***, though at the moment everything looks slightly worn down and smells a bit like oil. This room contains no real threats to the characters.

You might wish to add some Apparatus of Kwalish and give the opportunity to the players to command a worm and some apparatus at the same time. A worm must be used no matter how many apparatus you provide the players with.



3a. Hexagonal Pit

If the characters look into the hexagonal pit, read the following:

"This pit is a nearly-perfect hexagon, roughly 15 feet across. Inside, you can see nothing but darkness. The pit is surrounded by an old and badly worn wooden railing that looks ready to fall apart."

The characters must throw a mythril crystal into this pit to escape this dream. When they do, all living characters wake in the waiting room. This room creates an illusion of an endless pit, but actually only descends 300 feet. A creature that falls or flies deeper dies, their mind forever separated from their body.

This means that the character will be returned to the waiting room.

Skip to Winning and read the results if the characters throw a mythril crystal into the pit.

3b. Thin Columns

When the characters reach the columns, read the following:

"These 6-inch columns of white metal must be ornamental; they are far too flimsy to hold up the ceiling. However, they do draw a rough line that separates the northern cavern from the south. Even further south, you can now see what look like 11 stone stables. The two closest have bronze barrels laying on them, laying nose to end. The rest are empty."

These magical columns shut down a **Brown Worm of Kwalish*** vehicle. If one gets within five feet of the columns, the vehicle will revert to its hidden form and any characters inside will be ejected to a nearby unoccupied space.

4. Clean Maintenance Room

As the characters enter this room, read the following:

"This is a large, 30-foot-tall metal building, is quite clean and organized. Tools are everywhere, some of which you've never seen, laid out in orderly rows on clean metal tables. The south wall has a 20-foot high, 10-foot wide opening in it. The north-east corner is stacked with crates."

Since these tools are specifically for working on the magical vehicles, none of the characters will know how to use them. The crates are filled with repair parts sectioned into 5-pound boxes. Each crate also contains brief instructions on how to use the self-repair feature on the vehicle and a strong suggestion to not leave the cavern with less than 100 pounds of repair parts per vehicle.

5. Green Slime Maintenance Room

As the characters enter this room, read the following:

"The interior of this metal building has been completely covered in green slime. Thick mats of slime sticks on the walls, pools on the floor, and drips from the ceiling in slow drops. Slime also covers large objects, completly obscuring what they are. For some reason, the slime does not extend past the southern opening."

Green Slime is fully explained in Chapter 5 of the Dungeon Master's Guide. The characters can clear this room of green slime if they use cold, fire, or radiant damage. Under the slime of one of the lumps is a platinum ***ring of acid resistance*** sitting on a bench; the other 3 benches are empty. There is nothing else of value in this room.

6. Brown Worms of Kwalish

These are the two remaining **Brown Worms of Kwalish***. Once they are activated, they will become vehicles (see Brown Worm of Kwalish for more details). Each vehicle can fit 4 Medium creatures comfortably inside. The characters can fit 2 more Medium creatures into one Brown Worm of Kwalish, but the cargo space is then reduced to 200 pounds.

Each vehicle contains 80 days of rations, water barrels, and 20 pounds of repair parts (see Simplified Magic Vehicles) stashed inside. The vehicles have small view ports that are transparent from the inside, but appear to be metal from the outside. The ports allow the characters to see enough to move and fire the two shock knobs. Each Brown Worm of Kwalish vehicle has a polished silver square at the helm that magically displays the Player's Descent Map. If a character touches an X or O on the map, the vehicle will slowly bore its way there. Characters can also manually drive the vehicle; an orange dot will show them where they are on the map. Ideally, characters should turn on and operate at least one vehicle and touch the blue circle to reach the remaining mythril. The vehicle does not

need to be maneuvered by a crewman in the helm action station unless the characters are in combat.

Going Elsewhere.
The characters are free to explore any of the black Xs on the map, but the other mining areas are empty except for random **Xorn** (see Hungry Xorn). This adventure has been designed for the characters to head in a direct route to the blue circle (see Last Mithril Crystal Cave). If the characters go in any other direction, allow them to drill for an entire day if they want to. After a day have the character with the lowest Wisdom begin shouting, "*we need to turn back! We're all going to die!*". This can be attributed to various factors such as fear of enclosed spaces, fear that they are lost under tons of dirt etc. If the characters continue along without turning back, then they drive the Brown Worm right onto a mineral that completly destroys its drill and the vehicle becomes stuck. The auto repair function will not work to replace the drill and the characters are doomed to die of starvation.

Part Two: Deep into Darkness

Death, the beginning of eternal things, is only the end of earthly cares. - Jules Verne

Travel Times
For simplicity's sake, assume no terrain is difficult for a **Brown Worm of Kwalish*** while it is drilling. The most direct route to the Last Mithril Crystal Cave is roughly 25,000 feet, descending roughly 15,000 feet below sea level.

The Brown Worm of Kwalish moves 10,000 feet through rock every hour. If the characters take a direct route, they should make it to the Last Mithril Crystal Cave in 2.5 hours.

Two encounters happen before the characters make it to the crystals. First, the characters encounter a **purple worm** before they reach the crushing rock. Second, they encounter **giant ant drones** after the crushing rock zone, but before the Last Mithril Crystal Cave.

The DM is free to use any other random encounters as they see fit.

Purple Worm First Attack

"You have learned to ignore the loud grinding noises of the vehicle's drill by now. Some of you are wondering when, if ever, you will see sunlight again, when the vehicle suddenly shifts sideways and a new noise - rock grinding against rock - screeches over the noise of the drill. A massive purple mouth with more than a dozen rows of teeth emerges from the wall behind you, moving your way quickly. "

This encounter occurs before the characters make it to the crushing rock zone and is much more dangerous if they are not in their vehicles.

This **purple worm** will retreat if it makes two successful hits on a **Brown Worm of Kwalish*** or if it loses more than 49 hit points, unless it manages to swallow and eat someone. Then, the worm will fight until it loses 147 hit points and then retreat.

The purple worm cannot swallow a Brown Worm of Kwalish, and the vehicle and the worm are matched in speed. The encounter assumes the characters fight and the Purple Worm retreats. Record the worm's hit points after it retreats, and assume that it heals 5 hit points per 8 hours of elapsed time.

Crushing Rock Zone

"The display map's accuracy is uncanny. As soon as the Brown Worm of Kwalish entered the crushing rock area on the map, you can see the outside rock begin to turn red, then orange, then white-hot. Thanks to the magic of this vehicle, the interior walls do not heat up...yet."

This area has no random encounters. Any character that insists on exiting the vehicle takes 39 (6d12) bludgeoning and 19 (3d12) fire damage each round. The vehicles are designed for this area and take no damage.

Giant Ant Drones

"At last, your vehicle breaks through into a large void in the rock. Dim purple, fluorescent rocks and fungi light a massive cave, silhouetting several giant ants already rushing toward you."

This encounter only happens after the characters have passed through the crushing rock. Here, they encounter 21 **giant ants*** and 6 **giant ant drones*** that immediately attack. The giant ants are no threat to the vehicles and mostly only get in the way. The drones, however, can do some damage to the vehicle with their stinger attacks.

This encounter is not designed to be challenging; the vehicle should be able to get through with minimal damage. However, these ants foreshadow the queen encounter in Last Mithril Crystal Cave. There is no treasure in this cavern.

Hungry Xorn (Avoidable)
This encounter does not happen unless the characters explore one of the Xs on the map.

"You have been exploring the old mine systems and have found very little of interest or value when you see a dim green glow ahead, coming out of a large spherical void in the rock. "

If the characters ignore the strange glow then nothing happens. If they investigate, they see a large spherical hole in the earth easily 100 feet in diameter, with 2 **xorn** sifting through rubble and tasting dim green crystals. They cough violently after eating them but continue to look for more in the rubble. The xorn are

not happy eating these glowing crystals but can't find anything tastier.

The characters can avoid this encounter unless they approach; then, the xorn attack immediately, with 3 more joining the battle on the next round. If the xorn are defeated or driven off, the characters can examine the glowing crystal rocks. Any creature touching or holding one takes 1 point of radiant damage per round. There is no treasure.

Part Three: Last Mithril Crystal Cave

In consequence of inventing machines, men will be devoured by them. - Jules Verne

Giant Ant Queen

At the center of the mithril crystal fields in this gigantic cavern is the **giant ant queen*.** She is aware of the character's intrusion into her colony and will attack immediately once the characters or one of their vehicles enters the main chamber or drills into the room.

"You make it to the bright blue circle on the map. The cave here takes your breath away; it's a cavern at least 1000 feet wide and likely just as tall. The floor is absolutely covered in bright blue, almost metallic crystals. Nearby, an old Brown Worm of Kwalish rests, in dire need of repair, surrounded by piles of bones and skeletons. And beside that is the largest ant you have ever seen - three times as large as the ones in the last room, its mandibles clacking together as it charges you."

The **ant queen*** starts her charge 200 feet away from the characters. The characters therefore have up to two rounds to prepare for combat or use ranged attacks. Once the queen reaches the characters, she focuses her attacks on a single vehicle (note that her pincers will do automatic critical damage to a vehicle if they hit). This battle is designed as a final fight between vehicles and a massive creature. At the beginning of each combat round, 1 **giant ant drone*** and 3 **giant ants*** join the battle from various openings. If the queen dies, no more ants arrive, and any surviving ants go prone and catatonic. They are easily dispatched and will offer no resistance.

-Crystals. The blue mithril crystals can easily be broken off and transported. The characters can take as much as they want, but only need one crystal if they want to exit this dream (see Hexagonal Pit). Each crystal weighs roughly five pounds; there are thousands.
-Treasure. There is a very badly damaged **Brown Worm of Kwalish*** (10 out of 180 hit points remaining) that contains 40 pounds of repair parts, a ***staff of thunder and lightning***, 3 ***potions of superior healing***, and a ***ring of feather falling***. There is no other treasure in the room.

Part Four: The Return

And in it all, where did the truth end and error begin? - Jules Verne

Almost Quiet.

The return to room 3 Vehicle Cavern is interrupted only by the Purple Worm that attacks once the characters are past the crushing rock zone.

Purple Worm Second Attack

If the characters managed to kill the **Purple Worm** during Purple Worm First Attack, ignore this encounter. Otherwise, the worm attacks again, this time trying to open up one of the metal Brown Worms of Kwalish. The worm ambushes the characters when they are travelling through the old mine sections or in any section with tunnels and voids.

"You hear a loud rumble as one of the walls collapses in a cave-in. Wait, that's not a cave in! The purple worm is back!"

This time the **Purple Worm** will fight until it is reduced to less than 80 hit points, at which point it will flee again and not return. If the fight is going poorly for the characters, a kind DM may have 8 **Xorn** show up to also battle the purple worm over the precious metals in its stomach. This should give the characters enough time to flee. If the characters kill or drive off the purple worm, they have no other encounters on their way back to the hexagonal pit. The worm and Xorn have no treasure.

Winning:

If the characters drop at least one mithril crystal into the hexagonal pit at 3a, they will escape this illusion, waking up in the waiting room.

Read the following:

"You managed to drill your way into the depths of the earth and found the magic mithril crystals. You fought your way and got rewarded with the shine of sunlight and breath of fresh air on your skin. Another challenge is completed succesfully!"

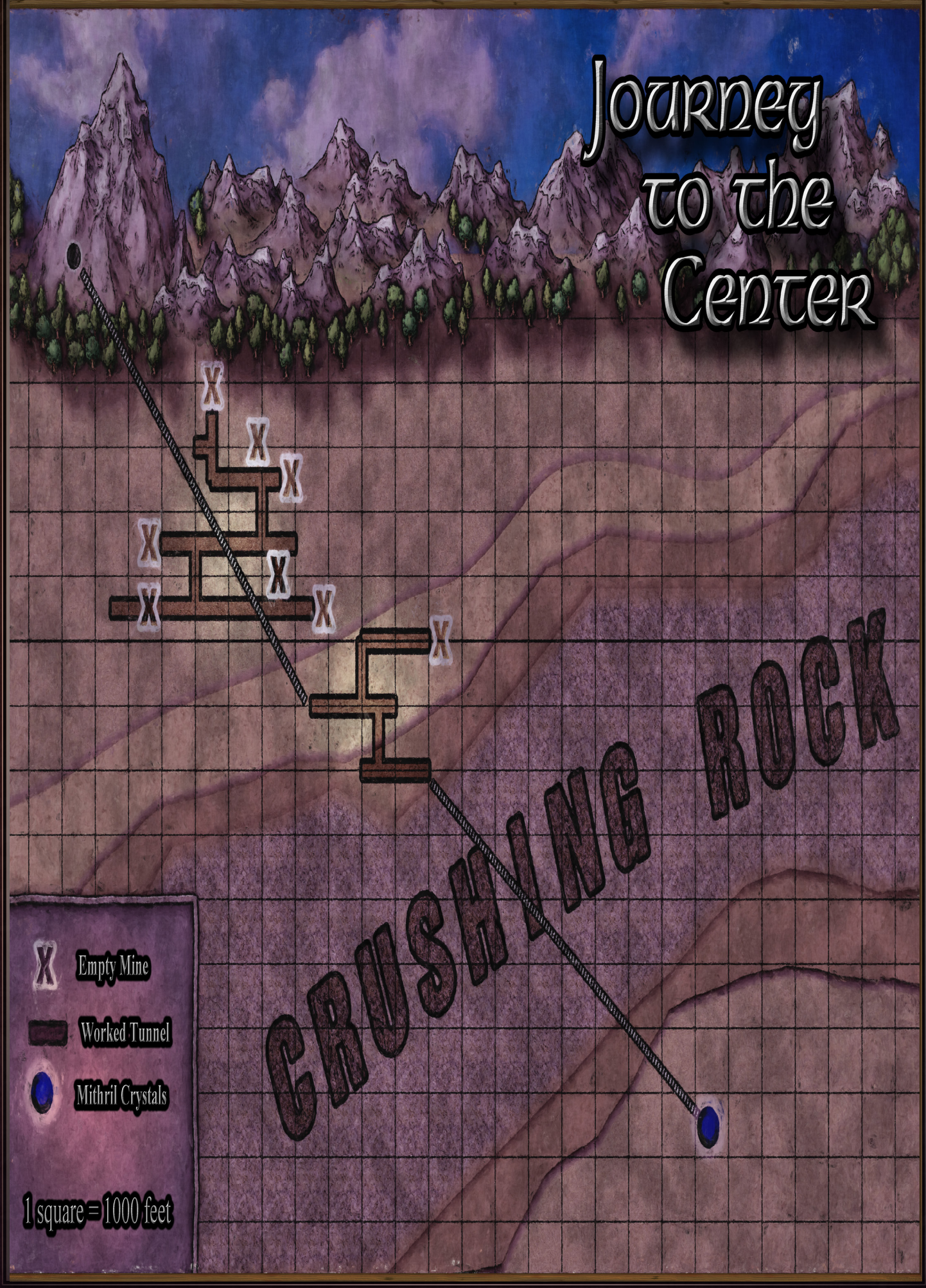
Losing:

If the characters die at any of the encounters or fail to reach the surface again, read or paraphrase the following:

"Your plan to drill into the depths of the earth was ambitious. You made your calculations but forgot to include the factor of the uknown adversaries. But now, your bodies are miles underneath the surface waiting to be given as food to the cave's inhabitats."




Journey
to the Center
2
1
3a
4
3
5
3b
6
1 square = 10 feet
1. New Employee Orientation
2. Storage Lockers
3. Vehicle Cavern
3a. Hexagonal Pit
3b. Thin Columns
4. Clean Maintenance Room
5. Green Slime Maintenance Room
6. Brown Worms of Kwalish


Journey to the Center
CRUSHING ROCK
Empty Mine
Worked Tunnel
Mithril Crystals
1 square = 1000 feet

The Curious Case of the Man Who Drowned in Air

Dream Environment
Urban investigation, sewer

Challenge Type
Investigation, combat

Lore Background
Gothic Earth is a Ravenloft domain resembling Earth in the 1890s with one major difference: supernatural beings are real, and haunt the shadows.

Dream Environment Description
This "room" is a recreation of several city blocks of Gothic Earth. Characters begin in the basement of the police station, and may move outward into the city from there.

Dream Challenge Description
After discovering the identities of the investigators they have replaced, characters investigate a string of bizarre murders.

Creatures Encountered
Aboleth: MM, pg. 13

The Curious Case of the Man Who Drowned in Air

Introduction
Characters assume the identities of investigators from the Gothic Earth realm, attempting to successfully resolve a case that killed the original investigators.

Background
Over the past few days, several people in Gothic Earth have died under mysterious circumstances. All of these deaths were caused by an Aboleth; this creature was sent over from another Ravenloft realm and is attempting to establish itself in Gothic Earth. The original Gothic Earth investigators were not able to solve the case because they knew nothing about Aboleths, but Atarte believes outsiders can solve the mystery and sends them in an illusory dream to test if they are able.

Setting
This Room encompasses several city blocks of Victorian era London.

What the Receptionist Tells the Party

"As the green mist clears, you find yourselves in a cluttered office. A figure that appears to be both a man and a woman (Atarte) sits upon the desk, a wry smile on their face as they gesture to a full length mirror. When you look in the mirror, you find the reflection is not your own; your face and body have been replaced with ones unfamiliar, your clothes from an entirely different era as yet unknown to you. First things first, loves. You're not quite yourselves today. Figure out who you are, and we'll move on from there. Let's say...five minute time limit?" then, the creature with the dual nature dissapears as if it was never there."

What the Receptionist Doesn't Tell the Party
Atarte knows the solution to the mystery: an Aboleth was transported from another Ravenloft realm into Gothic Earth. Atarte keeps this information to themselves. What Atarte doesn't know, however, is that the Aboleth, Atarte has recreated for this realm, has become self aware and has developed its own agenda.

Characters and Clues
Characters take the identity of one of the following Gothic Earth characters. They keep their original stats, skills, ability, and inventory, but everyone else in this realm sees them as the character they replaced. Any differences or unusual behavior will be explained away by Artarte's illusions; for example, a magic missile spell may appear as gunshots to a third party, or healing magic may come across as first aid.

Character assignments can be determined randomly or by the DM. If possible, though, Atarte will gender switch characters.

Sampson Harrison:
Sampson Harrison is a retired football player turned adventurer. The clue to his identity is a football trading card found in the desk. The photo on this card can be matched with his reflection.



Jimmy Meritt

Eliza Walker
Eliza Walker is a pulp novelist who has joined the group to find inspiration for her stories. The clue to her identity is her newest novel *"The Thing From Beyond the Stars!!!"* An "About the Author" section in the back of this novel has a photograph of her that can be matched with her reflection.



Raymond Whitlock
Raymond Whitlock is a big game hunter who joined the group because earthbound creatures no longer held any challenge for him. The clue to his identity is a series of three photos on the wall, each featuring Whitlock posing with a creature he hunted: the first a lion, the second a rhino, and the third a bizarre insectoid creature that a DC 15 nature or religion check can identify as a Mi-Go, an extraterrestrial aberration. The photos on the portrait can be matched with his reflection.



Helen Patterson
Helen Patterson is a medical examiner who was invited to join the group so they would have an expert in dealing with the unsettling creatures and crimes this line of adventuring comes across. The clue to her identity is a doctor's bag found on the floor near the desk. Inside the bed is a variety of medical equipment and an ID that can be matched to her reflection.



Milford Delaney
Milford Delaney is a detective, the only link between the adventuring group and local law enforcement. He joined the group as a way to investigate bizarre crimes beyond the scope of the normal police force. The clue to his identity is his trenchcoat, hanging on the coat rack: inside the coat pocket is his badge and police identification. The photo on the identification can be matched to his reflection.



Adelaide Carrington
Adelaide Carrington is a wealthy dilettante. A member of the upper class, she is interested in the paranormal and bizarre cases simply as a means to assuage boredom. She acts as financier of the adventuring party. The clue to her identity is newspaper clippings on the wall that show her charitable contributions alongside articles of a darker nature. The pictures on the clippings can be matched to her reflection.



The Investigator's Office.
The room contains these areas of interest:

The desk
A rudimentary search of the desk reveals a revolver (DMG, pg. 268), a football trading card (clue to Sampson's identity) and a doctor's bag (clue to Eliza's identity) on the floor nearby. A successful DC 12 Intelligence (Investigation) roll reveals a secret compartment; in it are six enchanted bullets for the revolver that deal an extra d6 damage to Aberrations.

The Coat Rack
On the coat rack is a trenchcoat (clue to Raymond's identity) and a woman's waistcoat.

The Wall
On the wall, a series of three photos of Whitlock's big game hunting along with newspaper clippings of Adelaide's charity work can be found. The clippings also reference three cases currently of interest to the party: Spring Heeled Jack (a devil believed to be attacking women in the night), a strange tentacled fish creature in the sewers beneath the factory district, and a murder in which the victim was turned inside out. (The murder and Spring Heeled Jack references are red herrings; the tentacled fish creature, however, is an important clue.)

Pile of Clutter
Rifling through the pile of clutter, characters can find a pulp novel- The Thing From Beyond the Stars!!! (clue to Eliza's identity).

Atarte's Assignment
Once characters have determined the identity of who they have replaced, Atarte gives them the following information:

If the characters know every room is a simulation, Atarte tells them they are in a recreation of a realm known as Gothic Earth. If the characters do not yet understand the nature of Atarte's dream-world, Atarte tells them they have been transported to a realm called Gothic Earth, taking the place of people who live there. Atarte tells the characters that they have replaced a group of paranormal investigators on the day that their case went terribly wrong. While looking into a string of murders, 2 of the investigators (Sampson and Helen) were found dead, 2 others (Milford and Adelaid) vanished entirely, and the final two (Eliza and Raymond) apparently snapped and were killed in a shootout with the police.

If less than six characters are in the party, feel free to rearrange which fates happened to which characters, so that each fate is represented by a character. If there are more than 6 characters, make sure you create one more role for each player.

Atarte will remain to observe the characters, but only the characters will be able to see and hear them. Atarte should either be helpful in a patronizing way or dismissive and mocking. They make it clear that they expect the characters to play along with the deception and not reveal their true selves to anyone else they come across. If the characters give away the charade, the dream challenge will be considered a failure.
If they attack Atarte, they will dissapear in a puff of smoke and will say "Aren't you impatient little one? There will be time for this later hih-hih".

Meeting the Detective Inspector
Once Atarte has finished the second briefing of the characters, Detective Inspector Nicholas Miller knocks on the door. The detective is gruff, but also anxious and uncomfortable around the characters. He prefers dealing with crimes that are within the bounds of his understanding and is eager to tag out of this case as quickly as possible. He defers to the character who has assumed the role of Milford Delaney, ignoring the others as best he can.

Detective Inspector Miller conveys the following information:
Two bodies have been found over the past 3 hours, both near the factory district.

One body is in the building awaiting autopsy. Invetigators could not determine the cause of death at te scene. Characters are invited to perform an autopsy.

The second body has been quarantined off site due to some sort of unusual circumstances around the body's state. Miller doesn't know the details, but is willing to give the characters a ride to the site. During this exchange, award Inspiration to any player who changes their character's mannerisms in a way to sell the replacement ruse.

The Autopsy
Once they step out of the office, the characters may realize they are in a police station basement. Constables occasionally walk by, dropping eye contact and trying their best to ignore the characters, and boxes of evidence line the walls in storage shelves. Atarte will inform the characters that most people in this realm find their presence an unsettling reminder of the dark things lurking at the edges of the world.

Detective Inspector Miller leads the characters to the morgue, where they are directed to a body lying on the table that shows no outward signs of what killed it. Casting *speak with dead* or *raise dead* may provide clues, but if the characters start along this path, Atarte makes it clear that they first must find a way to get Detective Inspector Miller out of the room. A well thought-out excuse or reason, combined with a successful DC 13 Charisma (Persuasion or Deception) check gets Miller to leave.

If the body is raised from the dead, or if a character casts speak with dead, the victim reveals the following information:

The victim's name is Russell Finerty. He was a dock worker who saw a person climbing into a sewer tunnel. Concerned for their well being, he followed them in. Once in the sewers, he saw an unusual fish creature swimming in the sewage. Finding the monster hideous, Russell dove in and attacked it. Once he struck the beast, a strange mucus covered him. That mucus made it impossible to breathe, and he suffocated after coming up for air and trying to crawl away.

If Russell has been raised from the dead, he is shocked to be alive and is looking forward to rejoining his family. Atarte lets the characters know that Russell cannot leave this room; the knowledge that the dead can be brought back to life will fundamentally alter this world. Atarte recommends killing Russell again, though they are open to do whatever they can to keep Russell a secret. If the characters are aware that this room is merely a recreation, and they are not actually in another word, Atarte still asks them to play along for fun, but does not penalize them for setting Russel loose.

Characters who perform an autopsy make the following 3 skill checks. Each check may be attempted only once, but it may be attempted by any character. The amount of successes determines what information they are able to get from the autopsy.

To cut into the body, a character must make a successful DC 15 Dexterity (Medicine) check.
To correlate what they find with nearby medical texts, a character must make a successful DC 15 Intelligence (Investigation) check.
To put all of this information together to reach a conclusion, a character must make a successful DC 15 Wisdom (Medicine) check.

Characters learn the following based on the number of successes they roll:

1 Success: Blunt force trauma on the hands shows the victim struck something before death, and whatever they struck seems to have covered the hand in a thin layer of mucus.
2 Successes: The victim's lungs seem to have been altered somehow
3 Successes: The victim's lungs have been altered so that they now breathe water instead of air. It appears that the victim then died from "drowning" in air.

If the characters gained enough information in this section to determine an **Aboleth** killed Russell, they may proceed to the On the Trail section of the adventure. If not, Detective Miller escorts them to the second body.

4. Stepping Outside

When characters leave the police station (either to investigate the second body, or head into the sewers to face the Aboleth) read the following:

"Leaving the station behind you, you catch a full look at just how different this world is from yours. The first thing to jump out at you may be the massive towers, tall enough to scrape the very sky. Looking at the streets around you, after getting used to the very different fashion choices, you may be surprised to see a stunning lack of diversity. Where are the elves? The Dwarves? Only humans move about the street, perhaps prompting thoughts of what terrible genocide happened here."

Award a point of Inspiration to any players whose characters express awe or confusion at this new world.

5. The Second Body

Detective Inspector Miller escorts the characters, via carriage ride, to the second body. Arriving at the scene, characters will find a police barricade around an abandoned warehouse, where they are offered smocks to protect them from any potential disease inside.

Inside the warehouse, the characters find a corpse, the skin of which is transparent and slimy.

Characters who return this body to the station for an autopsy make the same checks described in the autopsy scenario in the previous section. If successful, they can learn the following pieces of information: The body shows evidence of a fight, the victim died because whatever turned their skin transparent also brought acid into their system, and putting water on the skin limits the effects of acid. If characters use *raise dead* or *speak to dead* (after finding a way to get attending officers to leave the room) they learn the victim was named Wyatt Black. Wyatt was an investigative journalist looking into reports of a creature in the sewers. He saw a strange fish monster, and got into a struggle with it. After being hit by tentacles, his skin took on that strange translucency, and he died. If characters used raise dead, he's eager to get back to the paper and report that he met people who brought him back to life, and Atarte reminds the characters they must cover their tracks. If the characters have put together enough information to learn an Aboleth is involved, they may move into the sewers to hunt for it.

6. A Little Help From the DM
If the players have not gathered enough information to lead them to investigate the sewers, agents of the Aboleth can ambush the characters at any plausible time. Five **Guards** attack, using revolvers instead of crossbows. These are all various members of the constabulary or organized criminals the Aboleth has successfully enslaved over its last week in this realm.

Every time a guard is struck, they make a DC 14 Wisdom saving throw to try to shake off the Aboleths control. Any guards who are knocked out regain control once they awaken.

An agent of the Aboleth who shakes loose of its control can give the following information:
A fish creature from beyond the stars resides in the sewers below.

The creature reached out into their minds. At the time, they believed this creature to be above the gods, and wanted nothing more than to worship it.

The creature was teleported here from unfamiliar lands, and is slowly enslaving people to learn more about how this world works. It's planning on a slow takeover of political figures over the next week, but it wanted the investigators killed so it could work freely.

7. Stumped
If, after characters have investigated both bodies and fought the agents of the Aboleth, they have not made the connection to go seek out the creature in the sewer, Atarte shrugs sadly and considers this room a failure, chalking it into the loss column and sending them off into the next.

8. Into the Sewers
Once characters enter the tunnel beneath the streets, the Aboleth makes telepathic communication with them and tells them the following:

"I am not from this world, but I sense you are not either. There is no cause for you to stand against me. These are not your people in danger. Stand down."

Atarte seems fascinated by this development. If characters know this is a simulation, Atarte tells them that the Aboleth is more self-aware than they suspected; the Aboleth wasn't supposed to know these are characters from another world.

If the characters know these rooms are a simulation and attempt to explain this to the Aboleth, it becomes obsessed with the idea of keeping at least one character enslaved, believing that will keep the simulation going. "*As long as one of you remains under my control, whomever created this realm will continue to observe.*"

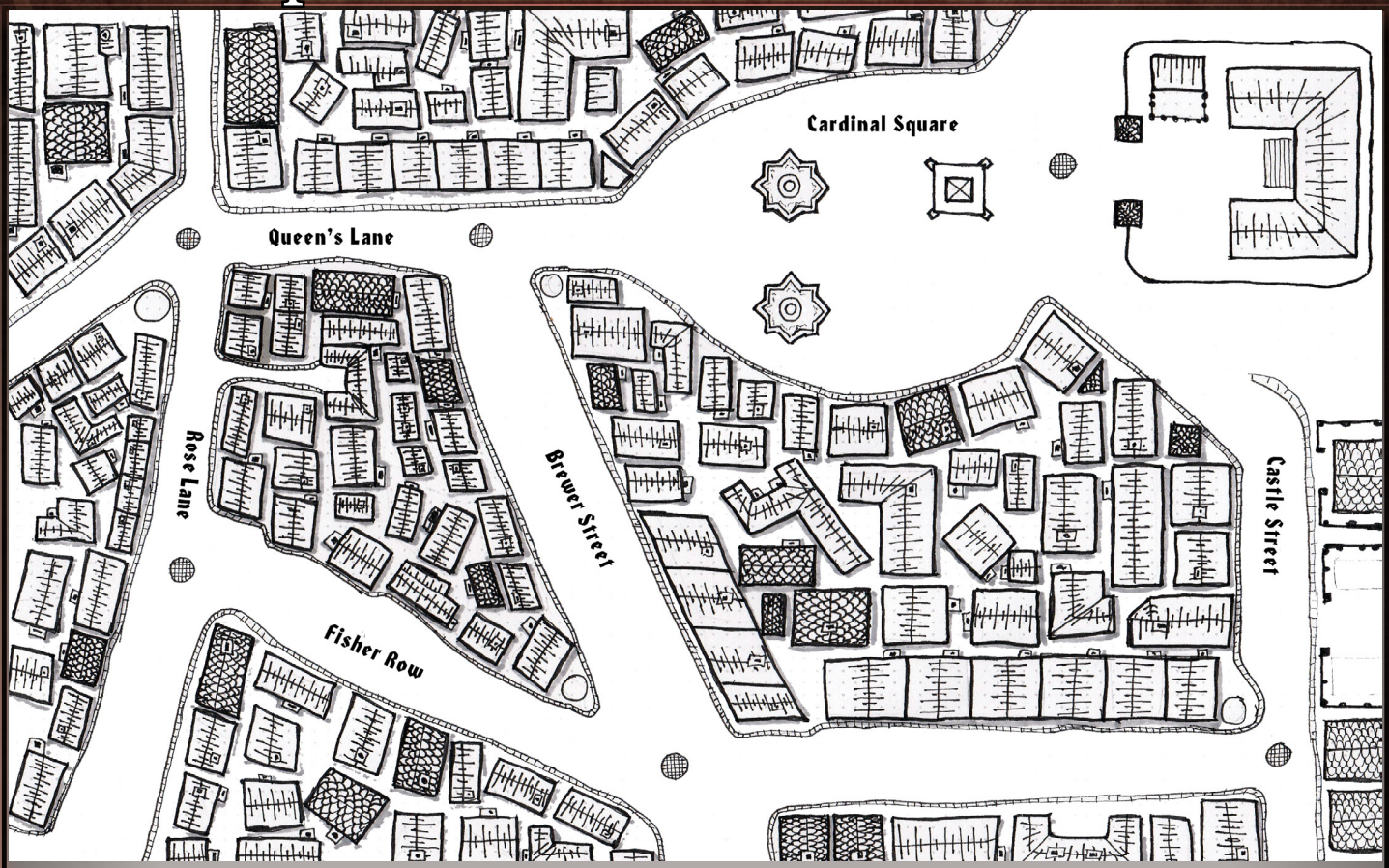
Aboleth Tactics
If the characters and Aboleth do not know this is a simulation, the Aboleth attempts to kill all of the characters, believing them to be the only threat to its rule. If the Aboleth knows this is a simulation, it knows its continued survival and sentience depends on keeping at least one character alive. It will target the character with the lowest wisdom save, focusing on keeping them enslaved. At the DMs discretion, the Aboleth may have learned on it's own that this dream is a simulation- this could be the moment in the campaign that this information is revealed to the characters.

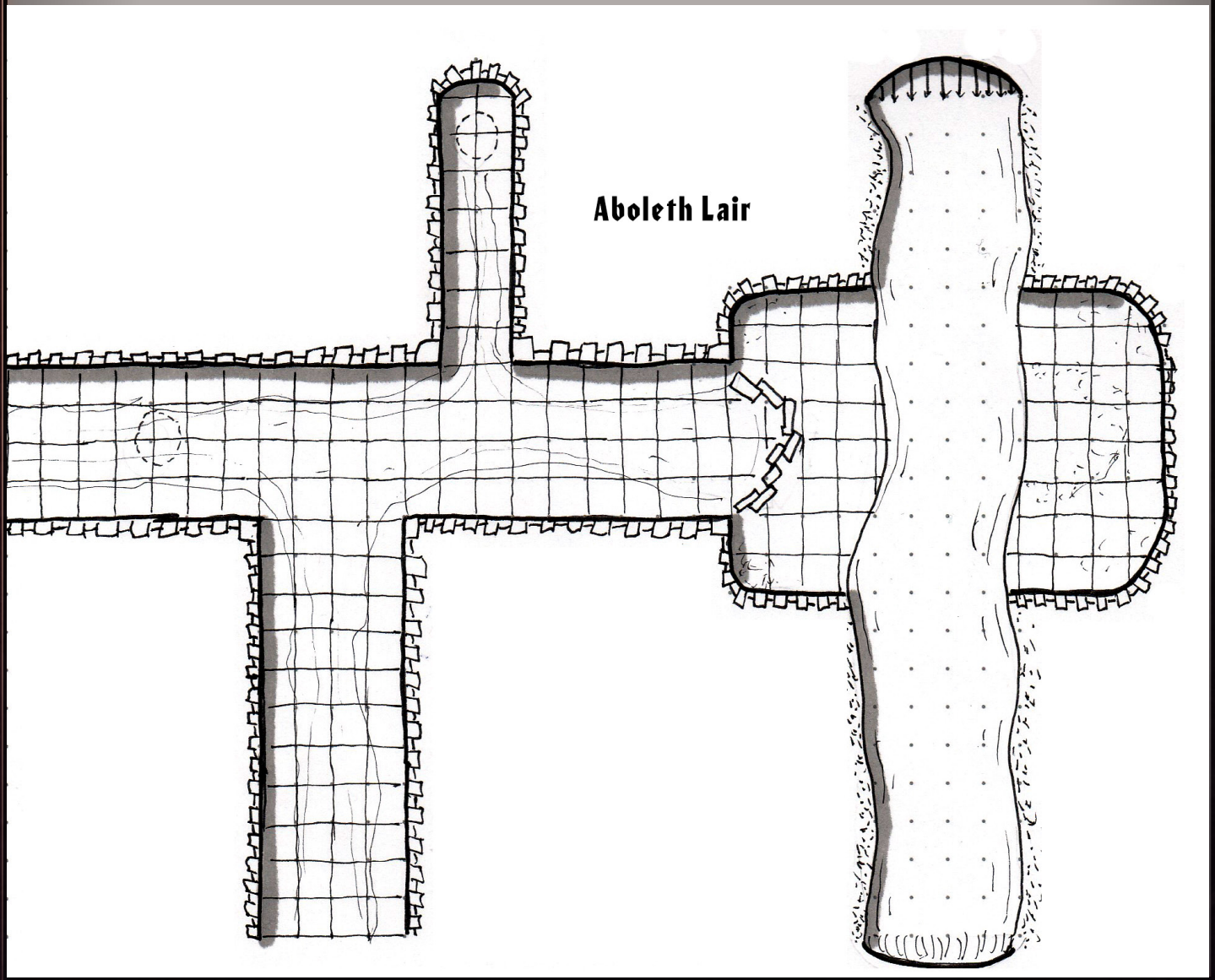
Exit: Conclusion
This room can be resolved in several ways:
If the characters don't know that this is a simulation but decided to allow the Aboleth to rule this realm, Atarte is delighted by their lack of morals, considers it a win, and sends them to the waiting room.

If the characters don't know that this is a simulation and kill the Aboleth, Atarte tells them they have successfully changed history and explains that the characters they were portraying go on to continued success. Atarte then sends them to the waiting room as a green mist swirls.

If the characters know this is a simulation and kill the Aboleth, Atarte congratulates them, expressing it's a pity things went so badly for the real team before sending them to the waiting room

If the characters and Aboleth know this is a simulation and the Aboleth successfully enslaves the characters, it gathers all information it can about Atarte. It attempts to bargain with Atarte, hoping they will keep this realm in existence long enough to have a bit of fun, and encourages Atarte to see how far they can extend the boundaries of the worlds they create and carve up rulership. The results of this negotiation are beyond the scope of these pages, but generally the characters are kept for an amount of time and then released by Atarte to return to the waiting room. The challenge is a failure of course.


Cardinal Square
Queen's Lane
Rose Lane
Brewer Street
Fisher Row
Castle Street


Aboleth Lair

Shyclin's Circus

Dream Environment
Circus, Urban

Challenge Type
Interaction, final boss encounter

Dream Environment Description
Sufficiently illuminated with normal temperature.

Dream Challenge Description
Shyclin performs some acts of deception towards the characters and eventually he fights them in his circus with all his cunning and unique abilities. Some prior investigation may be of help to reveal some functions of Zac-the-Boxes but it is not mandatory in order to defeat the mad performer, Shyclin.

Enemies Encountered:
Elephant: MM, pg. 322
Ape: MM, pg. 317
Baboon: MM, pg. 318
Black Bear: MM, pg. 318
Boar: MM, pg. 319
Lion: MM, pg. 331
Goat: MM, pg. 330
Commoner: MM pg. 345



New Creatures:
Shyclin
Zac-the-Box
Damaged Zac-the-Box

Introduction
Characters are thrown into a deadly circus with a mad assassin named Shyclin the Mad, who has some peculiar constructs for company. They must destroy him in order to progress to the next dream.

Background
Shyclin was a circus owner and performer. He performed tricky and dangerous acts with great success, attracting people from all over. His talent attracted the affection of a fey creature, who fell in love with him. However, Shyclin was too obsessed with his art and performing to reciprocate. As a result, the tricksy fey concocted a lethal accident, resulting in his downfall. As his performance career dwindled, Shyclin's despair got the better of him, and he turned to otherworldly forces for a solution. He signed onto a deal that would allow him to continue performing at the cost of his sanity, and his warped circus is now a death trap inside Atarte's world for any who venture into it.

Setting
Ceilings: Unless otherwise noted, the ceilings of the circus are 450 feet high.
Doors: There are some doors and one hidden trapdoor.
Lighting: The circus is adored with big torches and candles at various locations. All areas are brightly lit unless otherwise noted.
Smells: The air is mostly clean, with the occasional bit of dirt and scents of various aromas.
Walls: Circus tent, wooden walls
Terrains: Dirt

Shyclin's Circus

1 The Circus and it's arena

"As the mists fade away, you can hear water. Ripples of memories take you to an empty circus as an old man talks about times of old, when the circus was still legendary. A janitor cleans up the arena to prepare it for the next performance, the crowd is gone. You are all alone. The circus is quite big. Perhaps three hundred people occupied those seats. Behind you is the main entrance, that pierces through the two-rows platform where the spectators sit to enjoy the show. Your eyes fall on a janitor who looks at you then continues his work.The circus' ceiling is covered in images in a silk-like material which provides shade from the everburning sun, if there is a sun above the tent that is. The janitor, a man in his forties, approaches, and ask you to leave because the performance is over and without waiting for a reply he goes back to work."

The arena is about 125 feet wide and 100 feet tall. In the center of the circus's arena there is a wooden stage that can support up to two or three large creatures. The platforms are about 15 feet from the ground and in total 30 feet tall. the pre-stage area and stables are straight ahead, about 100 feet from the entrance.
Let the characters move around a bit or try to speak to the janitor and then read the following:

"Suddenly but subtly, a handsome well-dressed man appears and asks you: "how did you come here? I see you are wearing strange clothes, perhaps a teleportation spell gone wrong? Please, follow me to my office"

If the characters follow **Shyclin*** he introduces himself as Shyclin the Shy, with a laugh. If the characters attack Shyclin or venture to do something other than follow him, Shyclin will vanish. As the characters follow Shyclin, an elephant cries out at some point during their walk, and Shyclin disappears in front of their eyes as if he fall through a trapdoor on the ground. The Janitor continues his work regardless of what is happening. If the players attempt to interact with the janitor, he ignores them. The janitor is a **commoner** and his creature type is construct instead of humanoid. At that point, the characters can start wandering around.

Dionysios Christoforidis

2 Stables

"You realise that you found the stables of the circus. A room which is used to host plenty of animals withint it. The place seems to be quite clean and the air is strangely devoid of any smell. All the animals seem extremly passive. Except a goat which is free to roam about and looks like it has taken an interest in you."

The stables area is a 40-foot-wide 45-foot-tall room with dividers to host the animals within it. The stables contain an **elephant**, four **apes**, two **baboons**, a **black bear**, two **boars**, two **lions**, and a **goat**. All the animals are actually constructs, rather than beasts, except for the goat, which is a chaotic evil goat that follows the characters around until the rampage begins, whence it will start attacking with the rest of the animals. A successful DC 14 Intelligence (Investigation) check or a successful DC 12 Wisdom (Animal Handling) reveals that these are not animals but constructs. If the players attack any of the animal-constructs, the animals attack back. Read directly the events on stage 5 "The Arena" and have Shyclin activate all his Zac-the-Boxes who are now ready to attack and use their fear ability.

3 Backstage/Office area

"This area is where the acrobats, actors and beast tamers are preparing for the show. You can see various furniture such as a wooden containers, spare tools, costumes, six human-sized mirrors, four desks and twelve chairs, several tools, a whip, funny hats, and strange blue-purple boxes."

In reality, this is the secret lab where Shyclin creates his constructs. A successful DC 15 Intelligence (Investigation) check reveals a hidden trapdoor beneath the wooden container that contains spare tools and costumes. If the characters move the container box, the hidden trapdoor is revealed without any check.

4 Hidden Lab

"The hidden lab stinks of oil and poison. The light is dim from flickering candles and scattered gears and tools can be seen, messily left and thrown around the lab. There is also a single workbench with various damaged toys laying on it, as well as a lavishly- decorated box. There are also a set tinkerer's tools, and ten other strange, grey boxes which have a small note on them saying "Is no fun, is no Blinsky!"

The set of ***tinkerer's tools*** is magical and grants a +1 bonus to any ability checks made to use them. If the decorated box is opened, a box-gloved hand springs out and strikes the creature that opened it (dealing 1 bludgeoning damage). In addition ten grey boxes animate and attack as well. They have the statistics of **Damaged, Zac-the-Box*** found on Appendix A. If no one opens the decorated box, the grey boxes attack once the characters decide to start moving out of the lab though.

5. The Arena Fight

Shyclin* observes the characters for about ten minutes before magically activating eight invisible Zac-the-Boxes. These boxes can be placed wherever the DM desires.

Then he releases the animals to create chaos.

"After ten minutes of exploring, chaos ensues and as you are assailed by stampeding animals who burst out of the stables, you also hear a bell coming from a corner; it's Shyclin on a small tricycle. He looks different now. His face is twisted and pale with makeup. A shortsword lays on the left side of his jester attire. He exclaims with a demonic laughter: "WELCOME TO THE SHOW. I AM SHYCLIN… AROUND, HEHEHEHEH," before disappearing in a puff of smoke, leaving the tricycle moving on its own as it progressively slows down to a halt."

No matter if the characters find the hidden lab or not, the events play out the same. If the characters do not discover the lab, they will be in for an unpleasant surprise when they are attacked by the **Zac-the-Boxes***.

When the battle begins, the janitor hides behind some furniture and starts throwing animals out of a ***bag of tricks (Rust)*** which attack the characters while Shyclin is on their throats. Shyclin targets spellcasters first. Whenever Shyclin notices a frightened character, he uses his Backlash Legendary Action and agonizingly taunts the characters with phrases like "*Look out! Behind you!*" When Shyclin drops a character to 0 hit points, consider "breaking the fourth wall" by having him utter phrases like "*I hope you succeed on your Death Saves! I still want to play! Heheheheheheheh…*"

5 The Finale

If Shyclin wins, read this:

"Shyclin says "Thank you for playing with me, you've been funny toys. Now, I will make beautiful boxes out of your faces, you will remain with me forever. Zacs. Huehuehuehuehue.."

If the characters win, read this:

"As Shyclin drops dead, the cogs in the constructs whirl slow to a stop. All of the animals either fall down on their feet or freeze on the spot. Zac the Boxes start screaming and go BOOM in an explosion of harmless pyrotechnics. In contrast, the janitor still stands and is applauding you, speaking with the voice of Shyclin saying "Good work, the next challenge will be even more fun, heuheuheuheu" and then he disappears in a puff of smoke. The smoke from the fireworks starts becomes increasingly dense for a while before clearing, after which balloons and confetti burst out of the creatures that you destroyed, covering you bodies with what appears to be blood. In a moment's notice, the circus is gone. You are back in the waiting room. "





Hidden Lab



One Square = 5 Feet

Raid the Shadow

Dream Environment
Haunted castle

Challenge Type
Clear the dungeon(castle) from monsters and claim it as your own

Dream Environment Description:
The castle sits alone on an island in a misty swamp. The castle is a one-story stone building with a basement that a shadow dragon has made a lair out of. The castle's stones are black polished blocks with dark green moss covering most of the surface. Dense fog, roughly as deep as an ankle, obscures the floor of both the ground and basement levels of the castle. Plenty of alcoves and secret passages in the castle's damp and moldy walls are ideal spots for the undead to ambush the characters. Each room is filled with darkness and the rot of stagnant water and rot. The ground floor windows are barred from the inside, which prevents daylight from penetrating the gloom. Most of the rooms are filled with broken furniture, old skeletons, blood, and other signs of an ancient battle. The place seems abandoned, but it houses a dragon and his undead minions. The characters will come into the adventure as nobles in an army that is about to lay siege to the castle. They will have a note, and will be wearing decorative full plate mail depicting them as nobles. They will have enough time to change or prepare before the siege starts.

Dream Challenge Description
The mist shadow dragon, Mevor, awaits the characters and uses the many dead creatures lurking in its many narrow passages and rooms to sap the characters' strength and resources. Mevor is in the basement and watches through the eyes of his undead servants. The characters must fight through undead creatures and kill Mevur before he can become a dracolich. It is highly suggested that the characters do not spend their resources clearing the ground floor alongside the army, because if they do this, it is highly likely that they will not have the resources to defeat Mevor. Mevor is watching the entire battlefield through the eyes of the undead minions and will quickly understand that the characters do pose a threat to him.

Creatures Encountered
Banshee: MM pg. 23
Ghast: MM pg. 148
Ghoul: MM pg. 148
Ghost: MM pg. 147
Shadow: MM pg. 269
Skeleton: MM pg. 272
Specter: MM pg. 279
Vampire Spawn: MM pg. 298
Wight: MM pg. 300
Zombie: MM pg. 315
Guard: MM pg. 347
Veteran: MM pg. 350
Priests: MM pg. 348
Mages: MM pg. 347
Knight: MM pg. 347
Black Pudding: MM pg. 241
Gelatinous Cube: MM pg. 242

New Creatures:
Mevor, Young Mist Shadow Dragon
Ysen, Wight Captain of the Guard



Raid the Castle's Shadow

Introduction
Atarte has made an illusionary dream based around a story they read about once. The story goes like this:

"*Long ago, Mevor the Greedy, a mist dragon, intruded stealthily into this castle's catacombs and slaughtered all its occupants after transforming into a shadow dragon. Mevor knew that the castle was a fortress and that its purpose was to contain evil within its walls. This evil is a well filled with a black bubbling liquid, that is a conduit to the Shadowfell. The liquid consists of condensed shadow and negative energy. Mevour penetrated into the fortress and dived into the liquid before the guards or other occupants could notice his misty presence. Mevor, as a recently transformed shadow dragon, managed to kill all the original inhabitants of the castle. Using the powers of Shadowfell, he made the fallen inhabitants his eternal undead servants.*"

Mevor, who quickly became bored with his current form, quickly become obsessed with the idea of becoming a dracolich, and he plans to use the Shadow Well's negative energy and raw negative energy to enact his plan. The only thing he no longer has in his lair are the souls he will need to feed the shadow well. His plan was simple, he sent out fake messages begging for help. He even sealed all of the letters using the signet ring of the castle's previous lord. The king received the letter, and has dispatched his army and the characters to the castle. The characters are the last living creatures that Mevor needs to sacrifice to the shadow well. They arrive into the illusion wearing the plate mail of noble lords leading an army, they notice no signs of battle, siege, disease. What they do see is an army of undead patrolling the battlements of the castle.

Background

The characters are members of a king's group of special advisors, each powerful in their own right. They are sent to discover what is wrong and either fix it or report back as soon as possible. The characters will know none of this but they will have a letter signed by the king explaining their task. The army's general, Uriel, will be in charge of the Army's soldiers, but fully understands that the characters are to enter the basement and figure out what happened while he cleans up the defense. The general will also try and remind the characters of their task. If they begin to waste resources clearing the ground floor, they will face difficulties later on.

The adventure starts with the characters reading the king's note as the army begins to fortify and prepare for a siege. The castle is built of black polished blocks with moss hanging all over the surface. Mevor watches the events through the eyes of his undead servants but never interferes or makes his presence known until the characters approach the shadowfell well. The characters along with the army should recapture the fortress no matter what.

Setting

Ceilings: Black masonry castle with unholy signs painted on its internal walls (15-20ft high)
Doors: Wooden with metallic strips.
Secret Doors: The castle's secret doors are very simple and can be found with a successful DC 10 Intelligence (Investigation) check. None of the secret doors are locked.
Lighting: There is no light source inside the castle
Smells: Rust, blood, and the stench of decay
Walls: Black stone, cave
Terrain: Castle, cave

Starting:

"You find yourselves at the front of a large army that is preparing for a castle siege. Besides you stands an old human general who is pointing at a castle made of black rock and dark green moss. He looks at you, frowns, and says, "so it is agreed then, yeah? The army is mine. We get you into Castle Nebula, yeah? You do," and he points at a letter that one of you is holding, "whatever special task the king has assigned you. I am, not to know, what it says." He stops and winks at you again. "I don't know that it tells you to get into the basement and find out what happened to the local lord and fix it at all costs." He coughs and spits. "I don't know that ... because I didn't read the note while you were sleeping." He laughs and walks off. All of you are wearing highly decorative but flimsy plate mail armor. You quickly realize that it is mostly ornamental and that your actual gear was put on a few pack mules to your left. Looking at your armor and the army standards behind you, you have to guess that the King's standard is a ... green turkey on a field of brown. One of you is holding a very decorative letter, and the wax seal is broken. You hope that it will have more information"

General Uriel Andersen is walking back to the army to see to hasty fortifications and other army necessities and will ignore the characters unless they approach him with questions. He knows what the letter says and will be as helpful and condescending as he can. He believes that the "silly nobles" (characters) are here on a sort of adventure picnic but he is loyal to the king.

The Letter. The letter simply tells the characters to break into the basement, where lord Wimbly Bludge, is "likely hiding from his lordly duties and responsibilities," and find out, "what that useless idiot cousin of mine is up to this time." The letter tells the nobles they can loot as they see fit, but to not damage the structure. If Lord Wimbly Bludge has betrayed him they are to execute him on the spot, as painfully and publicly as possible.

The Siege

The mist shadow dragon, Mevor, should be a surprise to the characters when they finally encounter it. This foe should only be revealed at the end of this adventure. The characters should be given plenty of time to prepare, change, resupply (assume any item under 5 gold pieces should be available from the army quartermaster). This adventure is designed so that the characters can survive if they wait to enter the basement after the front gate is destroyed and the army begins to mop up the defenders. General Andersen will tell them that this is the plan, but if the "damn fool nobles" have other ideas he won't stop them. The characters will likely die if they enter the castle without the army. General Andersen will tell the characters that the army will need four days to fortify, prepare, and build the necessary equipment needed to attack the army.

Army Fortifications. The army is roughly two thousand strong and they are all humans wearing green and brown or displaying the turkey crest openly. The army quickly gets to putting up a fast log fortification and makes camp. As long as the characters do not leave the fortifications at night or otherwise go off exploring these four days should pass uneventfully. Their food and water are all provided for. The surrounding lands are all hills and lightly forested swamps.

Note that the siege is very accelerated because most DMs and players do not want to sit around for six months preparing for a siege

General Andersen's Battle Plan. General Andersen is in charge of the army and will not entertain anyone telling him to change his plans. He has accounted for the characters' actions in his plan but they are welcome to do whatever they want. If for some strange reason the characters fight General Andersen, they will make quick work of him but they are eventually overpowered by the army and killed. Remember that Atarte has created this illusion and if things get out of hand she can move them to the next illusion or back to the waiting room, but any intervention should be counted as failing the challenge.

Castle Construction

Castle Nebula was under construction when Mevor showed up and slaughtered everyone. The second floor is nothing but a floor with some makeshift privies over the walls and piles of rotting wood and construction supplies. Two out of the four towers are completed (the ones to the left and right of the main gate). The two uncompleted towers do not even have stairs yet.

Siege Plan and Walkthrough

General Andersen will attack at daybreak on the 4th day because he quickly realizes he is fighting undead. The characters are to accompany him and a few soldiers with a battering ram as they break the main gate. The general expects archers, burning oil, and maybe a few dropped boulders during this. If one of the characters can protect the gate assault force with magic, then he will become appreciative towards them. If not, then he expects to lose half of the gate assault force. As soon as the gate falls the main army will attack and begin to clear the ground floor. At this point it is assumed that the characters will break off and find their way to the bottom floor. If the characters offer to help clear the ground floor with his Soldiers he will remind them of the king's orders but will not stop them from helping him clear the ground floor.

Once the ground floor is secure General Andersen will place guards at all the entrances to the basement and send a messenger to the king.

Army Composition

Roughly 1000 soldiers (Guards)
20 career soldiers (Veterans)
2 Priests
2 Mages
General Andersen (Knight)
The characters

Siege Weapons. The DM is welcome to include siege weapons found in chapter 8 of the Dungeon Master's Guide, if the DM is looking for a more dangerous or involved siege.

Siege Game Mechanics. The siege should mostly be a narrative on the part of the DM. This assumes that the characters don't come up with an alternate plan, in which case the DM will need to be creative. If the characters try and clear the castle by themselves they can easily die (sometimes your players come up with terrible ideas and the consequences are on them). Assuming the characters stay with the main gate assault force then it will take them roughly 10 rounds to get to the gate while under fire from skeleton archers found on the castle. Randomly choose one character per round and have them attacked by an arrow. If the characters separate themselves from the assault force then have each of them attacked three times at initiative count 20.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 5 (1d8 +1) piercing damage.

At the Gate. Once the assault force reaches the gate they will be targeted heavily by ranged attacks, dropped boulders, and boiling oil. It takes two rounds for the ram to be put in place and used. During these two rounds if the characters have done nothing to protect themselves, clear the battlements of archers, or otherwise prevented the defenders from harrasing them, then do the following for the next two rounds:

-Initiative Count 20: Each character is attacked by two longbow attacks (see above)

-Initiative Count 15: One character is targeted by a falling boulder. That character must make a DC 11 Dexterity saving throw or take 13 (2d12) bludgeoning damage.

-Initiative Count 10: One character is near a soldier that is hit with boiling oil; the soldier dies screaming. To avoid splash damage the character needs to make a DC 12 Dexterity saving throw or take 4 (1d8) fire damage.

The Gate Crumbles. What none of the attackers or defenders know, is that the Shadowfell's negative effects have completely rotted the gate and as soon as the ram hits it, it crumbles and falls apart as if it had experienced sixty years of dry rot. This will cause a round in which the gate assault force and the defenders on the inside just stare at each other in surprise. Quick characters can use this opportunity to sweep away the surprised the defenders, rush to the castle basement, etc. The characters are now in room 1.
There are 20 **zombies** and 20 **ghouls** immediately behind the crumbled gate. A quick area of effect spell or other high level character action could clear them quickly. Regardless, they should be no threat to the characters and feel free to narrate through this battle. Once the immediate gate defenders are cleared out General Andersen will shout to the characters, "get to the basement! We will mop up!"



If the Characters Go to the Basement
If the characters go to the basement using the immediate stairs then their next encounter will be (12a), where they find their first Sign of Death and Shadow. However the characters manage to get to the basement, **Mevor*** will yell in a loud and thunderous voice, "*Ysen! Kill the invaders and I will grant you a holy death!*" If **Ysen*** was killed honorably (see room 7) then Mevor doesn't know that he has been destroyed. If Ysen has not been encountered then he will make his way slowly to the basement shouting, "*Come to me! Either I release you from this hell or you release me!*"

If the Characters Insist on Clearing Everything
General Andersen will only attempt to talk the characters out of helping him once, for he believes he has a better chance of survival if they do help him. If they insist on helping then he is taking a small force (20 **guards**, 3 **veterans**, 1 **priest**, 1 **mage**, and himself (**knight**)) south to where he thinks the throne room (room 7) is. He knew the wight, Ysen, when it was alive and will accept a duel unless the characters accept or somehow stop him. Ysen will easily kill General Anderson if they are allowed to duel. This will cause most of the army to flee to the north and out of the castle.

If the characters follow General Andersen and the soldiers into room 7, and they make something dishonorable happen, then Ysen allows Mevor to see through his eyes; Mevor will then take all of the undead on this floor and attack the characters and the army. Mevor will not make any undead attack those fleeing to the north, for all he really needs are the powerful souls of the characters.

Shadow and Death Signs
Rooms marked with a (*) on the map have a powerful shadow and death sign that bolsters the undead and makes it difficult for characters to use Turn Undead. Each room with such a sign will grant the following effects until it is destroyed or dispelled. Each sign is roughly three feet in diameter and appears to be random splashes and swirls of paint as if a demented child drew them in blood.

Undead Bolstering Effects
-Turn Undead. Undead creatures make their checks to resist Turn Undead with advantage while in a room with a shadow and death sign.

-Resistance to Radiant Damage. Undead creatures either have resistance to radiant damage or, if they had vulnerability, then their vulnerability to radiant damage is removed while in a room with a shadow and death sign.

-Death Saving Throws and Dying
Death saving throws automatically fail if a creature is at 0 hit points in a room with a shadow and death sign. Creatures that die in a room with a sign will rise from the dead, after being dead for a minute, as either **skeletons, wights, or zombies** (at the discretion of the DM).



Dispelling Shadow and Death Signs
These evil symbols can be dispelled or destroyed by those who know how. Each failed attempt to destroy a shadow and death sign causes a burst of necrotic energy to damage each living target within line of sight of the sign. Affected targets must make a DC 15 Wisdom saving throw or take 5 (1d10) necrotic damage, or half as much on a success.
-Dispelling. The following spells will dispel a shadow and death sign with no chance of failure: *Daylight, Dispel evil and good, Wish, Sunbeam, Sunburst, dispel magic* will treat the sign of shadow and death as if it were a 6th-level spell. The shadow and death sign will still bolster the undead in the room if it is covered up with nonmagical or magical effects (either covering it with a cloak or behind a wall of stone, for example). If the surface supporting a shadow and death sign is destroyed then the sign explodes with necrotic damage and is destroyed. Living creatures within twenty feet of an exploding sign must make a DC 15 Wisdom Saving throw or take 16 (3d10) necrotic damage, or half as much on a success.

Destroying the sign. The shadow and death signs are destroyed if they are exposed to natural or magical sunlight for more than a minute. The signs are also destroyed if the Shadow Well has been closed (area 26). A character with proficiency in Intelligence (Arcana or Religion) can attempt to destroy a sign of shadow and death. This process takes a minute and requires concentration. Any interruption or broken concentration during such an attempt results in a failed attempt. If uninterrupted for a minute, then the character makes a DC 15 ability check. Upon success the shadow and death sign is destroyed. If the character uses holy water to assist in the destruction, then the ability check is made with advantage.

1.Main Hall
Read or paraphrase the following after the characters have destroyed the gate and defeated the defenders.

"The rotting gate is shattered and mixed with the broken and destroyed bodies of both attackers and defenders. The floor is covered in a deep and almost black fog that comes up to your shins. The odor of decay floods the air and the air is as cold as a winter morning. After the violence of getting into the castle, the lack of noise is a shock, even the loud noises from the siege outside the castle seem far and distant. Then you notice the last zombie to die is propped up against one of the walls and its eyes are glowing purple. The light seems to be watching you and, upon you noticing it, it winks out. General Andersen orders for illumination and with the help of torches and magical lights the assaulting force tends to its wounded as more and more soldiers enter the main hall. General Andersen points towards a set of stairs and shouts, "that is the basement! We will clear this floor and make sure nothing follows you down!" Without waiting for a response he immediately begins barking orders to the invading forces."

The purple light is a visible clue that should help the characters understand that something (Mevor) is observing them. The DM should mention this during each fight with any undead not powerful enough to resist Mevor. The light cannot be destroyed or dispelled. Once all the undead are destroyed in an encounter it will wink out.The characters will likely do one of two things at this point.

They will either head to the basement or begin clearing the top floor along with the army. If they head towards the basement then they have a fighting chance of surviving Atarte's illusion. If they chose to clear the top floor then they will only delay the deaths of the soldiers by dealing with the undead threat directly; the characters are then much weaker when they fight Mevor. If the mist shadow dragon sees the characters in a weak position or if they foolishly try and rest then it will attack them, ignoring all the other invaders except for General Andersen. Once the dragon kills the characters it will make short work of the army and finally be powerful enough to bend Ysen (see room 7) to his will.

Heading Towards the Basement. The characters will likely take the most obvious path (which is the western set of stairs leading down to 12b). The army will eventually take terrible losses clearing the first floor but they will eventually succeed. General Andersen will not survive his duel with Ysen, but Ysen will honorably allow the army to pass the throne room without attacking them. General Andersen will not accompany the characters into the basement.

Clearing the Ground Floor. The characters can either clear by themselves or assist General Andersen as he takes a small force along. General Andersen will be slow and methodical as he and his force head to the throne room (room 7).

2. Guard's Tower

"You are at the base of a circular tower with stairs running around the walls that go up and down from this level"

20 **skeletons** defending the walls will attack from above. Fighting here will be tight as the skeletons are forced to attack down the stairs. At any one time allow only two **skeletons** to fire their bows effectively while the skeletons in the front attack with rusty swords. Mevor will use the closest skeleton archer to observe the characters and the invading army. These skeletons have short swords and short bows. On the second round of battle the **shadows** from room 6 will attack from the southern hallway.

3. Cook's Tower

"You are at the base of a circular tower with stairs running around the walls that go up and down from this level. A terrible stench of rotting food comes from the set of stairs leading down."

20 **skeletons** defending the walls will attack from above. Fighting here will be tight as the skeletons are forced to attack down the stairs. At any one time only allow two skeletons to fire their bows effectively while the skeletons in the front attack with rusty swords. Mevor will use the closest skeleton archer to observe the characters and the invading army. These skeletons have short swords and short bows. On the second round of combat, the 7 **ghouls** from (15 and 16) attack from below. On the third round of combat the **ghasts** from room 11 join the battle from the southern hallway.

4. Barracks

"This room is filled with smashed beds, furniture, and scraps of weapons and armor."

This room contains 4 **wights**, 12 **zombies**, and 1 **banshee**. They will remain in the room ignoring all noise from outside. Mevor has absentmindedly forgotten to give the undead in this room any instructions, and the banshee is resentful of the control and will refuse to take any initiative. If any living thing enters the room the undead attack immediately but will not pursue anything leaving the room. Mevor will be unable to see through the banshee's eyes but the purple light will otherwise observe the battle from whichever undead is furthest from the characters.

5. Dining Room

"A very large oak dining table has been split up the middle by a tremendous impact. Scattered around the table are humanoid bones, each broken and missing the marrow."

This room contains 5 **ghasts** and 8 **ghouls**. They will rush to attack any large noises that they hear coming from rooms 7 or 11. The door to the stairs going down to the basement is covered with rotting entrails that one of the more intelligent ghasts shaped into a simple representation of a frowning face: each gut section nailed to the door with nails pulled from the great table.

6. Barracks Storage

This room is stacked full of crates and boxes that crumble at the slightest touch. Nothing salvageable remains. 3 **shadows** reside in this room and will rush out to attack if they hear loud noises from the guard's tower at 2. A triangular iron chimney vents the forge exhaust from below (room 23) up through the ceiling. The forge is not on and the iron chimney is cold and damp to the touch. There is no opening here but characters could break into the chimney here and fall down into the forge if they tried hard enough.

7. Throne Room

The DM should be familiar with the note, "If the Characters Insist on Clearing Everything," before running this encounter as well as **Ysen's*** statistics and back story (which General Andersen knows). Depending on how things go this could be the last encounter between the invading force and all the undead on the ground level.

"This large throne room has been oddly swept and cleaned of all debris; only blood stains remain as a reminder of tragedy. A large, powerful looking undead creature in full plate armor sits upon the throne. It stands and bellows, "have you come to kill me? I sure hope so!"

If given the opportunity, **Ysen***, a powerful wight and previous Captain of the Guard, will challenge the strongest looking character to single combat. It will promise to reveal secrets if bested in battle, but only if they promise to destroy it and bury its heart, dosed in holy water. Ysen is powerful enough to resist Mevor's ability to view through undead eyes. If the characters are dishonorable in anyway, Ysen will allow Mevor to see through its eyes (they will glow purple) and all of the undead in rooms 5 and 10 will rush to attack the characters because Mevor knows how powerful Ysen is and will want to break or greatly weaken the invaders. The undead reinforcements will arrive on the second round of combat. If a character yields to Ysen then Ysen will not destroy the character but will ask for another challenger to step forward and fight it, claiming, "I have endured too much. Make this end." If none of the characters wish to fight then Ysen will attack the nearest one in a desperate gamble to hopefully be destroyed. Its despair breaks its will and Mevor can now view the battle, which brings the undead from rooms 5 and 10 into the battle.

If Ysen is reduced to 0 hit points after being bested in single combat, end combat and have Ysen kneel and drop its shield and sword. It will look upon the characters in gladness, and tell them there is a switch under the king's throne that leads below. If allowed to talk further it will reveal the secret door between rooms 8 and 9. If it is further interrogated, it will say, "there was honor here once. But now a terrible dragon has gone and made a horrible mess of everything" and then, in its despair, its will breaks and its head disintegrates in a burst of purple energy as Mevor breaks its will and silences Ysen. Mevor will also reduce Ysen's heart to ash out of pure spite.

It is highly likely that if the characters cause Ysen to submit to Mevor's will and all the undead in rooms 5 and 10 attack, that they will be significantly weakened if not killed outright. If Mevor believes they are weak enough to finish off then he will attack them. It will take Mevor roughly a minute to move from below and attack the characters.

7a. Throne
This large gilded throne is carved to resemble a large tree stump. The craftsmanship is very good and hides a small lever that swings the throne to the side, revealing a dark hole with a ladder leading down into (room 18). This lever is either revealed by Ysen or found with a successful DC 15 Intelligence (Investigation) check.

7b. Concealed Arches
These elaborate floor to ceiling tapestries, depicting snowy mountain ranges, conceal an archway and hallway behind them. When the castle was filled with living people, a small guard force would be stationed here, ready to defend the lord at a moment's notice. The post is now empty but the rotting stools remain.

7c. Locked Iron Door
This door has not succumbed to the rot that pervades most of the castle. It was made out of solid iron, and is beginning to show some rust but it is very stout and very locked. The key to this door no longer exists. This door can be forced open by a successful DC 17 Strength (Athletics) check, picked open with a successful DC 15 Dexterity (Thieve's Tools), or destroyed. It has AC 15, 40 hit points, and has resistance to slashing, piercing, cold, and fire damage. The door is immune to force and psychic damage.

8. Fake Treasury
The door to the fake treasure is so rotten that it will crumble if touched slightly. This small room contains three chests and a pile of rotting mouldy carpets and tapestries. Each chest crumbles if touched revealing 200 gp in it. The secret door can be found with a surprisingly easy DC 5 Intelligence (Investigation) check because it is made of wood and the paint is starting to peel as it rots. This door crumbles if touched.

9. Treasury

"This room contains a rough pile of gems and gold coins haphazardly dropped in a pile in the corner. You see a pile of rotten bags and a ghost in the shape of a very fat orc with a cook's hat frantically searching for something. It is shouting, "It is mine! I stole it first!"

The characters could quietly leave and the **ghost** will not even notice them. If the characters attack then they have surprise bonus. The **ghost** is the ghost of the cook who had learned of the lord's secret treasury. He is searching for the dagger named "greed," which is now invisible to him. The ghost is so insane that Mevor has given up trying to see through its eyes.
At initiative count 1 of each round of battle, a **shadow** will materialize out of the treasure pile and attack the characters. This will continue until the characters have defeated nine of them. Once the undead are destroyed the characters can search the pile of dumped treasure.

Treasure Pile.
The pile contains 18 pp, 930 gp, 231 sp, a matching set of silver cookware worth 280 gp, 28 gems worth 100gp each, and "***Greed***", a cold iron handled dagger with a black glass blade: ***dagger +3*** that does 0 piercing damage and 4 (1d8) necrotic damage. This dagger is completely invisible to undead creatures without truesight. Greed has a sylvan word etched into its blade that reads, "greed." This blade is cursed and the curse is triggered if a creature that is wielding it or has it on their person is reduced to 0 hit points. Instead of making death saves, the creature dies and rises as a ghost, forever doomed to search for the dagger that it can no longer see.

10. Unfinished Towers
Each of these towers is an empty cylindrical room without stairs. The ceiling was just finished when the dragon invaded. This room is where Mevor stores undead that he isn't using at the moment. They stand in formation staring blankly forward until Mevor needs to use them. They will attack immediately if they see the characters. They will also attack room 7 if Ysen allows Mevor to see through its eyes.

Each tower holds 25 **skeletons**, 25 **zombies**, 12 **ghouls**, and 3 **wights** without the will to resist Mevor.

11. Kitchen

"The stench of rotting meat is thick in the air here. Something is noisily eating and slurping from a large walk-in pantry on the south wall, and everything else seems to have been smashed and scattered around the room."

The pantry holds 8 **ghasts** who are scrambling and shoving each other in a fight to devour all of the rotten meat and food in the pantry. They can easily be surprised. They will stop eating if they hear loud noises or battle from room 3; they hope to find more meat to eat. Each of these ghasts is not willful enough to resist Mevor watching the characters as they fight.

12. Signs of Shadow and Death

Here is where the four signs of shadow and death have been placed. The DM should be familiar with how they function and how they are destroyed before running this encounter.

12a. Ceiling Sign

"This section of ceiling has a large haphazard symbol made of blood. Black shadowy goo seems to be dripping from it. As you notice it, it seems to notice you as well and flashes once with a purple light, and you hear terrible screeching noises erupt from puddles of the goo as they materialize into a menacing shape."

The goo transforms into 5 **shadows** that attack the characters. Once defeated, the sign of shadow and death will stop dripping goo and no more shadows will spawn.

12b. Floating Sign

The dragon (see area 26) will likely attack the characters at this spot before they have a chance to destroy this sign. If Mevor is lucky enough to fight the characters near this sign then Mevor will regenerate 5 hit points at the beginning of his turn as long as he is within 30 feet of the sign. This particular sign does not spawn any undead itself.

"A floating purple sigil floats in the air, with a pale red tendril floating behind it towards a natural cavern wall. As you watch it, the sign slowly rotates counter-clockwise and pulses slowly ... as if breathing"

If the red tendril is traced around the wall, it will lead the characters to the Shadow Well (area 26).



12c. Lord's Corpse Sign

"You can't quite make out what you are looking at, at first. Then you realize quickly that someone died a terrible death. What you assume to be the lord of this castle is lying spread-eagle on a blood-stained purple cloak. His skin was removed and the cloak and corpse are slowly rotating counterclockwise on the floor, and the mist around it is illuminated by a pale purple light."

If the characters do not immediately destroy this sign, then a **specter** will form from the corpse and attack them. If the specter is destroyed but the sign is not, then the sign will be able to reform the specter after 10 minutes. The specter will look like an elderly male wearing nothing but a nightshirt.

12d. Under the Carpet Sign

"You see a dozen ghouls kneeling on a large thick carpet that is soaking with blood. They are acting confused and poking and prodding the carpet as if unsure what it is. You see a dim purple light peeking out from under the carpet, and the ghouls are so engrossed or confused that they don't seem to have noticed you yet."

Depending on how the characters came to this corner, they can either go around or turn back if they do not want to fight the 12 **ghouls**. Anyone trying to sneak past the ghouls will have advantage on their check as long as the carpet remains undisturbed. Under the carpet is a gory sigil that pulses like a heartbeat.

13. Open Dormitories

This large room was the cramped dormitories for all of the servants that managed the castle. At the moment all of the undead are lying on the floor, side by side and very still while awaiting instructions from Mevor. This is Mevor's "reserve force," that he will use if he attacks or is attacked in the basement (see 12b and 26). The undead can be easily avoided unless the characters make noise or otherwise disturb them on purpose. In total the dormitories hold 15 **skeletons**, 15 **zombies**, 5 **ghouls**, 3 **wights**, and 1 **vampire spawn**. There are also a few corpses intermixed with the undead and any character taking a quick count will think there are almost 80 undead laying on the floor. Any careful inspection will likely awaken the undead who will then attack.

14. Gelatinous Cube

A **gelatinous cube** is slowly cleaning up the mess in this area and can be avoided unless the characters attack it. Mevor has left it alone because it hasn't bothered the undead yet. Currently it has swept half of the room clean and is currently trying to digest a few corpses, silverware, and an oak table. Because of this it is easily seen unless the characters have no light source.

15. Servants' Hall

"This room looks like it used to be a servant's dining area, but everything in it is now smashed to pieces. A ghoul, sitting on its haunches, with its back to you, seems to be trying to pry a bloody skull open with its hands. "

This **ghoul** can be easily dispatched but if there is any significant noise then the ghouls in room 16 will attack. This ghoul will rush up the stairs if there are sounds of battle from above (see room 3). Anyone examining the skull will realize what had the ghoul so flustered. It is a very decent, but stone copy, of a ***Bone Mask***. It is now heavily scratched and worthless.

16. Bloated Ghouls

"There are six ghouls in this room, all laying on their backs with large distended bellies. It seems that they managed to eat every last scrap of food in this storage room. You didn't know ghouls sleep but they are all snoring."

These 6 **ghouls** are not regular ones. They have been cursed for their gluttony and sloth nature when they were alive. This curse continues even in their undeath. They are snoring but will awaken immediately if they sense more food. They will also rush up the stairs and attack if they hear battle noises coming from room 3.

17. Pristine Larder

This is the larder for the castle, and by a strange quirk of fate it has not been looted or ransacked yet. There are no dangers here but there are many many shelves and boxes. Characters that insist on searching everything will eventually wake up the **ghouls** in rooms 5 and 6 (if they have not been destroyed yet).

18. Lord's Escape

This is the only room that has a light-source. There is a large wooden chest against the north wall that has been enchanted to shed a dull red light. The chest is not locked and not trapped. Inside are a few changes of noble's clothes, trail rations, a few forged letters of safe passage with blank signature areas, 100 gp, 2 ***potions of superior healing***, a ***scroll of teleport*** and a ***scroll of longstrider.***

19. Lord's Storage

This room is a storage room filled with a variety of rotten furniture, large crates, and cheap paintings. Inside one of the crates is a dead servant boy, completely naked with his throat slit. He was dead and rotting before the castle was invaded.

20. Lord's Privy

"This can only be the privy of the castle's lord. Against the eastern wall is a porcelain chair with a large hole in the center. You also see pitchers of water and a few cloth scraps on a stone shelf. The stench coming out of the chair is so strong that it makes your eyes water. You are pretty sure someone died while sitting on the privy, as blood has been splashed all over the eastern wall."

This is where the lord was hiding when Mevor attacked the castle. In the privy is a partially covered **skeleton** of a humanoid child, its bones brown and yellow with age. There is nothing else in the privy but bad dreams and disease.

21. Lord's Baths

"You see a large and wide copper tub sitting on four marble lions feet. The tub could easily fit four humanoids, but at the moment it is holding a bubbling purple sludge. Behind the tub is a very fancy and gold inlaid cabinet with glass doors. The wood looks like it will soon rot to dust but inside the cabinet you see the shine of gold and possibly gems."

The tub has a **black pudding** in it that just happens to be purple. It is otherwise exactly the same as a black pudding. The black pudding will attack anything that enters the room. The cabinet door disintegrates at the lightest touch, but inside are a variety of items of glass and gold. Their design and use is up to the DM and what they think their players can handle. The lord of this castle was exceptionally depraved. If your campaign has drugs in it, then this is where he stashed his supply.

22. Lord's Room

"A large canopied bed has collapsed against the northern wall. Floating above it, with its back to you is a large female humanoid ghost. It is very still… floating there staring at the collapsed bed. It appears to not have not noticed you yet"

The **ghost** has noticed the characters, it just doesn't care. It will float there staring at the bed unless the characters speak to it or actively try and get its attention, in which case it will attack them. This ghost will allow Mevor to see through her eyes. Everything of value in the room has been smashed or rotted.

23. Armory and Forge

Read or paraphrase the following:

"This is the armory and forge for the castle. You see a triangular vent above the forge leading up and through the ceiling in the south-east corner. At the foot of the forge you see the lower torso of a human. It is missing its body from the hips up. What does remain, appears to be terribly burned and charred"

24. Armory Storage

"This room is filled with rotting wood and rusty useless arms and armor. The south-east corner has a large pile of strange corpses."

In this room, Mevor has had the undead store all of the corpses that were not humanoid. The pile contains a few giant bats, torn to shreds, bits and pieces of a few ogres, and the corpse of a piercer that was cleared from the cavern.

25. Coal Storage

"This is obviously the coal cellar. A massive pile of coal rises to the ceiling in the south-east corner. The north wall contains metal shelving with raw iron, other metals, and tools used in a smithy. The mountain of coal shifts and zombies begin to pull themselves from the coal. As the mound of coal shifts, you realize the entire room is filled with coal dust that is suspended in the air."

There are 8 **zombies** that pull themselves out of the coal. They are very old corpses that predate the castle invasion and were stashed here to hide the various crimes of the lord. They are covered in coal dust which makes them vulnerable to fire damage. If any large flame is produced in this room then the coal dust will explode, instantly destroying the zombies and creating a brief but violent firestorm in this room. Treat such a fiery occurrence as a *fireball* spell (spell DC 13) with an area of effect equal to all of rooms 24 and 25. After consuming most of the oxygen the fire will die out, leaving a smoldering pile of coal.

26. Cavern Under the Castle

"This is a large cavern that extends roughly 200 feet to the southwest. Some of the basement has collapsed into the cavern, but the damage looks years old. This must have happened years before the castle was invaded and is just one more thing that the lord failed to mention to the king."

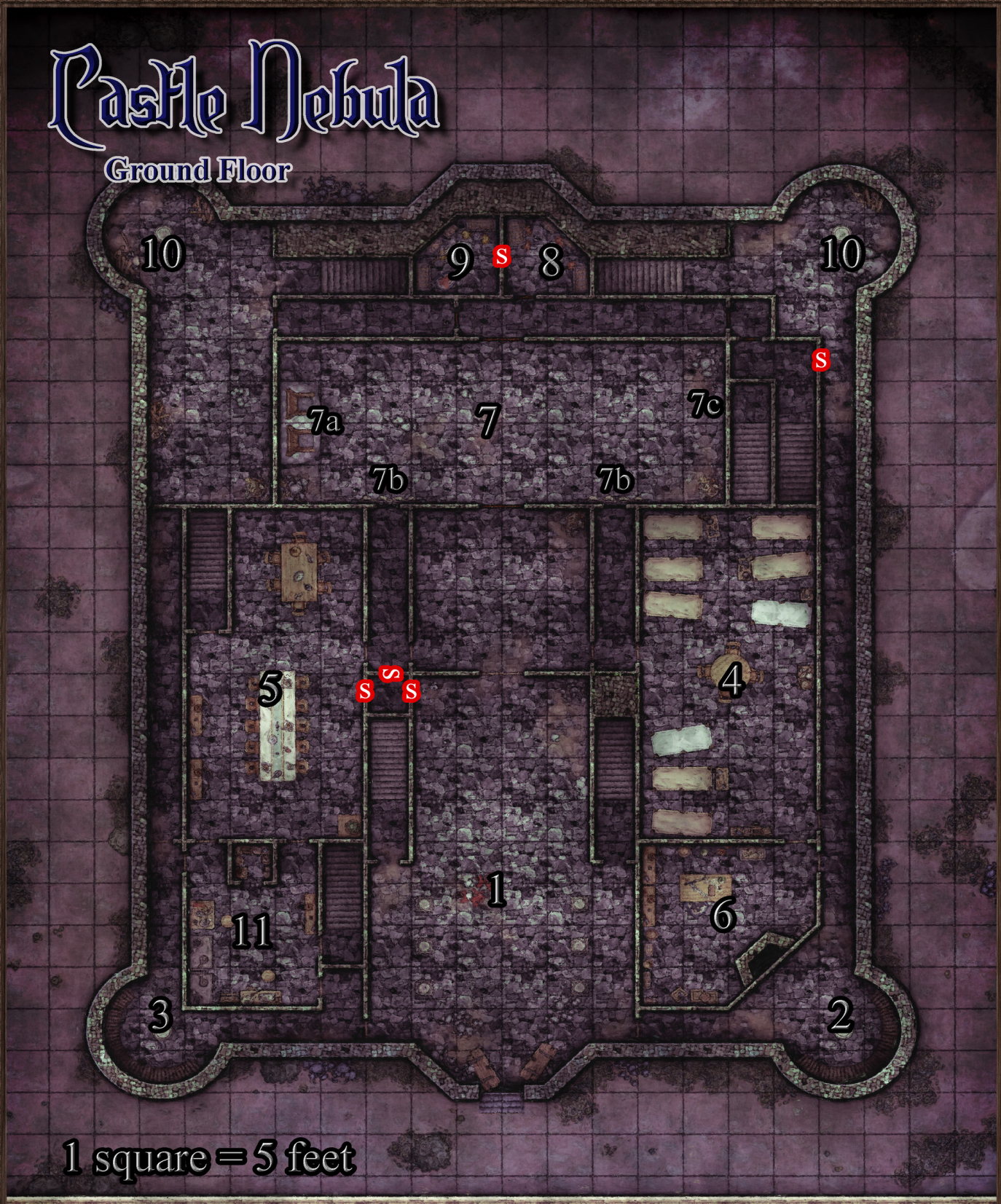
All living creatures in the cavern have been dispatched by Mevor and his undead. Mevor will have a good idea of where the characters are based on the last time they interacted (destroyed) some of his undead minions. Mevor is hoping to battle the characters either at 12b or close to the Shadow Well. But if an opportunity to attack the characters when they are very weak arises he will do so. If the characters get within 15 feet of the Shadow Well, then Mevor will attack them if he has not done so already.

Mevor.
The mist shadow dragon can, as an action, concentrate on the Shadow Well and recover 33 (3d12 + 14) hit points as long as he is within 15 feet of the well and the well is not in sunlight or destroyed. The moment **Mevor*** is reduced to 0 hit points, the characters are free from this illusion.

Shadow Well. The Shadow Well is a large well, built into a natural corner. Its walls are rough and poorly constructed masonry that extend four feet above the floor. The well can be physically destroyed or the portal to the Shadowfell can be filled with enough debris to block any passage between Planes. The well has an AC of 14 and after it takes 70 hit points enough of it is defaced that the portal shuts off. This is not an actual portal since it is an illusion.

Character Death
If all of the characters are dead then the illusion ends, but before the last character fades to death, they see Mevor slowly growing larger as its flesh evaporates, leaving nothing but the skeleton of a very powerful dracolich.





1. Main Hall
2. Guard's Tower
3. Cook's Tower
4. Barracks
5. Dining Room
6. Guard Storage
7. Throne Room
   - 7a. Throne
   - 7b. Curtains
   - 7c. Lord's Door
8. Fake Treasury
9. Treasury
10. Unfinished Towers
11. Kitchen

S. Secret Door



Castle Nebula
Basement

1 square = 5 feet

12a - d. Sign of Shadow and Death
13. Dormitories
14. Common Eating Hall
15. Servant Hall
16. Kitchen Storage
17. Larder and Root Cellar
18. Lord's Escape
19. Lord's Storage
20. Lord's Privy
21. Lord's Bath
22. Lord's Room
23. Armory/Forge
24. Armory Storage
25. Raw Material & Coal
26 . Mist Shadow Dragon and Well of Shadow

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Choose Nothing

Dream Environment
Single room, Tent and beds.

Challenge Type
Riddle, Terrible Choices, Infinite Die-Respawn-Die Loop Madness, Exposure to Limbo.

Lore Background:
Revulcher was invited by Atarte to invent a fun way to drive mortals mad. Revulcher gladly accepted this challenge and created a riddle room he calls, "Choose Nothing." Even if defeated in combat, he can drive mortals mad by exposing them to the plane of Limbo, for his will is the only force holding the chaos of Limbo at bay. Revulcher's prized possession is a ***greatsword +1***, currently named "The One True Key." Revulcher has shaped the sword so that it appears to be a massive copper key while still functioning as a weapon. He constantly hints that the massive key is important to the riddle, but acquiring it will not help the characters at all. Unlike previous levels, a dream death here will not count against the characters. This encounter can be successfully completed without any violence, or the characters can continually try to kill Revulcher while he happily fights back, knowing that he will be respawned as well as the characters. Even if the characters kill **Revulcher***, they must figure out how to escape in three rounds or the environment of Limbo will wash over them (this causes a dream reset).

Dream Environment Description:
This room is a chunk of stable environment surrounded by a sphere of breathable air within the plane of "Limbo", which is unstable shadow matter that creates the illusory dreams. A death slaad named Revulcher is the only creature threat. He has an assortment of levers and a small 10-foot-by-10-foot tent that characters are not allowed to go into. His speech is a chaotic jumble of nonsense that he calls "babblesauce." Revulcher will be hard to understand at first. In the end, the characters either solve the riddle or jump into Limbo as a false escape. As the characters respawn, they get multiple chances to go insane. There is only one correct path. The characters must make it into the tent after setting the machine to the correct combination. Each failure is a madness chance that increases with repetition, but if all the characters gain indefinite madness then the challenge is completed but their madness remains.

Dream Challenge Description:
The characters must realize that the only answer is "nothing," or they must all gain indefinite madness to escape the room. The machine can be set to nothing if all of the levers are down before the button is pushed. Revulcher's defeat is as temporary as the character's defeat.

New Creatures:
Revulcher the Death Slaad
Skeletal violinists

Skeletal Violinist
Skeletal Violinists are non-combat constructs that resemble skeletons with 13 hit points each. They will not defend themselves and as long as Revulcher can hear them playing their violins, then Revulcher gains special Reaction powers. These skeletons are made of shadow-stuff and are therefore not undead and are immune to Turn Undead or Destroy Undead.



Choose Nothing

Introduction
This dream-adventure is different from the other dreams in the "Dreams of Solitude" in one very important way. Dream death in this room will slowly cause madness, for there are no normal penalties for failure and death. Characters that die or enter the environment of Limbo will reawaken in this room instead of the waiting room with another chance to escape, but they will all eventually go insane if they cannot put the lever machine in the correct position. The antagonist in this room is a death slaad named Revulcher. He has been invited to the Dreamworld by Atarte with simple instructions; "*drive them all mad, and I hope you do enjoy yourself.*"

The correct answer for this riddle room is, "nothing." Specifically, the characters have to have all of the levers in the "down" position and then hit the purple "done" button, which will open the portal in the middle of the tent. Any other combination of levers will cause Revulcher to laugh hysterically and to telepathically belittle the characters before leaping

Daniel Chivers

into Limbo (which causes an immediate dream reset). There is also one more way to leave this dream. Any character that gains an Indefinite Madness (see chapter 8 of the Dungeon Master's Guide) as a result of this dream does not reawaken in the dream. Once all the characters have gained Indefinite Madness and/or entered the portal in Revulcher's tent, then the room has been completed.

Communicating with Revulcher

Revulcher can easily communicate with the characters using telepathy or by casting a *tongues* spell, but he will not unless he wants to be understood while berating the characters. Revulcher will go out of his way to utter nonsense, what he refers to as "babblesauce," unless one of the following occurs:

-One of the characters attempts to communicate with Revulcher using their own nonsense and succeeds on a DC 15 Charisma (Intimidation or Persuasion) check.

> The characters have advantage on this roll if the DM believes they have roleplayed the encounter correctly. A character that refuses to play along with Revulcher's "babblesauce" will have disadvantage on ability checks to persuade or intimidate Revulcher.

-One of the characters casts the *tongues* spell or its equivalent. Revulcher will actually do a good bit of pouting because of his ruined fun but doesn't attack.

-One of the characters is already suffering from Indefinite Madness, in which case Revulcher will only communicate with that character and ignore all others.

-The characters have either been previously defeated by Revulcher or if they have successfully defeated Revulcher but could not figure out how to get the tent portal to work within three rounds.

Rollplaying Revulcher

Revulcher is under no compulsion to help or defend Atarte. Revulcher has created this room solely for his own amusement. Revulcher goes out of his way to goad the characters into attacking him. He uses any means at his disposal to belittle the characters. If the players are struggling with the answer to the riddle, then Revulcher will start using the word nothing in his insults. There are some examples below:

"You know nothing, hero!"
"You are good for nothing!"
"There is nothing you can do to escape this insanity!"
"Riddle me this, morons … What are you good for? That's right … nothing!"

Revulcher knows one or two of Atarte's secrets or other important information that the DM wants to gift the players if they successfully roleplay this encounter. Successfully getting a secret out of Revulcher should be difficult, but not impossible. Revulcher cannot be truly slain in this room, as he only experiences dream death as well as the characters. He even jokes with the characters upon reset, regardless of who defeated who. Revulcher dances with the characters to a tune only he can hear, belching loudly at them, or starts randomly pulling levers if the characters are stalling or wasting time.

Area Description

> *"This room is a 60-foot-by-60-foot square of smooth carved stone. In every direction, the swirling madness of every imaginable element and energy form swirls and merges randomly. You are in the plane of Limbo, and something has stabilized this floating chunk of stone within it. At each corner is a skeleton playing discordant noise without rhythm or reason on a violin. At the center of the floating stone dances a black, toad-like humanoid, wearing dirty formal clothes with a large key-like copper sword strapped to its back. Behind this strange dancing creature is an old, faded purple tent attached to a large metal structure with thirteen levers sticking out from it. Under each lever is a sign that you cannot read from this distance. The toad-like humanoid notices you, gets visibly excited, and begins to dance towards you, waving one of its clawed hands at you in greeting."*

Talking to Revulcher. The black, Medium-sized humanoid toad is a **death slaad*** named Revulcher. He has been given free reign to drive as many characters as insane as possible using the riddle machine, or by exposing the characters directly to Limbo. Revulcher is having a blast driving mortals crazy and, assuming the characters do not attack him on sight, he will start the conversation with utter nonsense.

"*Welcome me well cone! Eight thousand one hundred and ninety two mirrors and shards! Sauce and babble and babble sauce for one law?*"

Revulcher will repeatedly say "babblesauce," as he gestures to the characters and points at his own mouth. The DM can have Revulcher say (or babble) anything. The characters should be encouraged to attempt their own version of babblesauce when communicating with Revulcher, but like any chaotic being, he quickly gets tired of his own game (when the DM feels that babblesauce is slowing down the game too much). Once bored, Revulcher cast *tongues* so that the riddle can be given and the characters can begin to try and sort out the lever machine. If one of the characters succeeds in intimidating or persuading Revulcher, then he has a good laugh and casts tongues earlier. If the characters begin combat for any reason,

skip to "Fighting Revulcher." Now that Revulcher has had his fun with the characters, he tells them his name and explains the riddle. He then offers to answer questions but is under no compulsion to tell the truth. Revulcher explains that in order to escape this floating room, the characters can attempt his riddle or fight him. He does not mention that if the characters die they will reawaken in the beds with everything reset except their memory. He does not tell them the answer to the riddle regardless of their persuasion or intimidation skills. If asked about the skeletal violinists, he simply states that he likes the music. If asked about his strange weapon, he refers to it as "the one true key," then winks knowingly at the characters. Revulcher also attempts to interrupt any serious conversation by belching, then asking "*are you mad yet? No? Well hurry up already*!" When in doubt, Revulcher will do something annoying to the characters.

Revulcher's Riddle

"What do all the gods fear? And in fearing it, what can any mortals do to help them? To answer this riddle you can make a selection from the machine." Revulcher then begins to walk towards the large metal object with the thirteen levers sticking out of it. "Each of these levers has a plaque of words under it. Study the words and think about your answer. You can answer in any combination you want." A section of stone suddenly grows into a stool, and Revulcher sits down on it and begins to look and grin at all of you. The two levers on the left are down, and the eleven levers to their right are all up. True to his word, each lever has a few words under it, written clearly in Common. There is also a large purple button the size of a dinner plate that has the word "done" painted on it. As you stand thinking upon his riddle he says, "Or! Or you can escape everything by jumping into Limbo. But you will not survive unless you accept the chaos phage." He then holds up a small jar of slimy spheres that look like red caviar and quickly produces a spoon from his clothes."

If all the levers are in the "down" position and the purple button is pressed, then the gate inside the tent activates and each creature that passes through it advances on to the next room. If Revulcher is asked about the riddle or any specifics on how the machine works, he only repeats the riddle then laughs hysterically. If any character attempts to enter the tent (Revulcher has blindsight out to 60 feet), Revulcher gleefully initiates combat, doing his best to slay whoever entered the tent. Revulcher fights to the death because he understands that the room will be reset in three rounds once he is defeated. If Revulcher is asked about the chaos phage, he bluntly states, "the slaad egg will grow inside a host's guts and become a slaad tadpole. But not to worry! I'm sure some of your magic can fix that!"

Levers. Each lever is a length of iron, capped with a knob except for lever #7, which is shaped like a frog leg.

Lever #1. "True Devotion." This lever is in the "up" position.
Lever #2. "Death Everlasting." This lever is in the "up" position.
Lever #3. "Each Other." This lever is in the "down" position.
Lever #4. "The End." This lever is in the "down" position.
Lever #5. "The Beginning." This lever is in the "down" position.
Lever #6. "The Middle." This lever is in the "down" position.
Lever #7. "8192 + 1." This lever is in the "down" position.
Lever #8. "Ascendant Reason." This lever is in the "down" position.
Lever #9. "42 Reasons Why." This lever is in the "down" position.
Lever #10. "My Face." This lever is in the "down" position.
Lever #11. "Mortal Morality." This lever is in the "down" position.
Lever #12. "Free Will." This lever is in the "down" position.
Lever #13. "Revulcher's Games." This lever is in the "down" position.

The Purple Button. This emits a loud buzzing sound if it is pushed while the levers are not all in the "down" position. Revulcher laughs, offers the Limbo escape again, and berates the characters' apparent lack of intelligence. He then waits a few seconds for the characters to try another combination, and if they don't he leaps into Limbo to force a dream reset. If the levers are all pulled down when the "done" button is pushed, Revulcher visibly pouts and refuses to answer any more questions. He angrily tosses the tent into Limbo, revealing the light-blue glow of an active portal circle, see "Riddle Victory."

Jumping Into Limbo. If anyone asks Revulcher about jumping into Limbo, then he explains that in order to survive Limbo they need to have a piece of Limbo inside them (this is a lie; a creature that jumps into Limbo simply wakes up in this room's bed once the room is reset). He then tells them that they must swallow a slaad egg (he will shake the jar of "red caviar" to emphasize his point), jump into Limbo, and have *lesser restoration* cast on them in the next 72 hours. Anyone swallowing a slaad egg will have nothing immediately happen to them. If a character enters Limbo for any reason, then they must wait for the room to be reset before their character reawakens in the room's beds. If anyone enters Limbo with a slaad egg inside them, they die a horrible death when they respawn because a slaad tadpole erupts from their chest (see "Going Mad"). The room will have to be reset again in order for the dead character to rejoin the party. The slaad tadpole moves at a speed of 10 feet and can easily be destroyed if the characters wish to.

Revulcher does not care about any tadpoles and will only yawn if they are destroyed. If Revulcher enters Limbo for any reason, the room is immediately reset.

Entering the Purple Tent. If a character manages to get into the tent without being noticed, then they will see a simple iron ring, set into the floor. This ring is the portal that turns on if the levers are in the correct position and the purple button is pressed. Any person that steps into the active portal has completed the dream and will have to wait for the rest of the party to enter the portal correctly or to gain indefinite madness. See "Riddle Victory."

Going Mad. Any character that suffers from Indefinite Madness (see chapter 8 of the Dungeon Master's Guide) is not respawned in their bed when the room resets. They progress to the next room once all the characters have successfully used the portal in the purple tent or gained Indefinite Madness themselves. Each character has a chance to suffer from Indefinite Madness after the room is reset. They get a Wisdom saving throw to resist madness before they reawaken in the room's beds; the DC begins at 8, but is subsequently increased in the following ways:
+1 to the DC for each time the room is reset. This is cumulative.
+1 to the DC for each time a character is exposed to Limbo. This is cumulative.
A character has disadvantage on their madness saving throws for as long as they are in the room if they have had a slaad tadpole burst from their chest.
As an example, if one of the characters has gone through six room resets (two of which included exposure to Limbo), and this character also died by having a slaad tadpole burst from their chest, that character's madness saving throw DC would be 8 + 6 + 2 = 16, made with disadvantage.

Fighting Revulcher. It is highly likely that the characters will become frustrated with Revulcher and eventually attack him. Fighting Revulcher without first destroying the skeletal violinists makes for a much more difficult fight. When Revulcher dies, Limbo comes crashing into the room after three rounds. This causes the room to reset, and any characters alive at this point will also have been exposed to Limbo (see "Going Mad" and "Death and Respawning" for consequences). If Revulcher dies and the skeletal violinist that glows yellow is not destroyed or silenced, the reverse gravity effect triggers and Limbo resets the room in three rounds. If one of the characters manages to throw or move Revulcher into Limbo, the room resets immediately and all survivors are exposed to Limbo. Revulcher and all of the characters still have their memories after the room is reset. Revulcher does not re-initiate combat but laughs at the characters and insults them. If the characters insist on attacking Revulcher again, and the DM wants to move the story along, then Revulcher jumps into Limbo to force a reset. The characters eventually fail their madness saving throws (See "Madness Victory") if they do not want to solve the riddle.

Death and Respawning. Any characters who do not have Indefinite Madness or who did not pass through the purple tent portal will respawn in an exact copy of this room. Revulcher randomly rearranges the levers and sits down to watch the characters. If the players are getting very frustrated, the DM should begin having Revulcher say the word "nothing" in each of his insults. Nothing that the characters did in the previous version of the room has any effect on the current room.

Riddle Victory. If the characters eventually figured out how to select "nothing" on the riddle machine then read the following:

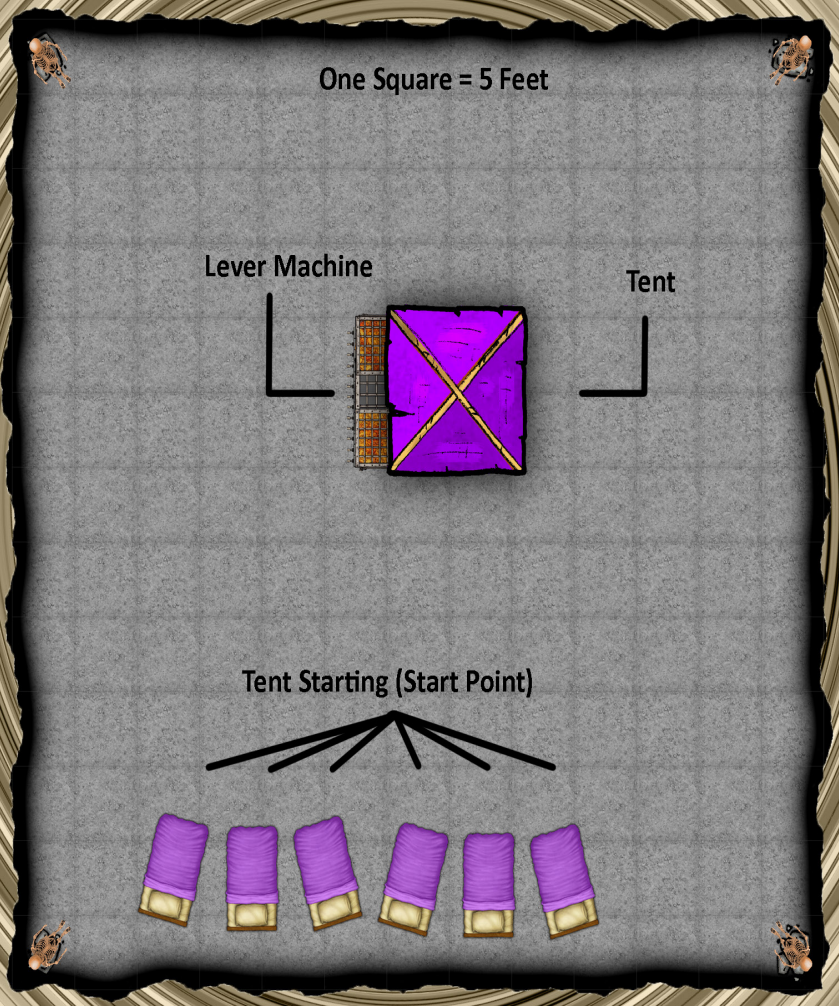
"You are finally free of Revulcher and his maddening riddle machine. If you never have to speak to another slaad for the rest of your life, then it will be too soon."

Madness Victory. If the characters escaped this room by all gaining indefinite madness then read the following:

"You are finally free of Revulcher and his maddening riddle machine. You are all mentally exhausted. You escaped revulcher, but your horrible memories and fresh madness still weigh upon your minds."



Map of Choose Nothing



Journey through Barovia

Dream Environment
Underground dungeon

Challenge Type
Mental challenges, riddles, possible combat

Lore Background:
Barovia is one of the domains of the Demiplane of Dread. It is surrounded by mists and only its Darklord, Strahd Von Zarovich, decides who enters. From the impressive Castle Ravenloft to the small town of Vallaki, Barovia offers many different locations to visit. This room is a small journey through three of the most important places in Barovia: the town of Vallaki, the Amber Temple, and Castle Ravenloft.
Vallaki is one of the towns in Barovia and Baron Vargas Vallakovich rules over it with an iron fist. The Old Svalich Road divides Vallaki down the middle, which creates the main road. To the north, lake Zarovich lies cold and still. The Amber Temple is the ancient evil location where Strahd Von Zarovich acquired his powers. The freezing air of Mount Ghakis forms ice on the cold stone walls. They create an atmosphere with a temperature so low that only the right gear can prevent those who venture in from freezing to death. Extreme weather rules apply. Evil forces in Barovia that seek forbidden knowledge are trapped in this temple. Some wizards binded the evil spirits in here forever, but the wizards were too weak and fell for the evil forces' corruption. They destroyed each other and allowed Exethanter to use one of the dark gifts to become a Lich. Castle Ravenloft is located in the domain of Barovia. It looms over the nearby village of Barovia, reminding everyone of Strahd's threatening presence. Strahd Von Zarovich inhabits the opulent castle, which is ironic since not even the highest pile of gold could quench his thirst for vengeance.

Dream Environment Description
Adventurers find themselves in an underground dungeon with three chambers. Each room represents a different part of Barovia. All the rooms are 40-feet-by-40-feet squares.

First Room Description: Vallaki.
The walls in this room features wonderful paintings of Vallaki. One has a large map of Barovia. Another has a map of Vallaki. The third wall shows a portrait of Gadof Blinsky and his monkey Piccolo. The fourth wall has a message written on it, which reads, "Speak, and you shall be heard."
Each of the paintings is missing something. The map of Barovia does not show Castle Ravenloft. The map of Vallaki does not show Gadof Blinsky's toy shop. And the monkey in Blinsky's portrait is missing its face.

Second Room Description: The Amber Temple. This cold room has a thick bed of dust. Spider webs clog each and every corner. There are five sarcophagi resting around the room. Amber colored like the flames, covers the lids of all of them. Each contains evil vestiges that offer dark gifts to players.

Third Room Description: Castle Ravenloft. This room is full with sophisticated and expensive furniture. A fancy coffee table in the middle of the room makes a perfect match for the sofas around it. The sweets and pastries on the coffee table look appealing and inviting. The temperature is cozy and several torches illuminate the room from their fancy sconces. A large, imponent portrait of Count Strahd Von Zarovich dominates the far wall. The count is glaring out of the portrait; he seems to be gazing at the characters with a malicious stare.

A JOURNEY THROUGH BAROVIA

Introduction
This three-room challenge features three of the most iconic places in Barovia. The first room shows a map of Barovia, where Vallaki is. A map of Vallaki and a portrait of one of its most popular townsfolk. The second room represents the Amber Temple, the place where Strahd became what he is now. The third is a small taste of Castle Ravenloft, with a small riddle for those who fancy background lore.

Background
Barovia corresponds to one of the domains of the Demiplane of Dread. It is surrounded by mists and only its Darklord, Strahd Von Zarovich, decides who enters or not. From the impressive Castle Ravenloft to the small town of Vallaki, Barovia offers many different locations to visit. This dream is a small journey through three of the most important places in Barovia. Atarte did not dare to visit Barovia because they knew that if they entered its domain, they would never manage to escape. Atarte bought information from wandering vistani and learnt of the areas found within. Perhaps the amber temple or Strahd's library could contain the cure to their curse.

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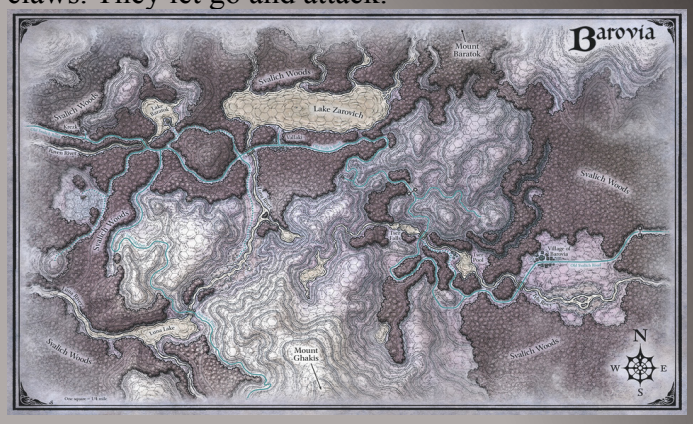
Setting
Walls: All three rooms have the same dimension of 40 square feet. The walls are gray, old blocks of stone.
Floor: The first two rooms of the dungeon have blocks of stone. The last room, featuring a section of Castle Ravenloft, has polished cobbled floor.
Lighting: The first two rooms have no source of light. The third room has golden, ornamental sconces with torches.
Smells: The first two rooms smell of catacomb. The third one smells sweet at first. After reading the note on the coffee table, the scent of honey and fruits vanishes and a stench of rot and decay takes its place.
Terrains: Underground dungeon (catacombs) for the first two rooms. Rich Castle for the third one.

Creatures Encountered
Vampire Spawn: MM, pg. 298
Wraith: MM, pg. 302
Flesh Golem: MM, pg. 169
nalfeshnee: MM, pg. 62
flameskulls: MM, pg. 134
Death Knight: MM, pg. 47

Vallaki Room Challenge
The puzzle for this room can be solved if the characters say the following, out loud:
"Castle Ravenloft, Toy shop or Blinsky's toy shop, and Piccolo"
These answers need to be stated in front of a paintings. If the characters correctly answer each riddle or defeat the monsters that show up for incorrect answers, then this room is completed. The players must recognize which pieces are missing from each painting before stating each answer aloud. A character who wishes to know or remember information about the paintings must make an Intelligence (History) ability check. The character remembers facts based on how high his die roll was. The character rolls with advantage if he has been in Barovia before:

- DC 5 The maps correspond to Barovia and Vallaki.
- DC 14 The map of Barovia is missing Castle Ravenloft. The map of Vallaki is missing its toy shop. The man in the portrait is the owner of the toy shop.
- DC 16 – The map of Barovia is missing Castle Ravenloft, home of Count Strahd Von Zarovich. The map of Vallaki is missing Gadof Blinsky's toy shop. The monkey with no face is Piccolo, Blinsky's friend, and companion.

Saying the wrong answer has negative consequences. Any guess the characters say out loud during the challenge is taken into consideration for this matter. The moment a wrong answer is spoken in front of the painting of Barovia, 6 **vampire spawns** materialize in the ceiling of room clutching the walls with their claws. They let go and attack.



The moment a wrong answer is spoken in front of the painting of Vallaki, 6 **wraiths** enter the room through the walls and charge.



The moment a wrong answer is spoken in front of the painting of Gadolf, two **flesh golems** featuring button eyes, yarn hair, and doll clothes appear in the room, unleashing their power on the intruders.



If the characters manage to defeat the monsters, then the riddle is considered as solved. The three right answers to complete each painting are Castle Ravenloft, the toy shop (Blinsky's toy shop), and Piccolo. The missing pieces become part of the paintings as the adventurers name them. Either way, by completing

the paintings, or by fighting, the writing on the wall disappears and a passage opens.
A section of the wall vanishes and a threshold of mist awaits. The characters must go through the mist to enter the second section of this dungeon.

Second Room Challenge
Each of the five sarcophagi contains a dark vestige that communicates with the players. They offer dark gifts to tempt the characters. The dark vestiges cast *dominate person* spells against each of the characters if they do not open any of the sarcophagi by their own will. Any creature targeted by the dark vestiges' magic must make a successful DC 16 Wisdom saving throw or become charmed. Affected creatures feel an unstoppable compulsion to open a sarcophagus and accept a dark gift.
These are the five dark gifts they offer. Each entry specifies the name of the entity and gift.

Dark gift of Braghaz the Shadow Orc
Benefit: Gain the ability to Rage as per the barbarian abillity once per long rest.
Gain the feature, shadow attraction, each time you enter a room with a dim lighted area with shadows, there is a 20% chance that a Shadow animates and attacks the closest creature, even you.

This sarcophagus says the following:
""I am Braghaz!!! Accept my gift to feel my rage! All the shadows will follow you, nobody will be able to hide from you again!!! GRAAAAGH!"

Dark Gift of Boaz Stringtor
Benefit: The beneficiary of this dark gift can elongate their body and try to restrain a creature no larger than one size of its own. The creature taking this gift can use the following attack:
Constrict. Melee Weapon Attack: reach 5 ft., one creature. Hit: 6 (1d8 + Strength) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the character can't constrict another target.
Consequence: The beneficiary of this dark gift has his tongue switched with the tongue of a snake. They can only talk in a slithering manner.
This sarcophagus says the following:
"I am Boazzzz, the sssslitherin consssstrictoorrrr, I offer you the gift to ressssstrain your enemiesssss. With it, nobody will esssscape your grassssp anymore."

Dark gift of Blueyster Doizgala
Benefit: Ability to encase yourself in an oyster shell that grants +2 bonus to AC as a reaction.
Consequence: The shell is permanently attached on your back and slows you down. You get a 10ft penalty to your speed.

This sarcophagus says the following:
"My name is Blueyster, the sinking shell. Do you think you can withstand the attacks of your enemies? Because that's what I can offer you. The ability to deflect any attack! Protection at all cost!"

Dark gift of Savnok the Inscrutable
Benefit: Character can cast eyebite once per long rest.
Consequence: The beneficiary's eyes are replaced by dark purple inky shifting orbs. The character must make a DC 15 Wisdom saving throw after casting eyebite or be blinded until they complete a long rest. This blinded condition cannot be removed by any means other than a long rest. The character will also suffer disadvantage during Charisma ability checks if their eyes are visible.

This sarcophagus says the following:
""I am Savnok the Inscrutable. The voids of my eyes made all my enemies tremble! And this power can be yours too, if you accept it."

Dark gift of Drizlash, the Nine-Eyed Spider
Benefit: This dark gift allows its beneficiary the Spider Climb Feature defined as, "you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check."
Consequence: Character will often make chittering sounds and otherwise act strangely during conversation, suffering from a permanent disadvantage on all Charisma saving throws and ability checks.

This sarcophagus says the following:
"A mortal like you is always limited to the ground, do you wish to expand your horizons to walls and ceilings. Spiders can do that, why can't you then? Their power is here to take. You just have to reach for it."

Accepting the dark gifts willingly or by force leads to an encounter. Regardless of the number of dark gifts received, a **nalfeshnee** demon appears in the room. It communicates with its telepathy and tells the characters, "So now that you bask in evil, do you think it will help you defeat evil itself?" When the demon ends its speech, it summons 6 **flameskulls** and engages in battle.

If none of the characters fails their saving throws and receive a dark gift, or if no enemies appear, this section of the dungeon is over either way. Another mist passage opens on one of the walls, leading to the third section of this dungeon.

Third Room Challenge

Read the following to the Players as they enter the room:

"The expensive furniture in this room is very welcoming. The smell of pastries is too tempting to avoid. You take a seat at the table while two judging red eyes judge your every movement. The coffee table in the middle of the room has a note besides all the delicacies and desserts. The note is written with fine and elegant handwriting. It reads:
Time is meaningless for me now.
Agony filled my last moments in life:
took all my will to do such a thing.
Youth is what my former love seeks
Another soul my heart had fallen for.
Nameless acts ended our lives.
Agony haunts my afterlife.

Who am I? "

The moment the characters finish reading the note, they have one minute to answer the riddle. During that minute, until the characters say the right answer, everything in the room starts to decay and wither. The sweets and cakes spoil and stink of rot. The fabric in the sofas and chairs becomes opaque and dry while leather breaks and becomes stained. The torches die out and leave the room in darkness while Strahd's face on the portrait becomes disfigured and monstrous. Second by second the room loses its sophistication.
The furniture of the place, the portrait of Strahd, and the rest of the setting might be enough for the players to guess. They can also find the answer by looking at the first letter of each sentence in the letter. The answer is, "Tatyana."

Failing to provide the right answer when the minute ends leads to an encounter. A death knight bursts out of Strahd's portrait and fights. The remains of furniture and debris fill the room with ashes and remnants of elegant fabrics.
Saying the name of Tatyana out loud or defeating the knight has the same outcome. The room gets bathed in deep mists. It surrounds the players and teleports them to their next destination.

Exit:

Success: If the characters succeed, read the following:

"Very few can live to tell their experience in Barovia. Keep in mind this was but a taste of what Barovia has to offer. If your journeys ever take you to the far realm of Barovia, be assured it will not be this simple."

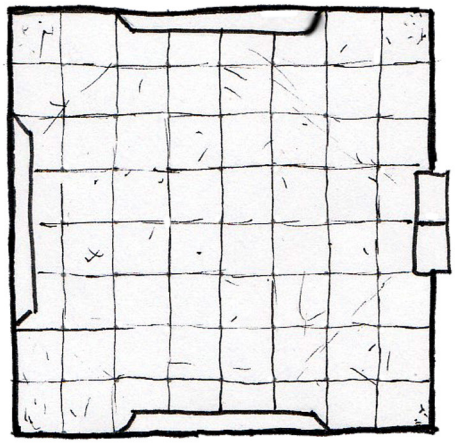
Once the adventurers enter the Mist, it consumes them, blinding them until they reach the waiting room.

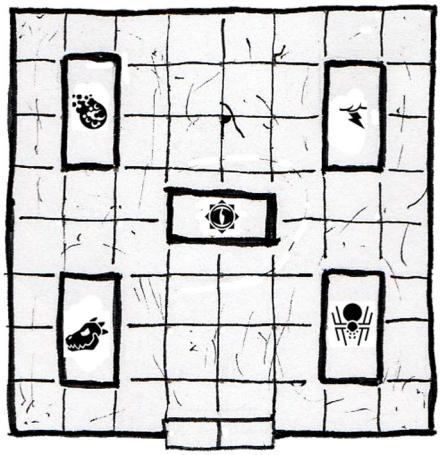
Failure: If the characters fail, read the following:

"You see yourselves kneeling in front of a dark figure. It is towering over you and you feel your very soul being consumed by it. Strahd Von Zarovich says with a mocking tone: "It seems like Barovia has some new subjects, do not underestimate the power of bloodlust. He then attacks you and drains you dry."



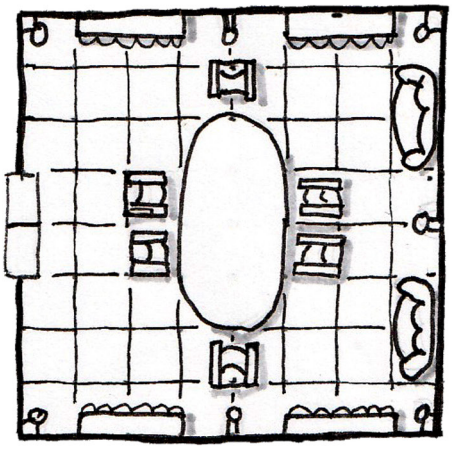
VALLAKI ROOM





THE AMBER TEMPLE

CASTLE RAVENLOFT



The Free Trader, Mist Runner

Content Warning

-This adventure requires Ghosts of saltmarsh.
-This adventure contains substantial references to cannibalism and maiming, including the genuine possibility that parts of one or more characters will be cut off and eaten by the main antagonist.
-This is a really complex dream that needs plenty of work on the DM's part you might wish to reroll.

Dream Environment
A heavily damaged ship en route to a small port city.

Challenge Type
Survive, Evade

What the Receptionist Tells the Party:
The sailing ship Mist Runner is en route to the port city of Brecken. In its hold is cargo of great value that must be protected. Unfortunately, the ship was recently struck by a mysterious illness that took the lives of all hands. The party's mission is to bring the "Mist Runner" to harbor with its cargo intact and deliver it to the ship's owner, Giles the Waterdavian.

What the Receptionist Doesn't Tell the Party:
-The Mist Runner is being stalked by a brutal pirate, Durvidagdha. Her ship, the "Rendezvous", is already in pursuit and has seriously damaged the "Mist Runner" in a previous encounter.

-The 'precious cargo' that the characters are to deliver is actually crates of butchered humanoid bodies. Captain Durvidagdha looks human, but she is a **rakshasa** and she has an insatiable hunger for the taste of humanoid flesh.

-Captain Durvidagdha wants the ship for its cargo of butchered humanoids, but fresh meat is much more desirable to her. If the characters are each willing to sacrifice their dominant arm, severed at the shoulder, she is content to let them and the "Mist Runner" go free. This ends the illusion and the characters awaken unharmed but shaken from their ordeal.

Dream Challenge Description
The characters have to defend a sailing ship against a ruthless pirate intent on eating them. If the characters make it to the port city or if the Rendezvous stops chasing them, then they have succeeded and this illusion is a success.

Creatures Encountered:
The only living souls on the Mist Runner are the characters. Everyone else is dead.

-The Rendezvous' crew:
Captain Durvidagdha, a **rakshasa** (she/her, MM 257) and skipper of the Rendezvous, a **pirate ship** (sailing ship from GoS 192 with modifications). The Rendezvous has had the following upgrades: a reinforced hull (increase the hull's hit point maximum to 600), screaming sails (see below), and bones of endless toil (see below). Captain Durvidagdha is always in disguise as a human, but other than that deception, she never tells a lie and always keeps all her promises. She is straightforward and blunt in conversation, and is happy to lay down ultimatums. If she tells a PC she is going to kill them, then she will.

-Screaming Sails. Woven from the energy of captured wraiths and bound with the spirit of a banshee, these sails groan mournfully when they catch the wind. As an action, while within 5 feet of the sails, the ship's captain can cause the sails to unleash a howl. Every creature hostile to the ship who is on board or within 300 feet of it must succeed on a DC 14 Wisdom saving throw, or the creature takes 14 (4d6) psychic damage and is then frightened for 1 minute. Once this ability has been used, it can't be used again until 2d6 hours have passed.

-Bones of Endless Toil. The bones of ancient, mysterious creatures decorate the ship. Purple runes crawl across these remains, emitting a sickly green radiance. When a humanoid dies aboard the ship, that creature must make a DC 12 Wisdom saving throw. On a successful save, it's soul escapes as normal. If it fails, it immediately rises as a **zombie** (MM 315) obedient to the ship's captain. The zombie gains a working knowledge of the ship and can now serve as crewmember. A number of creatures equal to the ship's creature capacity can be animated in this manner at any given time.

All of Captain Durvidagdha's crewmembers are filled with such lust for humanoid flesh that they will use Maddening Feast, as an action, to devour anyone they kill, often ignoring other targets to do so:

Daniel Chivers

Maddening Feast. The pirate feasts on the corpse of one enemy within 5 feet of them that died within the past minute. Each creature of the pirate's choice that is within 60 feet of them and able to see them must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish. The DM controls the creature's movement, which is erratic. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the pirate's Maddening Feast for the next 24 hours.

Rendezvous Officers:
First Mate: Moof Quillsharpener (he/him, **Assassin** MM 343)
Second Mate: Benediktus Quillsharpener (they/them, **veteran** MM 350)
Bosun: Severa Pouchard (she/her, **bandit captain** MM 344)
Bosun's Apprentice: Lydia Pouchard (she/her, **pirate bosun** from GoS 237, CR 1/2)
Quartermaster: Kalpana 'Thorny' Durgaas (she/her, **ghast** MM 148, CR 2)
Cook: Cristoff Thunnilda (they/them, **cult fanatic** MM 345, CR 2)

The officers are fanatical in their devotion to two things: Captain Durvidagdha and cannibalism. They know she is a rakshasa and worship her as a divine creature.

Boarding Parties:
Rössler Durgass (he/him, **weretiger** MM 210, CR 4)
Ásbjorg Snarksnoogle (they/them, **pirate deck wizard** GoS 248, CR 1)
Boulos the Bloodless (they/them, **weretiger** MM 210, CR 4)
Levon Goobledogfoof (he/him, **pirate first mate** from GoS 248, CR 1)
Isolde Mitcrannelch (she/her, **pirate first mate** from GoS 248, CR 1)
Fulvia Bregu (she/her, **pirate first mate** from GoS 248, CR 1)
Jessie Benvenulf (he/him, **weretiger** MM 210, CR 4)
Harlequin Taileflaith (he/him, **pirate deck wizard** GoS 248, CR 1)
Farting Yammith Stoney (he/him, **weretiger** MM 210, CR 4)
Setembrina Knockfoofie (she/her, **pirate first mate** from GoS 248, CR 1)
Dent Firebassfish (they/them, **pirate first mate** from GoS 248, CR 1)
Schiller the Black (he/him, **pirate first mate** from GoS 248, CR 1)

Neale Benvenulf (he/him, **weretiger** MM 210, CR 4)
Askarine Khalf (she/her, **pirate deck wizard** GoS 248, CR 1)
Cedric Durodbakad (he/him, **weretiger** MM 210, CR 4)
Dickson Grunnvald (he/him, **weretiger** MM 210, CR 4)
Okla Euphronius (they/them, **pirate first mate** from GoS 248, CR 1)
Minnie Giggles (she/her, **pirate first mate** from GoS 248, CR 1)
Shastai Ranueyg (she/her, **weretiger** MM 210, CR 4)
Mardal Didiotglob (she/her, **weretiger** MM 210, CR 4)
Balador Porgnit (they/them, **weretiger** MM 210, CR 4)
Sharky Gartax (she/her, **pirate first mate** from GoS 248, CR 1)
Goliath Beaver-Arse (he/him, **pirate first mate** from GoS 248, CR 1)
Ormanny Lefebvre (she/her, **pirate first mate** from GoS 248, CR 1)

The boarding parties are dedicated to Captain Durvidagdha. They are enthusiastic cannibals, but not religious about it the way the officers are.

"The Free Trader, Mist Runner"

Introduction
The party is tasked with bringing a damaged ship, the Mist Runner, to port: cargo intact. Unfortunately for them, the ship is being hunted by a vicious cannibal pirate, Durvidagdha, who is intent on capturing the ship's cargo of flesh for her own.

Background
Giles the Waterdavian likes to call himself an 'arms trader' and he means that literally: he runs a lucrative business selling humanoid body parts to necromancers. This is, of course, illegal in most places, which is why he operates out of the port city of Brecken, where the laws are mere suggestions and the city watch is very easily bribed. One of Giles' ships, the Mist Runner, was on its way to Brecken to deliver a new shipment of "arms" when it was attacked by the Rendezvous, a pirate ship captained by Durvidagdha,

a rakshasa in disguise as a human. The crew of the Mist Runner was able to fight her off and escape, but not before taking heavy losses. The ship is badly damaged and the crew not killed in the fight have all succumbed to illness. The ship is now hidden in a deep fogbank, but the Rendezvous is nearby, still looking for her.

The Journey

The journey to Brecken will take 10 days, assuming nothing goes wrong. Each day of successful sailing gets them closer, but events can occur that take them farther from Brecken or that extend the travel time. Keep track of how many days away from Brecken the ship is. Also, the resources on the Mist Runner are limited. You need to track the character's food and water consumption and their use of wood and canvas for making repairs to their ship. Each day, every medium PC needs 1 pound of food and 2 gallons of water. If they run low on food or water, refer to the Player's Handbook for rules on exhaustion brought about by starvation and thirst.

The Mist Runner does not have a fishing tackle, but if by chance a PC has brought one with them, they can attempt to forage for food using it. On a successful DC 10 Wisdom (Survival) check, a character finds an amount of food equal to 1d6 + their Wisdom modifier (in pounds). This takes a full 8 hours.

Cannibalism

There is a limited amount of food on the Mist Runner, but the hold is full of severed humanoid body parts and even the mightiest hero needs to eat. What happens if a character resorts to cannibalism?

A character that eats raw humanoid flesh automatically contracts bluerot. If the body part is cooked properly, then the meat is sanitized and no longer dangerous. In that case, prospective cannibals must succeed on a DC 10 Wisdom (cook's utensils) check to safely eat the cargo.

This is a repulsive act, though, and there are consequences.

Anyone who eats humanoid flesh must succeed on a DC 10 Wisdom saving throw or contract a long-term madness. A character who sees another eating humanoid flesh must succeed on a DC 10 Wisdom saving throw or contract a long-term madness and be frightened of the cannibal PC for (1d10 x 10) minutes. Failing either of these saving throws on two consecutive days means the character acquires an indefinite madness instead of a long-term one. Failing either of these saving throws three or more days in a row means the character acquires a level of exhaustion as well as a new indefinite madness. Madness is fully described in the Dungeon Master's Guide.

It's hard to imagine a good deity finding this sort of cuisine acceptable. Clerics, druids, etc. might, at your discretion, suffer additional consequences for eating "long pig."

Setting

The Sea. It's tropical. If the Mist Runner is at full speed and it doesn't go astray, it takes 10 days to get to Brecken.

The Weather. There is always some amount of fog. See below.

Hazards. Every day, roll to see if a sea hazard occurs, then roll to see the severity of the hazard.

d20	Hazard
1-12.	Nothing
13-15.	Fire
18-20.	Storm

d20	Hazard DC
1-9.	10
10-17.	15
18-19.	20
20.	25



Pursuit Level

The closeness of the Rendezvous's pursuit is measured by a pursuit level. It begins at 3, with the pirates not far behind the Mist Runner. If the pursuit level reaches 5, the Rendezvous catches up to them and sends over a boarding party (see Catching Up). If the pursuit level drops to 0, the party has eluded the pirates until circumstances bring both factions into contact again (see Eluding Pursuit). Adjust the pursuit level following the hazards and conditions listed below. Additionally, increase the pursuit level by 1 each time the characters have to fight off a sea encounter or are sailing below their maximum speed (because of damage to the sails, for instance). Increase the pursuit level by 2 each time fewer than 3 characters are awake at the same time (it takes a minimum of 3 people to crew the ship). Also, every time the Rendezvous' hull takes more than 25 points of damage, Durvidagdha will pause her pursuit to repair her craft, which decreases the pursuit level by 1. The players might come up with additional ways of evading pursuit. Adjudicate these as you see fit.

Catching Up

When the pursuit level reaches 5, the Rendezvous catches up to the Mist Runner. The pirates attack and send over a boarding party in a rowboat while the Rendezvous uses its ballista and mangonel to keep the heroes busy. Durvidagdha's goal is not to sink the Mist Runner, but rather to capture it, for she wants the cargo intact. Only if her own ship is seriously threatened will she attempt to sink Mist Runner. Every time her ship catches up to the Mist Runner, Captain Durvidagdha activates the screaming sails on the Rendezvous once most of the characters are within 300 feet of it. The first time the Rendezvous catches up to the Mist Runner, Captain Durvidagdha demands that the characters either surrender their cargo or submit to have one of their arms severed and given as ransom to her. She promises that if the characters each sacrifice one of their arms, they and their cargo can go free and Durvidagdha is a woman of her word. She will honor her word if the characters allow a boarding party to come aboard the Mist Runner, search it to make sure no one is hiding, cut off one arm from each of them, and return to the Rendezvous with the arms.



If the characters resist or fight back, then she sends over her boarding party anyway and attacks without mercy. If the characters defeat the boarders, then the next time she sends over two groups, offering them the same deal as before: that she'll abandon the pursuit if each character sacrifices an arm. If the characters decline and defeat both of those boarding parties, then Captain Durvidagdha attacks with the third boarding party. Captain Durvidagdha attacks separately from the boarding party by using a **giant octopus** (MM 326) as her mount. She still offers the characters a deal, but it is not as good as the previous one. In exchange for an arm, she will allow them to live. She will also take the cargo and the Mist Runner and set the newly-armless characters off on the first island she sees.

Cutting off a PC's Arm

Each PC must make a DC 12 Charisma saving throw to just hold their arm out on the chopping block and allow one of Durvidagdha's goons to chop it off. On a failure, the character is frightened by Durvidagdha's goon and needs to be held down and restrained. Treat this is a grapple check where the grappler (the one holding the PC down) rolls with advantage. Captain Durvidagdha's people have done this before and they're good at dismembering living people. It's just one stroke. That's the only good news.

Bad news part one is that the massive trauma instantly does damage equal to half the character's hit point maximum. They hemorrhage and lose 1d10 hit points every round until stabilized by someone succeeding on a DC 12 Wisdom (Medicine) check. Durvidagdha's people don't help in stabilizing the characters. The character must also succeed on a DC 12 Constitution saving throw or become unconscious for 1d4 hours.

Eluding Pursuit

If the adventurers lower the pursuit level to 0, the Rendezvous loses their trail unless circumstances allow them to locate the ship again. This might include a shipboard fire, spending a full day at anchor to effect repairs, or spending a full day at one of the small islands for raw material or supplies. When this occurs, increase the pursuit level to 1 and begin tracking it again.

Capture

Captain Durvidagdha has no interest in prisoners. Anyone she captures is cooked and eaten.

The Fog

It's foggy every day during the adventure, but the amount of fog varies. Every day, roll a d10 to determine how thick the fog is.

d10	Fog Thickness
1-2	Light
3-7	Moderate
8-9	Heavy
10	Soupy

The decreased visibility makes navigation challenging and can even cause a vessel to crash.

Thickness	Obscured Distance
Light	30 ft.
Moderate	20 ft.
Heavy	10 ft.
Soupy	5 ft.

Four ability checks must be made every day, each by a different character. All checks are made simultaneously, so no character who makes a check or assists on one can make or assist on another. The checks are: Intelligence (navigational tools), Intelligence (water vehicles), Wisdom (Nature), and Wisdom (Survival). If no one makes a particular check, treat it as an automatic failure. Determine the DC by consulting the following guidelines:

DC	Description
5	Light fog
10	Moderate fog
15	Heavy fog
20	Soupy fog

If all four checks succeed, the result is a total success. If three succeed, the result is a success. If two succeed, the result is a failure, and if one or none of the checks succeed, the result is a total failure.

Total Success. The fog has no effect on navigation. Decrease the pursuit level by 1.

Success. The fog has no effect on navigation.

Failure. The fog slows the ship and drives it off course. Increase the pursuit level by 1 and do not count the day's travel toward the 10 days to Brecken.

Total Failure. The fog slows the ship and disorients everyone on board, driving it wildly off course. Increase the pursuit level by 1 and add an additional day to the number of days it will take to get to Brecken.

Additionally, every day the ship moves in the fog, there is a chance that the fog is eldritch. Eldritch fog lasts for 1d4 hours.

Fog	Chance it's Eldritch Fog
Light	5%
Medium	10%
Heavy	15%
Soupy	20%

If the fog is eldritch, roll a d6 to determine the sort:

d6	Type
1-2	Ghost Fog
3-4	Shadowfell fog
5-6	Wild Magic Fog

Ghost Fog

Ghost fog is light purple and contains the souls of murder victims whose bodies were thrown into the sea. A DC 15 Intelligence (Arcana) check reveals that this mist is ghost fog. The souls of the dead want the living to join them. Every hour the Mist Runner is immersed in ghost fog, roll a die. On an even number, 2d4 hostile **specters** (MM 279) appear and attack everyone on the ship. If a humanoid creature dies in ghost fog, its spirit rises as a specter that is hostile toward all creatures that aren't undead. All non-undead creatures immersed in ghost fog are vulnerable to necrotic damage.

Shadowfell Fog

Dark grey Shadowfell fog seeps into the Material Plane at thin points in the boundary between the two planes. A DC 15 Intelligence (Arcana) check reveals that this mist is Shadowfell fog. When the Mist Runner travels through this oppressive, shadow-haunted miasma, the characters feel despair. Each hour that it is immersed in the fog, the characters must make a wisdom saving throw. The DC for this check is 10 + the number of hours the ship has been immersed in the Shadowfell fog. If a PC fails their save, they gain 1 level of exhaustion.

Wild Magic Fog

Few know the origins of wild magic fog, with some claiming it is the creation of capricious gods while others believe it is the result of magical experimentation gone wrong. A DC 15 Intelligence (Arcana) check reveals that this mist is wild magic fog. Whenever a creature in wild magic fog casts a spell of 1st level or higher, roll on the Wild Magic Surge table in chapter 3 of the Player's Handbook.

Fire

If a fire erupts aboard the Mist Runner, the characters must make group checks to coordinate their efforts to contain it. Four ability checks must be made, each by a different character. All checks are made simultaneously, so no character who makes a check or assists on one can make or assist on another. The checks are: Intelligence (water vehicles), Strength (carpenter's tools), Intelligence (Medicine), and Wisdom (Survival). If no one makes a particular check, treat it as an automatic failure. Determine the DC by consulting the following guidelines. If the fog is thick, increase the DC for each of these by 1. If the fog is soupy, increase the DC for each of these by 2.

DC	Description
10	Small, contained fire, equivalent to an oil lantern
15	Dangerous flame, equivalent to a large campfire, or multiple, smaller fires ignited at once
20	Intense fire with significant chance to spread, equivalent to a bonfire
25	Sudden, pervasive flames, such as from ig niting a hold filled with flammable cargo

If all four skill checks succeed, the result is a total success. If three succeed, the result is a success. If two succeed, the result is a failure, and if one or none of the checks succeeds, the result is a total failure.

Result	Effect
Total Success.	The fire is extinguished and nothing is damaged beyond cosmetic damage.
Success.	The fire is extinguished, but the hull and 1d4 other random components take 14 (6d6) fire damage. Increase the pursuit level by 1.
Failure.	The hull and 1d3 other random components take 14 (6d6) fire damage, and the fire continues. Make another set of checks. Increase the pursuit level by 1.
Total Failure.	Everyone who made or assisted on the skill checks takes 7 (2d6) fire damage, while the hull and 1d3 other random components take 14 (6d6) fire damage. The fire continues. Make another set of checks. Increase the pursuit level by 1.

Storm

The Mist Runner is in the midst of a storm that lasts mosthe day. The storm strength is determined below:

d10	Storm Strength
1-2	Heavy gale
3-7	Tropical storm
8-9	Typical hurricane
10	Overwhelming hurricane

Each day the Mist Runner spends in a storm, the characters must make ability checks to see how the ship handles it. Four checks must be made, each by a different character. All checks are made simultaneously, so no character who makes a check or assists on one can make or assist on another. The checks are: Intelligence (water vehicles), Strength (carpenter's tools), Wisdom (Nature), and Wisdom (Survival). If no one makes a particular check, treat it as an automatic failure. Determine the DC by consulting the following guidelines:

DC	Description
5	Heavy gale
10	Strong storm
15	Typical hurricane
20	Overwhelming hurricane

If all four skill checks succeed, the result is a total success. If three succeed, the result is a success. If two succeed, the result is a failure, and if one or none of the checks succeeds, the result is a total failure.

Result	Effect
Total Success.	The ship survives unscathed. Decrease the pursuit level by 1.
Success.	The ship survives unscathed.
Failure.	The ship's components each take 22 (4d10) bludgeoning damage and everyone who made a check takes 7 (2d6) bludgeoning damage and gains 1 level of exhaustion. The ship struggles, moving at half speed that day. Increase the pursuit level by 1.

Total Failure.	The ship's components each take 22 (10d10) bludgeoning damage- and everyone who made a check takes 14 (4d6) bludgeoning damage and gain 2 levels of exhaustion. The ship is blown off course and struggles to recover its bearings, moving in a random direction. Increase the pursuit level by 1 and add an additional day to the number of days it will take to get to Brecken.

Random Encounters

Every day the Mist Runner is at sea, roll a d20. On a 19 or 20, the ship has a random encounter. If you roll both a hazard and an encounter, the ship experiences both. They might occur simultaneously or in an order of your choice.

d100	Encounter
01-03	1 giant shark (MM 328)
04-07	1d4 swarms of quippers (MM 338)
08-11	1d10 killer whales (MM 331)
12-17	1d4 hunter sharks (MM 330)
18-25	2d4 reef sharks (MM 336)
26-30	1d4 water elementals (MM 125)
31-36	2d4 locathahs (GoS 243)
37-38	1d4 plesiosaurus (MM 80)
39-41	1 hydra (MM 190)
42-43	1 marid (MM 146)
44-50	3d4 blood hawks (MM 319)
51	1 roc (MM 260)
52-55	2d4 merrow (MM 219)
56	1 juvenile kraken (GoS 238)
57	1d4 aquatic intellect devourers (MM 191; add swim 40 ft. to speed)
58	1 dragon turtle (MM 119)
59	1 aboleth (MM 13)
60-62	1 giant octopus (MM 326)
62-64	1d4 shell sharks (GoS 252)
65-67	1d4 giant coral snakes (GoS 236)
68-70	3d4 giant sea eels (GoS 237)
71-75	A kelp forest (see below)
67-80	Sandbar (see below)
81-85	Derelict ship (see below)
86-90	The Inferno (see below)
91-00	An island (see below)

Kelp Forest

Kelp grows in dense forests across the ocean floor. Most forests are found within depths of less than 100 feet near the shoreline, and range from 10 feet to over 100 miles in length and width. The kelp grows in vines up to 175 feet in length. Kelp roots are shallow, and a whole forest can be up- rooted by a strong storm. But it grows at a rapid pace, sometimes as much as 18 inches a day, meaning that a kelp forest can spring up quickly. Such forests can hide thousands of small fish and other prey animals, which attract predators. The forest is so dense that anything within it is heavily obscured to an observer more than 10 feet away, and the whole area is difficult terrain.

Sandbar

Waves and currents deposit sand in shallow water near a shoreline. These sandbars form a line that can be between 10 feet and 3 miles in length and width. During high tide, sandbars are below the ocean's surface, while they peek above the water during low tide. Sandbars make dangerous obstacles for vessels, particularly at high tide when they are less noticeable. The crew of a ship moving toward a sandbar beneath the waves must have a passive Wisdom (Perception) score of 12 or higher or fail to see the sandbar in the way. When a ship passes over a submerged sandbar, the sandbar counts as difficult terrain, and the ship must succeed on a Dexterity saving throw. The DC of this save corresponds with the depth of the sandbar, as listed on the Sandbar Table. If the ship fails this save, it gets stuck on the sandbar. A ship can become unstuck by using an action to make a Strength check against the sandbar's DC.

Sandbar Table

d10	DC	Sandbar Table
1-6	10	Shallow sandbar
7-9	15	Moderate sandbar
10	20	Deep sandbar



Derelict Ship

The derelict hull and components have 1 hit point each. It has no weaponry at all. There are no bodies aboard, no signs of life whatsoever, and nothing of value. Additionally, roll a d10. On a 10, the ship is a ghost ship (see below).

d100	Derelict
01-09	Rowboat
10-25	Keelboat
26-38	Longship
39-60	Sailing Ship
61-79	Galley
80-00	Warship

Ghost ships are incorporeal vessels that carry undead crew. The crew often died in a grisly manner and have unfinished business that keeps them tethered to the Material Plane. These crews are beholden to no master. A ghost ship has the same statistics as a normal ship of its ship type with the following changes:
The ship has resistance to the following damage types: acid, fire, lightning, and thunder, as well as bludgeoning, piercing, and slashing from nonmagical attacks.
The ship is immune to cold, necrotic, poison, and psychic damage. The ship can move through other creatures and objects as if they were difficult terrain. It takes 16 (3d10) force damage if it ends its turn inside an object. Ninety percent of the crew members and officers are **skeletons** and **zombies**, ten percent are **specters**, and they are led by a **wraith.**

The Inferno

The keelboat, Inferno, is a legendary danger in these waters. The only thing the crew cares about is destruction and they will stop at nothing to burn the Mist Runner to the sea line.

Aboard the Inferno are 1 **drowned assassin** (GoS 234), 2 **drowned ascetics** (GoS 233), and 4 **drowned blades** (GoS 235). They are carriers of the disease, bluerot, (see below) and are equipped with 2 vials of alchemist's fire each. Their tactics are simple: set the ship on fire, board it, and murder everyone aboard.
This encounter can only occur once. Reroll if it comes up on the table again.



An Island

The islands nearby are all cursed. Still, the characters might decide to drop anchor near one and go ashore. The islands are all 1d4 miles long by 1d4 miles wide Roll on the tables below to determine some details about the island.

d6	Island Curse
1	When a creature dies on the island, its spirit rises as a specter (MM 279) 1d4 hours after death. The specter is obsessed with killing its former friends.
2	Creatures that aren't inhabitants of the island must succeed on a Constitution saving throw at the end of each hour they spend on the island. If they fail, they gain one level of exhaustion. The DC for this check equals 10 + the number of hours spent on the island.
3	Each day at dawn, the island conjures 2d10 magma mephits (MM 261), which are hostile to creatures that are not inhabitants of the island.
4	When a creature that isn't an inhabitant of the island completes a long rest there, it must succeed on a DC 15 Wisdom saving throw or be blinded for 8 hours.
5	Creatures must succeed on a DC 10 Constitution saving throw at the end of each hour they spend on the island. If they fail, they gain a 1-inch scar in a random place on their body. Only a remove curse spell or similar magic removes the scar.
6	When a creature that isn't an inhabitant of the island completes a long rest there, it must succeed on a DC 15 Wisdom saving throw or gain a random form of long-term madness. Madness is further described in the Dungeon Master's Guide.

d12	Island Inhabitants
1	5d10 specters (MM 279)
2	10d10 zombies (MM 316)
3	A group of 3 mages (MM 341) and 1d4 flame skulls (MM 134)
4	1 medusa (MM 241) and 3d10 skeletons (MM 272)
5	1 vampire (MM 297) and 2d6 vampire spawn (MM 298)
6	1 ghost (MM 147) and 2d6 wraiths (MM 302)
7	1d6 cult fanatics (MM 345) and 5d10 cultists (MM 345)
8	1 bullywug royal (GoS 232), 1d4 + 1 bullywug croakers (GoS 232), and 2d8 + 2 bullywugs (MM 35)
9	2d6 allosaurus (MM 79)
10	3d10 trolls (MM 291)
11	2d4 displacer beast (MM 81)
12	3d8 imps (MM 76)

If the characters land, they can forage for food and water and they can harvest wood for ship repairs. On a successful DC 10 Wisdom (Survival) check, a character finds an amount of food equal to 1d6 + their Wisdom modifier (in pounds) and water equal to 1d6

+ their Wisdom modifier (in gallons). Each island has 3d8 trees of sufficient size to be useful in repairing the boat. The trees have AC 11, 30 hit points, and damage threshold 1. A single tree yields 4d12 + 60 pounds of wood. Both foraging and cutting down and planking one tree take 8 hours.

The Mist Runner

The reference map for this ship is the **sailing ship** (GoS 193). It uses the same stats as the sailing ship except where noted below.

Currently, the sails are at 75 hit points, reducing the ship's speed to 40 ft. per round (or about 4.5 mph). Signs of recent combat abound for the casual observer: cracks and holes in the decks, fedid dead bodies, broken weapons and spent missiles (both arrows and bolts).

The ship lists to the port, though not significantly, and rides low in the water, for the battle with the Rendezvous damaged the hull and the ship is now taking on water. The characters awaken in the lowest level of the hold (room 12) behind the double doors opposite the armory.The Mist Runner is sinking. Its hull currently has 150 hit points. Until the hull is repaired, the ship continues to take on water. Every hour that the ship's hull starts with less than its maximum hit points, it must make a DC 10 Constitution saving throw. On a failure, it takes 10 points of bludgeoning damage. If the ship's hull is at 75 hit points or fewer, the lowest level of the ship is flooded and only characters who can breathe underwater can access that deck. If the ship's hull is at 50 hit points or fewer, the upper level of the hold is flooded, ruining all the food and water stores, the canvas, the spare wood, and the cargo. The hold will also fill with 15 swarms of rats (MM 339). Anyone who takes damage from these rats must succeed on a DC 10 Constitution saving throw or contract bluerot. Anyone who eats the spoiled food contracts bluerot automatically.

Repairs

While the ship is at sea, the characters can attempt to repair damaged components using materials at hand. Anyone with proficiency in carpenter's tools can use the equipment and spare wood in the hold to attempt repairs on the hull, helm, ballista, or mangonel. Anyone can use the equipment and spare cloth in the hold to attempt repairs on the sails. It takes 1 hour of work and success on a Strength (carpenter's tools) or Dexterity (weaver's tools) check to repair damage. Anyone who has proficiency in water vehicles makes their check with advantage. No character who makes a check or assists on one can make or assist on another. The minimum roll for success on either of the checks is 10. Use the following table to determine the extent of the repairs. Restoring 1 point uses 1 pound of material.

Check	Damage Repaired
10	1 point
15	1d6 + 1
20	1d8 + 2
25	1d12 + 3

If the ship is at anchor and the component being repaired is the hull, the number of hit points restored is doubled.

The Crew

The Mist Runner was crewed entirely by tieflings. All of them are now dead. Anyone not at full health who comes in contact with one of their bodies (or the goo that comes from their blisters) contracts bluerot unless they succeed on a DC 12 Constitution saving throw. If the characters attempt to talk with any of them, using speak with dead, for instance, no one on board knows what's inside the crates in the hold, just that they picked them up in Provost City and are taking them to Brecken. They haven't been working for Giles the Waterdavian for very long, and he doesn't tell them anything about his business. He pays very well and in return, expects them to respect his privacy and his property. The crew know that they were all sick and getting sicker, but they don't know what the disease is. Captain Van Der Coatl knows slightly more: he was warned by Giles the Waterhavian that another ship might try to interfere with their voyage. He tried to keep a low profile, but, obviously, he wasn't successful. Both Captain Van Der Coatl and Ruskin Nygard, the ship's surgeon and cook, can say a bit more about the illness than the others: Ruskin caught it on shore leave and, since he prepares all the food, he managed to spread it to everyone on board before he started to show any symptoms. He told this to the Captain, and the Captain agreed to keep it a secret until they reached port because he was afraid that the rest of the crew would become violent. In return, Captain Van Der Coatl was going to let Ruskin go without paying him as soon as they reached Brecken.

Ruskin didn't tell the Captain, but he caught the disease while visiting with a sex worker named Eustace Mullsmooch in Provost City.

Ship Locations

1. Main Deck

The mangonel has been damaged and must be repaired before it can be used at full strength. Currently, it has 75 hit points, its attack bonus has been reduced to +3, and its range has been reduced to 100/400. If it is fully repaired, it functions normally. There is ammunition for it in the armory. The deck railing is splintered and damaged but still provides half cover for Medium creatures and three-quarters cover for Small creatures. It could be broken down into 100 pounds of wood and used for repairs. Four rowboats are stacked on top of each other on this deck, but due to the damage from the battle with the Rendezvous, only two of them are seaworthy (50 hit points each). The other two can be repaired or used as raw material to repair other parts of the ship. (They each contain 100 pounds of wood.) The deck is marred by bloodstains and 7 corpses in sailcloth coffins. A successful DC 10 Wisdom (Medicine) check reveals that they were killed by slashing and piercing weapons about three days ago. A successful DC 15 Wisdom (Medicine) check reveals that while the tieflings were killed in combat, they were already dying of disease. A successful DC 20 Wisdom (Medicine) check reveals that they were all infected with bluerot. Behind a set of double doors, directly underneath the forecastle, are the crew's quarters. Each bed has two locked footlockers (the crew share beds on alternate shifts). Each footlocker has AC 19, 18 hit points, and immunity to poison and psychic damage. They contain various uninteresting trinkets and clothes and 2d6 + 3 gp. They can be opened on a successful DC 12 Dexterity check using thieves' tools or pried open with a crowbar with a successful DC 12 Strength check.

3. Captain's Quarters

The captain of the Mist Runner, Griffin Van Der Coatl, lived here. His cabin is extremely neat and tidy: the bed is made tight, with hospital corners, and on the desk is the only decoration in the room: an engraving of his sweetheart Leanne, another tiefling. Inside the desk are a full set of navigator's tools, the ship's log (it's quite boring and wasn't updated after the battle), and a navigational chart showing the way from Provost City to Brecken. A successful DC 10 Intelligence (navigational tools) check reveals that the ship is roughly 10 days from Brecken and 15 days from Provost City. The captain's foot locker is locked. It has AC 19, 18 hit points, and immunity to poison and psychic damage. It contains various trinkets and clothes and 2d12 + 6 gp. It can be opened on a successful DC 12 Dexterity check using thieves' tools or pried open with a crowbar with a successful DC 12 Strength check. Next to the captain's quarters is the ship's galley. There's a full set of cook's utensils along with a working metal stove (currently quite cold, of course) with a chimney that leads to a vent that opens to the rear of the ship, a bin with kindling in it (useless for ship's repairs), some pots and pans, oil, a (small) collection of spices, and salt. There is a large, wooden table bolted to the floor and a cupboard with durable, metal dishes and cups.

4. Forecastle

The ballista has been damaged and must be repaired before it can be used at full strength. Currently, it has 25 hit points, its attack bonus has been reduced to +4, and its range has been reduced to 60/240. If it is fully repaired, it functions normally. There is more ammunition in the armory. The deck railing is splintered and damaged but still provides half cover for Medium creatures and three-quarters cover for Small creatures. It could be broken down into 100 pounds of wood and used for repairs. The figurehead is a beautifully carved swan with wings spread wide and mouth open as if screaming. The tip of one of the wings was blown off by the Rendezvous' mangonel. There is evidence of combat all over the forecastle, including bloodstains and small lumps of hacked apart flesh.

5. Quarterdeck

The wheel is undamaged.

The deck railing is splintered and damaged but still provides half cover for Medium creatures and three-quarters cover for Small creatures.

6. Privy

A dead tiefling, Atilla Syvwich, is in the privy. He was wounded in the battle with the Rendezvous but not fatally. The area around him is splattered with a thick blue goo and his skin is mottled with large, exploded blisters with the remnants of more of the goo inside them. A successful DC 10 Wisdom (Medicine) check reveals that he died about two days ago, certainly after the battle. A successful DC 15 Wisdom (Medicine) check reveals that he died of disease. A successful DC 20 Wisdom (Medicine) check reveals that the disease was bluerot (see below).

In the small room next to the privy there are 3 swarms of rats. Anyone who takes damage from the rats must make a DC 10 Constitution saving throw or become infected with bluerot.

7. Medical Cabin

There are two dead crew members in the medical cabin: Ruskin Nygard, the ship's surgeon and cook, and Milligan Targazellownose, the ship's first mate. Ruskin was one of the last crewmembers to die. He expired while performing an autopsy on Milligan in an attempt to identify the disease that was killing the crew. The area around Ruskin is splattered with a thick, blue goo (very sticky and dry, almost a paste by now) and his skin is mottled with large, exploded blisters with the remnants of more of the goo inside them. A successful DC 10 Wisdom (Medicine) check reveals that Milligan died about three days ago, from wounds suffered during the attack. A successful DC 15 Wisdom (Medicine) check reveals that he was also infected with a disease. A successful DC 20 Wisdom (Medicine) check reveals that the disease was bluerot. A successful DC 10 Wisdom (Medicine) check reveals that Ruskin died about a day ago. A successful DC 15 Wisdom (Medicine) check reveals that he died of disease. A successful DC 20 Wisdom (Medicine) check reveals that the disease was bluerot (see below).

8. Guest Cabins

The three guest cabins were not being used during the voyage. These are empty.

9. Hold

The hold stores the appropriate supplies to outfit a sailing ship with a full crew for a 20-day voyage, but, unfortunately for the characters, much of the food and water have spoiled, leaving only 40 pounds of clean food and 40 gallons of potable water. There are also a set of carpenter's tools, a set of weaver's tools, 200 pounds of wood that can be used to repair the ship, and 50 pounds of sailcloth. Additionally, the Mist Runner's hold contains 20 crates, all on the lower deck and all on the port side. The crates are marked as 'confidential' and have been enchanted: the inside of each crate is always 38ºF (3ºC). The crates have been secured with arcane lock spells. 15 of these crates contain 50 pounds of assorted butchered humanoid body parts (no heads). The other 5 crates are empty. The lowest level of the ship is bare of cargo and quite a lot of water has leaked in.



10. Armory

The armory contains 50 bolts for the ballista and 50 stones for the mangonel.

The Rendezvous

Captain Durvidagdha's ship is painted blood red and has blood red sails. There is a massive cauldron on the main deck, jet black, with a fire lit underneath it. The deck has been reinforced with metal and brick which grant it resistance to fire damage. The forecastle, quarterdeck, and the rest of the hull are not fire resistant. The cauldron is filled with water, spices, and humanoid body parts, which the Captain and crew feast on regularly. Kristoff Thunnilda, the ship's cook, is an expert at preparing humanoid flesh. It is unlikely that the characters will manage to board the Rendezvous, but if they do, all boarding parties that remain mass around the party, as well as the first mate, second mate and, of course, Captain Durvidagdha, fighting them to the death. It is also quite possible the characters may try to burn or sink the Rendezvous, or even decide to crash the Mist Runner into her.

Burning. The Rendezvous is mainly of wooden construction, so fire always presents a hazard. The ship could, with some difficulty, be set ablaze and burned down to the waterline. The vessel will not ignite readily, for its hull, rigging, spars, and sails are all damp with sea water, and a large section of the deck is fireproof. Deliberate attempts to set the ship ablaze can be undertaken only while aboard it. This involves the use of at least two flasks of oil applied to 2 cubic feet of dry, combustible material such as sacking, cloth, wool, or wood kindling, which is then set aflame. Bolts of silk soaked in brandy make excellent combustibles and do not require oil to be ignited. Use your discretion if the ship catches fire, but assume it burns to the waterline within 20 minutes unless crewmembers put it out.

Holing. Attempts to hole the ship and sink it require the use of axes or similar implements applied with vigor. This undertaking takes 5 minutes, but the noise alerts the crew. Two of them are sent to investigate and raise the alarm. The rest of the crew rapidly converge on the area and attack any intruders. If the hole is completed, the ship takes on water and sinks after an hour if the hole remains unrepaired.

Crashing. Captain Durvidagdha values her ship and always tries to avoid collisions. Should the characters deliberately crash their ship into hers, the Rendezvous makes a DC 15 Dexterity saving throw. It's hull takes 88 (16d10) bludgeoning damage on a failed save, or half as much on a successful save. The Mist Runner must make a DC 10 Constitution saving throw, taking 88 (16d10) bludgeoning damage on a failed save, or half as much on a successful save. After the collision, both ships are stuck together and occupy the same space. A ship requires a successful DC 15 Strength check to break free.

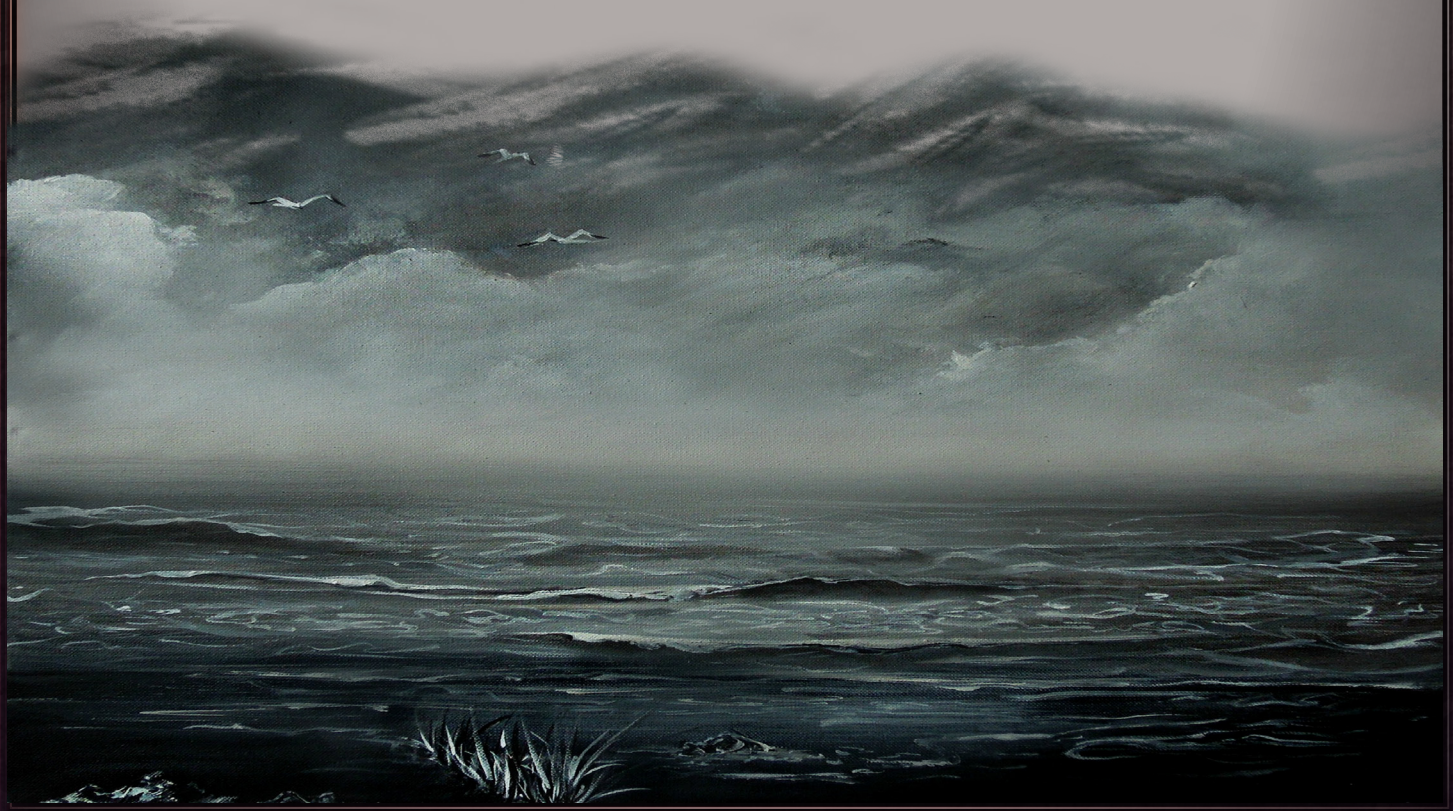
Brecken

If and when the characters reach the port of Brecken, Captain Durvidagdha ceases her pursuit. She won't go anywhere near the city. When the characters dock the ship in Brecken, Atarte pulls the characters out of the illusion and decides which fresh hell to place them in.

Bluerot

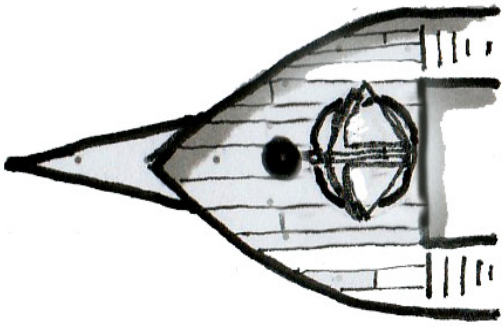
This disease is discussed in Appendix C of Ghosts of Saltmarsh and is reprinted here. This disease targets humanoids. While afflicted with bluerot, a victim grows grotesque blue boils on their face and back. This disease is carried by undead, and victims most often acquire it through wounds caused by infected creatures. The disease's boils manifest in 1d4 hours, causing the victim's Constitution and Charisma scores to decrease by 1d4 each, to a minimum of 3. This is quickly followed by a fever and tingling in the extremities. An infected creature is vulnerable to radiant damage and gains the ability to breathe underwater.

At the end of each long rest, an infected creature makes a DC 12 Constitution saving throw. On a success, the victim regains 1 point of Constitution and l point of Charisma lost to the disease. If the infected creature regains all the points lost to the disease, it is cured. Other effects that raise the victim's ability scores do not cure the disease. On a failed saving throw, the victim takes 18 (4d8) necrotic damage as the boils burst and spread. A creature that is reduced to 0 hit points by this damage cannot regain hit points until the disease is cured, though it can be stabilized as normal.

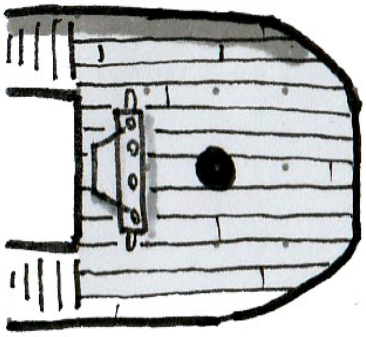


Map of Journey The Free Trader, Mist Runner

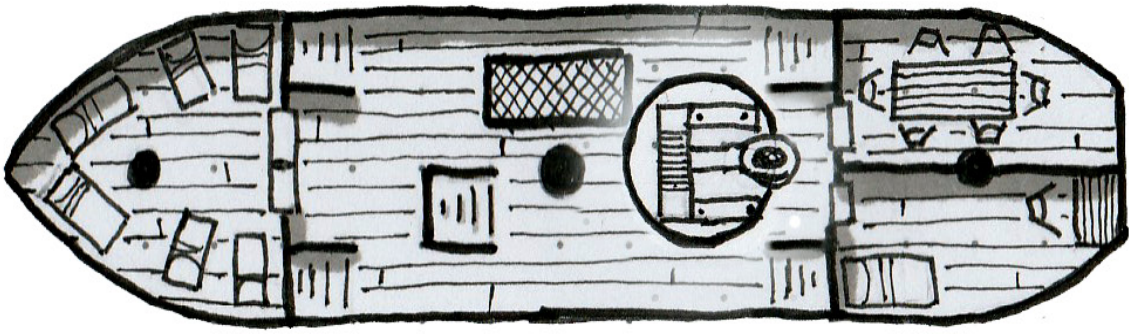
FORECASTLE



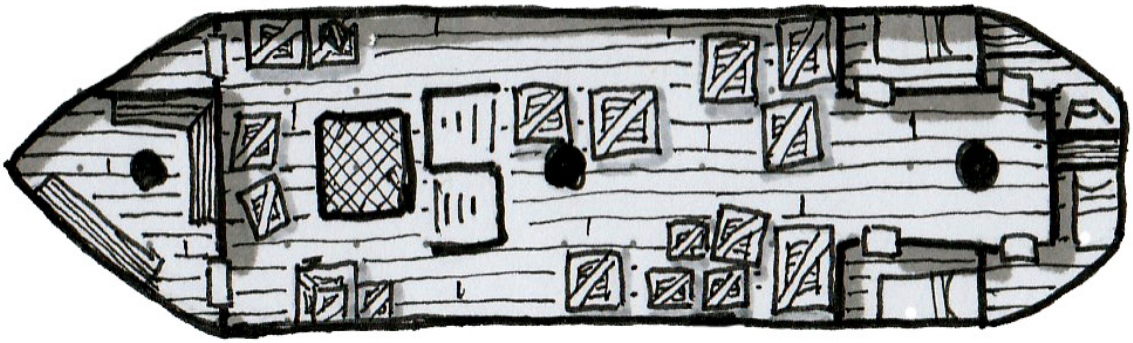
QUARTERDECK



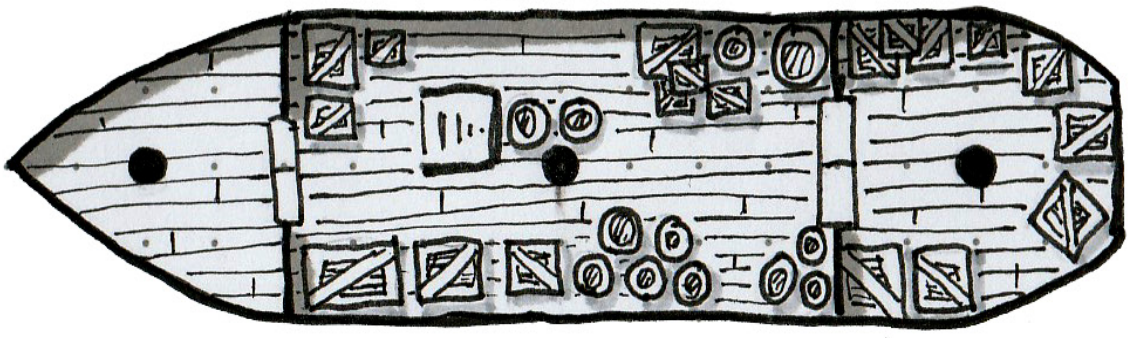
MAIN DECK



LOWER DECK



HOLD



Tackling Atarte

Facing Atarte:

Atarte is not an average end-game villain. Being a Darklord of their domain, they have power over everything. The players must be very imaginative, observing and have increased skills in critical thinking to see through Atarte's trickery and illusions. The battle map is changed at the end of every other turn and new creatures are summoned out of nowhere. The characters must use their resources carefully as their target will not be easy to find. Taking on a Darklord is not an easy task.

What Atarte says when the characters face them:

"You have finally reached us puppets. I hope you loved our challenges. Not many survive to see us in person, you are the lucky ones. Let's see if you are lucky enough to defeat the champions of illusion and trickery." As Atarte finishes their talk, with a wave of their hand, the world around you changes you are back into the dreamworld."

Roll 1d3 to choose any one of the three tiers of dream adventures that everyone is teleported into. Then roll a d10 to see which dream manifests around the characters following the Adventure list provided earlier in this campaign. No other creatures exist in the dreams this time. Use the battle maps provided to initiate combat and follow Atarte's Statblock in Appendix A. and the tactics described later on.

Tactics:

Atarte will never face the characters head on. They will use everything in their arsenal to remain hidden. Atarte will use the illusonary copy of theirself (the simulacrum) to pose as her. As long as the simulacrum is alive, it will use the same tactics as Atarte but it will be way more aggresive. Atarte will focus on using illusions to trick their enemies while under the *greater invisibillity* spell. When the Simulacrum dies, they will transform their staff to their python form and use the ring of shooting stars to have extra protection and offense. Make sure you are familar with Atarte's statblock and magic items before you run the encounter as it is a complex one. Your imagination on how Atarte will form their illusions will play a big role in the encounter. Atarte will mock the players with phrases such as "where could they be, where indeed", "Did you notice us passing in front of you?", "What can you do when your eyes deceive you?" as they play hide and seek with the characters. Atarte's lair actions will become a nuisance to any character that cannot quickly adapt to new environments. The Illusory allies are easy to be destroyed since they have a single HP but they can be really dangerous if they come close to the characters. Atarte does not have plenty of offensive spells and they will rely on their items, illusory allies and simulacrum to deal damage to the characters. Atarte will focus on any character that possesses true sight or any similar abillities. Otherwise, isolated characters will be their first target.

What happens after Atarte is defeated:

Read or paraphrase the following:

"When Atarte is defeated, they scream with a male and female voice that echoes everywhere in their dream realm. Suddenly you all wake up in a room similar to the waiting room that has become so familiar to you. The only difference is that there is a big well with red colored liquid inside it that seems to depict fading images of the dreams that you have visited. Atarte is fallen on the floor near it. Fully exhausted, pale and sweaty and semi-concious. Atarte looks at you with terror in their eyes and speak with a dual voice: "This can't be, you are my playthings. There is no way for a puppet to turn on its master. This is not how it should end... We were supposed to become free... You have ruined everything..."""

Let the characters decide the fate of Atarte. Weakened and prone without any magic left in their veins they are in the character's mercy.

-If the characters decide to kill Atarte read or paraphrase the following:

"As Atarte gives off their last breat, the world around you seems to deflate as if all the air within found a way to escape. Suddenly, the walls crumble and their pieces transform into puffs of mist and cloud. The furniture and other items start to dissolve into shadow-matter. You see through the magic well, all the living and trapped creatures run for their lives to escape the simulated matrix world. All the illusonary creatures start glitching without realising what is wrong with them. Their programming failing to comply with the current events. Suddenly, the mists form tendrils that start slithering their way towards you. You see that the magic well has activated and depicts a place unfamiliar to you but for sure more welcoming."

If the characters jump into the well within 5 rounds, they are teleported into a place of DM's discrecion either within Ravenloft or any other plane. If they stay for the tendrils to reach them, they dissolve with the rest of the illusory world. Nothing sort of a *Wish* or a divine intervention can bring them back to life.

-If the characters decide to spare Atarte read or paraphrase the following:

"Wha.. what are you doing? Why do you pitty us? Deliver us from this curse, we can't handle it anymore. We beg of you."

Let the characters take a moment to reconsider and if they continue with this option read:

"We will never forgive you for what you have done to us. This defeat will weigh on us forever." Then, Atarte waves their hands and you see the water from the well start swirling. "Go on then... you are free to leave. Leave us in our torment. Enter the well and chase your freedom. The one we will never have."

The well teleports the characters to the place they miss the most. Perhaps the characrers' hometown or any other place they wish to visit. As the DM you might want to teleport them altogether somewhere else. You are free to do so if you wish. Atarte, in their dismay, will fall into depression for a long time before they start capturing new victims for their dream challenges.

Appendix A:

Alias: Atarte Tierney
Actual names: Misty Eris and Eerio Nysus
Misty and Eerio were two lovers who made a living by tricking people with illusions without regard for their victim's safety. Gold, heirlooms, deeds and whatever else they could get their hands on were their targets. They used to live in the Ravenloft Domain of Vechor exploiting the plane's ever changing nature for their own benefits. One day they became so successful in their schemes that the Vechor's Darklord Easan the Mad learned of them and was intrigued by their abilities. Easan, quickly captured them and forced them to work for him under the threat of punishment for their crimes. Misty and Eerio started planning on how to escape from Easan's grasp, but when they tried to trick the darklord and find freedom, they failed. Easan the mad, punished them by merging their souls in a single body. Later he would run experiments on how to reverse the merging of their souls in an attempt to find a cure for his own ailment. Misty and Eerio, now under the alias of Atarte became way more powerful as they had combined their powers. Easan became fearful of them and with his experiments of separation always failing, he decided to expell Atarte from his domain. Atarte then, created a small pocket-plane where they created illusory dreams out of the experiences they found fascinating. Atart used the illusory dream world plane to trap other creatures. Atarte, experiments all said creatures and throws them in the illusory world to observe how they manage to dwell in the dream creations. Atarte now resides within the pocket plane, playing tricks on unfortunate trapped adventurers and creatures, only to leave once in a while to search for a cure for their dual nature and to find new fascinating things to get inspiration from and build new dreams.

Lair actions
While Atarte is in the Illusion world, their curse of chaos takes effect and they must take lair actions as long as they aren't incapacitated. On initiative count 20 (losing initiative ties), Atarte must take one of the following lair action options.

Shuffle enemies: Atarte targets all their enemies and teleports them around the map to switch places with their allies. Each enemy character is placed on the same square as the next character on the initiative roll. Do this until all characters have switched places with one of their allies. Atarte can't use this action two times in a row.

Dream Switch: Atarte causes the illusions of the area around them to shift and change to one of the other domain's dreams. Roll on the Dream adventure table to see which dream comes next. In addition, all the living creatures, including Atarte, are teleported at a random location within the newly created dream. Atarte can't use this action two times in a row.

Spawn Illusory Allies: Atarte spawns 1d6+1 random illusory allies from the list (Creatures encountered) of the dream Atarte is currently located in, on a random location within 100ft of Atarte. All illusory allies are semi-real and have a single HP but otherwise keep their normal stats, these allies disappear if they are destroyed or if the dream switches, and act on their own initiative. Atarte can't use this action two times in a row.



Equipment: Quarterstaff of the python, Ring of shooting stars, Deck of Illusions (all cards)

Atarte Tierney

Medium humanoid (wood elf), chaotic neutral

Armor Class 13 (16 with mage armor)
Hit Points 98 (15d8 + 30)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	15 (+2)	20 (+5)	13 (+1)	14 (+2)

Saving Throws Int +10, Wis +6
Skills Arcana +10, Deception +7, Perception +6, Performance +7, Sleight of Hand +8, Stealth +8
Senses darkvision 60 ft., passive Perception 16
Languages Abyssal, Common, Elvish, Sylvan
Challenge 15 (13,000 XP)

Spellcasting. Atarte is a 14th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Atarte has the following spells prepared:
Cantrips (at will): *Dancing Lights, Mage Hand, Minor Illusion, Ray of Frost, Shocking Grasp, Druidcraft, Prestidigitation*
1st level (4 slots): *Color Spray*, Disguise Self*, Mage Armor, Magic Missile, Longstrider , Pass Without Trace , Silent Image, Shield, Chaos Bolt, Witch Bolt*
2nd level (3 slots): *Invisibility*, Mirror Image*, Phantasmal Force*, Shadow Blade*, Alter Self, Misty Step*
3rd level (3 slots): *Major Image*, Counterspell, Fear*, Blink**
4th level (3 slots): *Phantasmal Killer*, Greater Invisibility*, Confusion**
5th level (2 slots)**: *Dream*, Seeming* , Animate Objects, Arcane Hand*
6th level (1 Slot): *Mental prison*, Mass Suggestion*
7th level (1 slot)**: *Simulacrum**
*Illusion spell of 1st level or higher
**Atarte lacks 1 spell slot from the 5th and 7th levels because they have already casted Dream and Simulacrum

Fey Ancestry. Atarte has advantage on saving throws against being charmed, and magic can't put them to sleep.

Mask of the Wild. Atarte can attempt to hide even when they are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Wood Elf Magic. Atarte knows the longstrider and pass Without trace spells, each of which they can cast once without expending a spell slot.

Legendary Resistance(3/day). If Atarte fails a saving throw, they can choose to succeed instead.

Malleable Illusions. When Atarte casts an illusion spell that has a duration of 1 minute or longer, they can use their action to change the nature of that illusion (using the spell's normal parameters for the illusion), provided that they can see the illusion.

Illusory Self (1/short rest). Atarte can create an illusory duplicate of their self as an instant, almost instinctual reaction to danger. When a creature makes an attack roll against them, they can use their reaction to interpose the illusory duplicate between the attacker and their self. The attack automatically misses, then the illusion dissipates.

Illusory Reality. Atarte has learned the secret of weaving shadow magic into their illusions to give them a semi-reality. When they cast an illusion spell of 1st level or higher, they can choose one inanimate, non-magical object that is part of the illusion and make that object real. They can do this on their turn as a bonus action while the spell is ongoing. The object remains real for 1 minute. For example, they can create an illusion of a bridge over a chasm and then make it real long enough for their allies to cross. The object can't deal damage or otherwise directly harm anyone.

Displacement (Recharges after Atarte Casts an Illusion Spell of 1st Level or Higher). As a bonus action, Atarte projects an illusion that makes them appear to be standing in a place a few inches from their actual location, causing any creature to have disadvantage on attack rolls against them. The effect ends if Atarte takes damage, is incapacitated, or their speed becomes 0.

Wild Magic Curse: Atarte's chaotic nature influences the nature of the weave around them. Each time Atarte or a creature within 100 feet of them casts a spell, it triggers a roll on the Wild Magic Surge table to create a random magical effect and Atarte gains advantage on one attack roll, ability check or saving throw but only after the wild surge effect has occurred.

ACTIONS

Python Quarterstaff. Melee: +4 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands. Atarte cannot use this action if the staff is transformed into its snake form.

LEGENDARY ACTIONS

Atarte can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Atarte regains spent legendary actions at the start of their turn.
Cantrip. Atarte casts a cantrip.

Now YouSee Me. Atarte takes an action to hide and moves half their speed.

Pick a Card. Atarte draws a card from their deck of illusions and throws it to the ground at a point within 30 feet of them.

Pirate "fiend" Zekel

Zekel, was once a legendary pirate who doomed himself and his whole crew because of his creed for loot. A great swordsman feared for his skills and magical blades that always float around him. His madness of treasure hunting led him to a rocky island now called Demon's Isle. His increasingly eccentric behavior caused him to lose the confidence of his crew, and they marooned him there. In despair, Zekel turned to the forces of darkness, who gave him the power to kill and imprison the souls of all of those who betrayed him. Even now, the souls of those damned warriors roam around him. Zekel is always surrounded by the six flying swords that fight alongside him.

Pirate "Fiend" Zekel

Medium undead (Humanoid), Chaotic Evil

Armor Class 16 (studded leather)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+3)	18 (+4)	16 (+3)	12 (+1)	10 (+0)	15 (+2)

Saving Throws Dex +7, Con +6
Skills Acrobatics +10, Deception +5, Intimidation +5, Sleight of Hand +7
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 30 ft., passive Perception 10
Languages Abyssal, Common, Infernal
Challenge 6 (2,300 XP)

Brute. A melee weapon deals one extra die of its damage when Zekel hits with it (included in the attack).

Dirty Fighting (2/short rest). If one of Zekel's attacks hits the enemy, he can choose as a bonus action to trip or disarm the target. Make a Dexterity (Acrobatics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use).

ACTIONS

Multiattack. Zekel makes three attacks with his scimitar.

Scimitar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

REACTIONS

Parry. Zekel adds 3 to its AC against one melee attack that would hit it. To do so, the Zekel must see the attacker and be wielding a melee weapon.

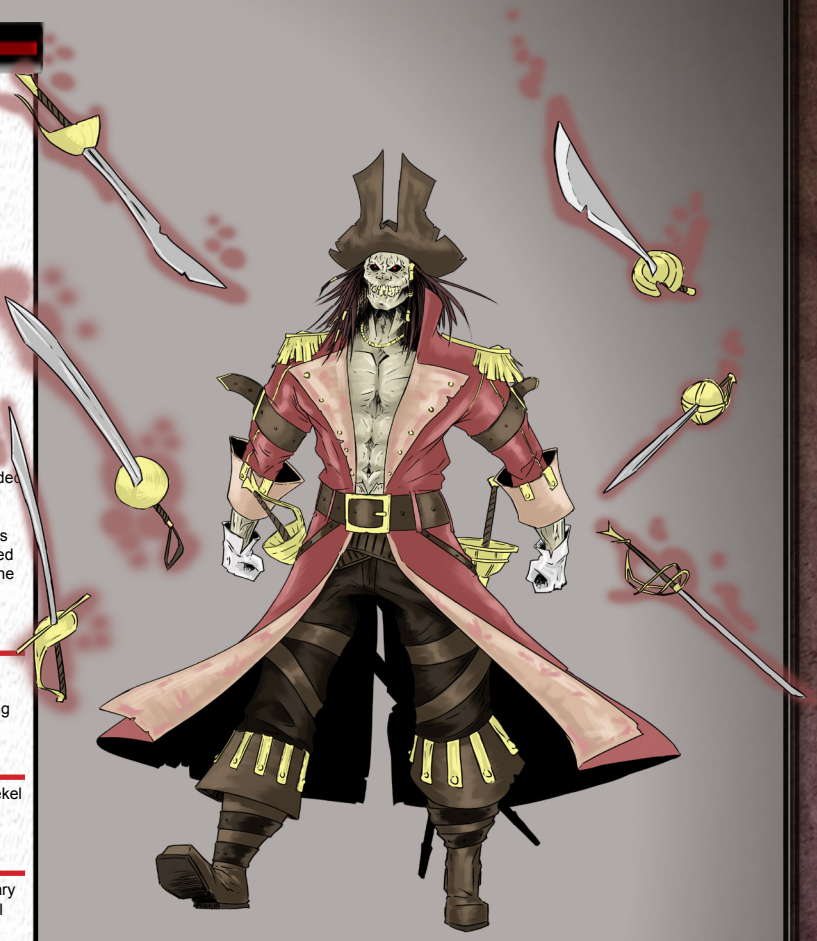
LEGENDARY ACTIONS

Zekel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Zekel regains spent legendary actions at the start of its turn.

Sword Dancing. Zekel moves with such grace that one could say that he is a whirlwind of blades. Zekel makes a Dexterity (Acrobatics) check to dance with his blades, avoiding the incoming hits. If the result of the die is higher than his armor class, it replaces it until the end of the the next creature's turn

Flying Sword Attack. Zekel's flying sword attacks a target that is within 10ft of Zekel.

Command the swords. Zekel commands his swords to move back to him. The swords move 5ft next to Zekel or as close as they can without provoking attacks of opportunity.





Death Dog Alpha

Medium monstrosity, neutral evil

Armor Class 15 (Natural armor)
Hit Points 74(10d8+30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	6 (-2)	15 (+2)	8 (-1)

Skills Athletics +7, Perception +7, Stealth +5
Senses Darkvision 120 Ft., passive Perception 16
Languages -
Challenge 3 (700 XP)

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The death dog alpha makes two bite attacks.
Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

Airic Blackwood

Airic was a strong human knight that was bestowed with the curse of lycanthropy after his encounter with Granny Sally Twigmouth, a green hag that was living in the Hanging Forest. Airic entered the forest along with his trusted men in search for all the missing children from his village (including his son). When they reached the coven of Granny Sally, the sight of the beheaded children drove Airic and the rest of his men mad, seeking vengeance for the lives of the innocent children. After a fierce fight with Granny Sally, the only one left alive was Airic. Little did he know that before he was able to deal the final blow to Granny Sally, he had also succumbed to lycanthropy. Knowing that he would never be accepted back into his hometown, Airic decided to stay in the forest. Although he tried, he couldn't contain the savagery of his curse. He soon started to hunt down humans that were passing through the forest, becoming the monster he hunted a long time ago. Shortly after, the forest was named the "Hanging Forest,"since most of Airic's victims were decapitated and their heads were hung from the branches of a huge, withered tree.



Airic Blackwood

Medium humanoid (human, shapechanger), Chaotic Evil

Armor Class 16 (In Humanoid Form, 17 In Wolf Or Hybrid Form)
Hit Points 114 (14d8+56)
Speed 40 ft. (50 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Dex +7, Con +7
Skills Perception +6, Intimidation +6
Senses Darkvsion 60ft., passive Perception 15
Damage Immunities Bludgeoning, Piercing and Slashing From Nonmagical Attacks Not Made With Silvered Weapons
Languages Common, Infernal (can't speak in wolf form)
Challenge 6 (2,300 XP)

Action Surge (Recharges after a Short/Long Rest). On its turn, Airic can take one additional action on top of his regular action and a possible bonus action (if not already used).

Legendary Resistance (1/Day): If Airic fails a saving throw, it can choose to succeed instead.

Shapechanger. Airic can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into his true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Keen Hearing and Smell. Airic has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). Airic makes two attacks: one with its bite and one with its claws or greatclub.

Bite (Wolf or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: (2d4 + 4) slashing damage.

Blight Tree Greatclub (Humanoid or Hybrid Form). Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: (1d10 + 4) piercing damage. Two-handed, plus 3 (1d6) necrotic damage.

Rune Wolf

Large fey, lawful neutral

Armor Class 16 (natural armor)
Hit Points 60 (8d8+24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	9 (-1)	15 (+2)	12 (+1)

Saving Throws Cha +5
Skills Acrobatics +5, Athletics +7, Perception +7, Stealth +5
Senses Darkvision 60 Ft., passive Perception 14
Languages Common, Sylvan
Challenge 4 (1,100 XP)

Innate Spellcasting. The rune wolf's innate spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:
At will: *dancing lights, minor illusion*
1/day each: *remove curse, guardian of nature (requiring no concentration)*

Keen Hearing and Smell. *The rune wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.*

ACTIONS

Multiattack. The rune wolf makes one bite and one claw attack.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 4) slashing damage.

Teleport (Recharge 4-6). The rune wolf magically teleports, along with any equipment it is wearing or carrying, up to 40 ft. to an unoccupied space, it can see. Before or after teleporting, the rune wolf can make one bite attack.



Cloven, The Butcher

Medium humanoid, Neutral Evil

Armor Class 16 (Studded leather)
Hit Points 120 (19d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +2, Con +3
Skills Perception +6, Intimidation +6
Damage Immunities Bludgeoning, Piercing and Slashing From Nonmagical Attacks
Condition Immunities charmed, exhaustion, frightened
Senses passive Perception 10
Languages Common, Elvish
Challenge 8 (3,900 XP)

Aggressive. As a bonus action, Cloven can move up to his speed toward a hostile creature that he can see.

ACTIONS

Multiattack. Cloven makes two attacks with his cleaver. He can replace one of these attacks with his meat hook.

Cleaver. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Meat Hook. Melee Attack: +8 to hit, reach 10 ft., one target. Hit: 8 (2d4 + 3) piercing damage. A target struck by this attack must succeed on a DC 15 Strength saving throw or be grappled.

Hurl. At the start of his turn, if Cloven has grappled a creature with his meat hook, he can, as a bonus action, throw that creature up to 30 feet. The creature takes 12 (3d6) bludgeoning damage. The creature is knocked prone but is no longer grappled.

Legendary Actions

Cloven can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Cloven regains spent legendary actions at the start of his turn.

Move. Cloven moves up to his speed without provoking opportunity attacks.

Cleaver. Cloven makes one attack with his cleaver.

Low Hook. Cloven deals a low blow with his chained hook targeted at the feet of his target within 10 ft. If the hit lands, the target must succeed on a DC 15 Dexterity saving throw or fall prone and be grappled by the hook.



Lair Actions

On initiative count 20 (losing initiative ties), Cloven takes a lair action to cause one of the following effects: Cloven can't use the same effect two rounds in a row.

Initiate matrix: Cloven's shattered mind is tightly woven into the broken city. Roll once on **Table 1: Glitches** and apply its effects. If he uses this ability again, the new results replaces any existing effects.

Hooked up: Hooked chains lash out at a creature Cloven can see. The target must succeed on a DC 15 Dexterity saving throw or be restrained and raised 15 up the air. A restrained creature can repeat the saving throw at the start of each of its turns, ending the effect on a success.

Pools of blood: Blood pools up from the floor, covering a 20-foot square. This area is considered difficult terrain. Any creature moving through this area must succeed on a DC 12 Dexterity saving throw or fall prone. Cloven is immune to this effect.

Rinas the Survivor

Medium humanoid (half-elf), Lawful good

Armor Class 17 (Chain shirt, shield)
Hit Points 55 (10d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	11 (+0)	16 (+3)	12 (+1)

Skills Medicine +7, Nature +2, Persuasion +3, Religion +4, Stealth +4
Senses Darkvsion 60ft., passive Perception 13
Languages Common, Elvish
Challenge 4 (1,100 XP)

Divine Eminence. As a bonus action, Rinas can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Rinas expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Lay Trap (3/day). Rinas makes sure that his surroundings are safe by placing a trap of some sort. Using an action, Rinas can set a hunting trap, or empty a bag of caltrops or ball bearings.

Spellcasting. Rinas is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Rinas has the following Cleric spells prepared:

Cantrips (at will): *Light, Sacred flame, Mending, Spare the dying*
1st level (4 slots): *Bless, Command, Cure Wounds, Detect Evil, Guiding Bold, Healing word, Sanctuary, Shield of faith*
2nd level (3 slots): *Zone of truth, Aid, Calm Emotions, Continual Flame, Enhance Ability , Find Traps, Gentle Repose, Hold Person, Lesser Restoration, Prayer of Healing, Silence, Spiritual Weapon, Silence*

ACTIONS

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.



Claudia Berisha

Claudia Berisha is a three hundred year old vampire stuck in the body of a 10-year-old girl. Child vampires are usually hunted down and destroyed by both the forces of good and other vampires, so few live longer than a few years. Claudia has made herself invaluable to the few vampires and dark forces that can tolerate her presence.

Claudia Berisha

Small undead (shapechanger), Neutral evil

Armor Class 17 (natural armor)
Hit Points 97 (15d6 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +9, Wis +7 Cha +9
Skills Deception +9, Perception +7, Stealth +9
Damage Resistances Necrotic, Bludgeoning, Piercing and Slashing From Nonmagical Attacks
Senses darkvision 120 ft., passive Perception 17
Languages Abyssal, Common, Draconic, Infernal
Challenge 11 (7,200 XP)

Shapechanger. If Claudia is not in direct sunlight or running water, she can use her action to polymorph into a Tiny raven or a Small cloud of mist, or back into her true form.While in raven form, she can't speak, her walking speed is 5 feet, and her flying speed is 30 feet. Her statistics, other than size and speed, are unchanged. Anything she is wearing transforms with her, but nothing she carries does. She reverts to her true form if the raven dies. While in mist form, she can't take any actions, speak, or manipulate objects. She is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing. The mist cannot pass through water, has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to nonmagical damage, except the damage it takes from sunlight.

Legendary Resistance (3/Day). If Claudia fails a saving throw, she can choose to succeed instead.

Misty Escape. When Claudia drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that she is not in sunlight or running water. If she can't transform, she is destroyed. While she is in her mist form, she cannot revert to her vampire form, and she must reach her resting place within 2 hours or be destroyed. Once she is in her resting place she reverts to her vampire form. She is paralyzed until she regains at least 1 hit point. After spending 1 hour resting, she regains 1 hit point and her regeneration begins.

Regeneration. Claudia regains 20 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight or running water. If she takes radiant damage or damage from holy water, Regeneration does not function at the start of her next turn.

Spider Climb. Claudia can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. Claudia has the following flaws:
Forbiddance. Claudia cannot enter a residence without an invitation from one of the occupants.
Harmed by Running Water. Claudia takes 20 acid damage if she ends her turn in running water.
Stake to the Heart. If a piercing weapon made of wood is driven into her heart with she is incapacitated in her resting place, then she remains paralyzed until it is removed.
Sunlight Hypersensitivity. Claudia takes 20 radiant damage when she starts her turn in sunlight. While in sunlight she has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. (Vampire Form Only). Claudia makes two attacks, only one of which can be a bite attack.

Iron Nails (Vampire Form Only). Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 6 (1d3 + 5) slashing damage. Instead of dealing damage Claudia can grapple the target (escape DC 16).

Bite (Vampire or Raven Form Only). Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Claudia, incapacitated, or restrained. Hit: 3 (1d3 + 2) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum are also reduced by an amount equal to the necrotic damage. Claudia regains lost hit points by the same amount. The target regains their lost maximum hit points after a long rest. If the target reaches 0 hit points from Claudia's Bite attack then they die and are raised as a ghoul under the control of Claudia. Claudia can control no more than 15 ghouls at one time.

Charm. Claudia targets one humanoid she can see within 30 feet of her. If the target can see the vampire, the target must succeed on a DC 18 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack. Each time Claudia does something harmful to the target, then the target can reattempt its saving throw, ending this effect on a success. This charm lasts for 24 hours, unless Claudia is destroyed or is on a different plane of existence.

Ghoul Call (1/Day). Claudia can magically call 2d6 ghouls to her if she is in an appropriate environment like a graveyard, dungeon, crypt, etc. The ghouls arrive in 1d4 rounds and are her allies and obey all commands. They remain for 1 hour. Claudia loses control of any called ghoul that is successfully turned or takes radiant damage.

Arms of Invitation

Small undead, Neutral Evil

Armor Class 14 (natural armor)
Hit Points 55 (10d6 + 20)
Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+2)	8 (-1)	10 (+0)	13 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained, unconscious
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10
Challenge 4 (1,100 XP)

False Appearance. While no living creatures are within 50ft of the Cursed grave, the grave is indistinguishable from any normal grave.

Skeletal Arm. When a living creature approaches the cursed grave within 50ft, a spectral, glowing, skeleton hand appears. The hand is an illusion and invites anyone that it can sense to come close. Any creature that can see the spectral hand, must succeed on a DC 14 Wisdom Saving Throw, or become charmed by it.

Etherealness. The Arms of invitation enter the Ethereal Plane from The Material Plane, or vice versa. They are visible on the Material Plane while they are in the Border Ethereal, and vice versa, yet they can't affect or be affected by anything on the other plane.

Grave Invitation. If a creature falls unconscious within 50ft of the cursed grave, they must succeed on a DC 14 Charisma Saving Throw, on failure, they reanimate after one minute as a skeleton. This condition can be removed if a *remove curse* spell is applied to the creature within 24 hours otherwise, the creature remains a mindless undead thrall.

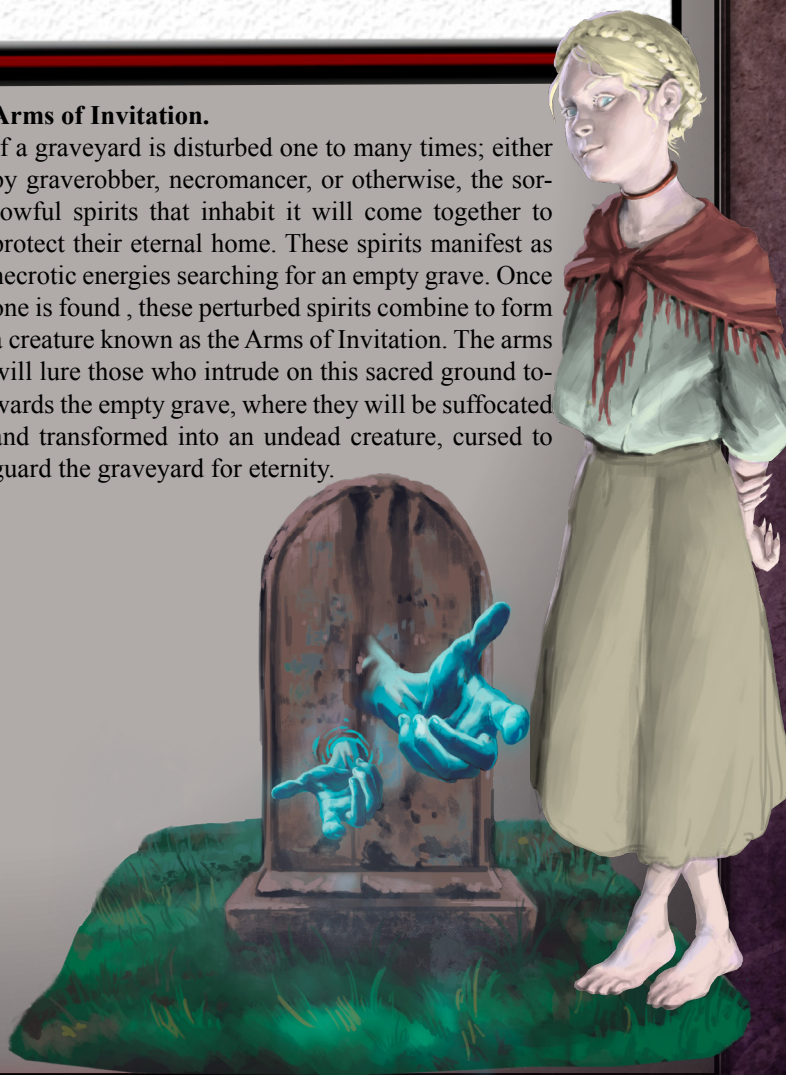
ACTIONS

Grave Touch. The arms attacks every living creature that approaches the main gravestone within 25ft. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 8 (2d4 + 2) Necrotic Damage

Arms of undeath. Every 2 rounds, 2d6 skeletal hands appear from the ground grabbing anything they can find. Any living creature within 50ft of the cursed grave must succeed on a DC14 Dexterity Saving Throw, or take 1d6+2 necrotic damage and be restrained. If a creature starts its turn restrained by this effect, it suffers 1d4 necrotic damage. A creature can repeat the saving throw at the end of each of its turns ending the effect on a success.

Arms of Invitation.

If a graveyard is disturbed one to many times; either by graverobber, necromancer, or otherwise, the sorrowful spirits that inhabit it will come together to protect their eternal home. These spirits manifest as necrotic energies searching for an empty grave. Once one is found , these perturbed spirits combine to form a creature known as the Arms of Invitation. The arms will lure those who intrude on this sacred ground towards the empty grave, where they will be suffocated and transformed into an undead creature, cursed to guard the graveyard for eternity.





Crawling Claws and Stomping Feet Swarm

Medium swarm of Tiny undead, neutral evil

Armor Class 12
Hit Points 38 (7d8 + 7)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	13 (+1)	5(-3)	10 (+0)	3 (-4)

Damage Immunities poison
Condition Immunities blinded, charmed, exhaustion, frightened, grappled, paralyzed, poisoned, prone
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages -
Challenge 2 (450 XP)

Turn Resistance. The Crawling claws and stomping feet swarm has advantage on saving throws against any effect that turns undead.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

Horde Tactics. The claws and feet have advantage on Attack rolls and Athletics rolls to grapple or shove when another creature with Horde Tactics is adjacent to the target.

ACTIONS

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target in the swarm's space. Hit: 14 (4d4 + 3) slashing or bludgeoning damage or (2d4+3) piercing or bludgeoning damage if the swarm has half of its hit points or fewer.

Swarm of Skeletons

Large swarm of medium skeletons, lawful evil

Armor Class 13 (armor scraps)
Hit Points 60 (8d10 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Resistances slashing, piercing
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Deafening Clatter. Creatures are deafened while in the swarm's space.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Slash. Melee Weapon Attack: +4 to hit, reach 0 ft., one target in the swarm's space. Hit: 22 (4d8 + 2) slashing damage, or 11 (2d8 + 2) slashing damage if the swarm has half of its hit points or fewer.





Swarm of Skeleton Rats

Medium swarm of Tiny undead, neutral evil

Armor Class 10
Hit Points 35 (10d8 - 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	9 (-1)	2(-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses 30 ft., passive Perception 10
Languages -
Challenge 1 (200 XP)

Keen Smell. The swarm of skeletal rats has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: 13 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Swarm of Skeleton Archers

Large swarm of medium undead, lawful evil

Armor Class 15 (armor scraps)
Hit Points 48 (5d10 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Resistances slashing, piercing
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target in the swarm's space. Hit: 22 (4d6 + 4) piercing damage or 8 (2d6+2) piercing damage if the swarm has half of its hit points or fewer.

Longbow artillery. The swarm of skeleton archers rain arrows at a point it can see within 150 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 13 Dexterity saving throw. A creature takes 20 (4d8+4) piercing damage on a failed save, or half as much damage on a successful one. For every creature that succeeds on the saving throw, one arrow does not break and turns into a common skeleton at the end of the swarm's turn.





Gnoll Witherling Swarm

Large swarm of medium undead, Chaotic evil

Armor Class 12 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	5 (-3)	5 (-3)	3 (-4)

Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 7
Languages understands Common and Gnoll but can't speak
Challenge 2 (450 XP)

Rampage. When the witherling swarm reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make a bite attack.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

Horde Tactics. The swarm has advantage on Attack rolls and Athletics rolls to grapple or shove when another creature with Horde Tactics is adjacent to the targe

ACTIONS

Multiattack. The witherling swarm makes two attacks: one with its bite and one with its club, or two with its club

Bites. Melee Weapon Attack: +5 to hit, reach 5 ft., one target in the swarm's. Hit: 13 (4d4 + 3) slashing damage or 8 (2d4 + 3) slashing damage if the swarm has half of its hit points or fewer.

Club. Melee Weapon Attack: +5 to hit, reach 5 ft., one target in the swarm's space. Hit: 13 (4d4 + 3) bludgeoning damage or 8 (2d4 + 3) bludgeoning damage if the swarm has half of its hit points or fewer.

REACTIONS

Vengeful Strike. In response to an ally being reduced to 0 hit points within 30 feet of the witherling swarm, the witherling swarm makes a melee attack against a creature it can see and reach.



Swarm of Skeletal Alchemists

Large swarm of medium undead, Chaotic evil

Armor Class 14 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	17 (+3)	14 (+2)	10 (+0)	9 (-1)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, restrained, stunned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common but can't speak
Challenge 2 (450 XP)

Rampage. When the witherling swarm reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make a bite attack.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

Horde Tactics. The swarm has advantage on Attack rolls and Athletics rolls to grapple or shove when another creature with Horde Tactics is adjacent to the targe

ACTIONS

Multiattack. The skeletal alchemist makes two Lob Acid flask attacks

Claw. Melee Attack: +1 to hit, reach 5 ft. one target. Hit: 9 (3d6 - 1) slashing damage or 7 (1d6 + 1) slashing damage if the swarm has half of its hit points or fewer.

Lob acid flask. The swarm of skeletal alchemists hurl a barrage of acid flasks that shatter at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 12 Dexterity saving throw. A creature takes 22 (4d8+2) acid damage on a failed save, or half as much damage on a successful one.



Giant Undead Ram

Large undead, unaligned

Armor Class 12 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages -
Challenge 1 (200 XP)

Charge. If the undead ram moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 6 (4d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The undead ram has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Siege Monster. The Undead Ram deals double damage to objects and structures.

ACTIONS

Ram. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 3 (2d4 + 4) bludgeoning damage.

Giant Flaming Skeleton

Large undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 95 (10d12+30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	5 (-3)	8 (-1)	5 (-3)

Saving Throws Wisdom +1
Damage Immunities fire, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 4 (1,100 XP)

Fiery aura: The giant blazing skeleton's body is engulfed in fire. All living creatures take 1d6 fire damage per turn as long as they are within 10ft range. A creature that attacks the giant flaming skeleton with a melee attack takes 1d6 fire damage.

ACTIONS

Multiattack.The giant skeleton makes two attacks with its scythe.

Scythe.Melee Weapon Attack:+5 to hit, reach 5 ft., one creature. Hit:17 (3d8+4) slashing damage

Fireball (Recharge 5-6).The skeleton hurls a ball of fire over a distance of up to 60 feet. Once it reaches its destination, the ball explodes in a 15-foot-radius sphere. Each creature in that area must make a DC l3 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one



Zombie Swarm

Large swarm of medium undead, Chaotic evil

Armor Class 9
Hit Points 57 (6d8 + 30)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	20 (+5)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 8
Languages understands all languages it spoke in life but can't speak
Challenge 4 (1,100 XP)

Undead Fortitude. If damage reduces the zombie swarm to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie swarm drops to 1 hit point instead.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

Horde Tactics. The swarm has advantage on Attack rolls and Athletics rolls to grapple or shove when another creature with Horde Tactics is adjacent to the targe

ACTIONS

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target in the swarm's space. Hit: 27 (7d6 + 3) bludgeoning damage or 7 (3d6 + 3) bludgeoning damage if the swarm has half of its hit points or fewer.



Zombie Boomer

Medium undead, neutral evil

Armor Class 8
Hit Points 30 (4d8+9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages Understands All Languages It Spoke In Life But Can't Speak
Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the zombie boomer to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Exploding nature: If the zombie boomer is reduced to 0 hit points and fails its undead fortitude or if it wants to, it explodes in a shower of bones and guts damaging all creatures (including allies) within range. All creatures within 20ft take 4d6 necrotic damage or half if they succeed on a DC 15 dexterity saving throw.

ACTIONS

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 1) bludgeoning damage.

Bile puke (Recharge 5-6): The boomer pukes gastic acid in a 20-foot area within 30ft. Each creature in that area must make a DC 15 Dexterity saving throw, taking 3d4 acid damage on a failed save, or half as much damage on a successful one. Undead creatures allied to the boomer are attracted to creatures that failed their saves and will focus their attacks on them for the next 1d4 turns.





Zombie Charger

Medium undead, neutral evil

Armor Class 12
Hit Points 49 (11d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	10 (+0)	11 (0)	10 (0)	8 (-2)

Saving Throws Dex +5, Wis +3
Skills: perception +3, Stealth +5
Damage Immunities poison
Condition Immunities poisoned, charmed, frightened
Senses darkvision 120 ft., passive Perception 13
Languages Understands All Languages It Spoke In Life But Can't Speak
Challenge 2 (450 XP)

Living Battering Ram: The zombie charger has advantage on Athletics checks made to Shove and to attacks made as part of a charge. When charging, it can attempt to Shove any creature it comes near within 5 ft. of (pushing them 10 ft away and throwing them prone and dealing 1d6 bludgeoning damage).

ACTIONS

Slam: Melee Weapon Attack: +8 to hit, reach 5' ft., one target. Hit: 1d6+5 bludgeoning

Powerful Charge: Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 1d6+5 bludgeoning. The charger selects a target creature it can see within 60'. It moves up to 60ft in a straight line towards that creature before making the attack, and if it hits it, the creature becomes grappled and restrained, and if the charger has any movement left it may continue the charge, carrying them with it. If the charger ends the charge adjacent to a wall, it slam its target into the wall, dealing 1d6 bludgeoning damage for every 10ft it moved. The target must then make a DC 16 Constitution saving throw or be incapacitated until the end of the charger's next turn.

Pummel: Melee Weapon Attack: +8 to hit, reach 5' ft., one target that is grappled by the charger. Hit: 1d10+5 bludgeoning. If the charger hits a incapacitated target, they must make a DC 16 Constitution saving throw or become Stunned until the end of their next turn. The charger's speed becomes 0 if it uses pummel and creatures have advantage on attack rolls against it as long as it is using the pummeling action.



Zombie reeler

Medium undead, neutral evil

Armor Class 15
Hit Points 49 (11d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	10 (+0)	11 (0)	10 (0)	8 (-2)

Saving Throws Dex +8, Wis +3
Skills perception +3, Stealth +9 (expertise)
Damage Immunities poison
Condition Immunities poisoned, charmed, frightened
Senses darkvision 120 ft., passive Perception 13
Languages Understands All Languages It Spoke In Life But Can't Speak
Challenge 2 (450 XP)

From the shadows: The zombie reeler has advantage on stealth rolls and when it is hidden from a creature and misses it with a ranged weapon attack, its position is not revealed.

ACTIONS

Multiattack: The zombie reeler makes one elastic gut choke attack or two slam attacks

Slam: Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) slashing damage.

Elastic Entrail Choke: Ranged Weapon Attack: +8, range: 70 ft., one target. Hit: The target is grappled (escape DC 15) as the reeler's entrail shoots out and wraps around their neck. The target must also make a DC 16 Constitution saving throw or be paralyzed for 1 minute by the poison coating the entrails. The paralysis ends if the entrails are cut or the grapple is broken. While the reeler has a creature grappled in this fashion, it's speed is reduced to 0 and cannot use this attack.

Reel: As a bonus action the reeler knocks a creature grappled by the entrails prone and pulls the creature up to 25 feet straight toward it (larger than medium creatures cannot be dragged but are considered restrained). The creature takes 1d6 bludgeoning damage as the entrails constrict around its neck. The entrail can be targeted it has the following profile: AC 15, 10 HP.

Conscripted Peasants

Large swarm of Medium humanoids, any chaotic alignment

Armor Class 11 (makeshift armor)
Hit Points 81 (13d12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

Unruly. If the swarm has half of its hit points or fewer at the start of its turn, roll a d6. On a roll of 5 or 6, the swarm uses up all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The swarm doesn't take an action this turn.

ACTIONS

Multiattack.The conscripted peasants make two improvised weapons attacks.

Improvised Weapons. Melee or Ranged Weapon Attack: +6 to hit, reach 5ft. or range 20/60 ft., one target in the swarm's space or within range. Hit:10 (3d6) bludeoning damage plus 10 (3d6) piercing damage, or 7 (2d6) bludgeoning damage plus 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

REACTIONS

Countercharge. In response to a creature entering its reach, the swarm can make one melee weapon attack against the creature.





Squad of guards:

Large swarm of Medium humanoids, any lawful alignment

Armor Class 18 (chain mail + shield)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 4 (1,100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack.The guards make two spear attacks.

Spear. Melee Attack: +3 to hit, reach 5 ft. , one target in the swarm's space . Hit: 43 (8d6 + 3) piercing damage or 13 (4d6 + 1) piercing damage if the squad of guards has half of its hit points or fewer.

Javellin(2/day): Ranged Weapon Attack: +3 to hit, range 40/60 ft., one target. Hit: 21 (6d6 + 3) piercing damage, or 13 (3d6 + 1) piercing damage if the squad of guards has half of its hit points or fewer.

REACTIONS

Countercharge. In response to a creature entering its reach, the swarm can make one melee weapon attack against the creature.

Squad of archers

Large swarm of Medium humanoids, any alignment

Armor Class 15 (Padded armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +8, Survival +5
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 4 (1,100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

Keen Hearing and Sight. The squad of archers has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Flaming arrows (3/Day). As a bonus action, the squad of archers can add 1d10 to its next attack or damage roll with a longbow.

ACTIONS

Multiattack. The squad of archers makes two melee attacks or two ranged attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 21 (5d6 + 4) piercing damage or 16 (3d6 + 4) piercing damage if the squad of archers has half of its hit points or fewer.

Longbow. Ranged Weapon Attack: +6 to hit, ranged 150/600 ft., one target. Hit: 26 (5d8 + 4) piercing damage or 14 (2d8 +4) piercing damage if the squad of archers has half of its hit points or fewer.



Infantry Rifleman

Medium humanoid (Human), any Lawful alignment

Armor Class 15 (Leather armor with plates)
Hit Points 11 (2d8+2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	11 (+0)	11 (+0)	10 (+0)

Skills Perception +2
Senses passive Perception 12
Languages Common
Challenge ¼ (50 XP)

Bayonet gun: The guard holds a rifle that features a simple blade strapped to the barrel for melee combat. While wielding this weapon with both hands, the rifleman can engage in two-weapon fighting as if they were wielding this weapon in one hand, and a light blade that deals 1d6 piercing damage in their off hand.

ACTIONS

Bayonet. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 1) piercing damage. two handed

Bayonet Rifle. Ranged Weapon Attack: +3 to hit, reach 80/240 ft., one target. Hit: (2d10 + 1) piercing damage. two handed, reload (5 shots)

Variant: Remove the bayonet attack and change the bayonet rifle with the following:

Machine-gun: Ranged Weapon attack: +3 to hit, range (80/240 ft)., one target. Hit 10(2d8+1) piercing damage.



General Erich Ludendorff

Medium Humanoid, lawful evil

Armor Class 16 (scale mail)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	11 (+0)	11 (+0)	13 (+1)

Skills Perception +2
Senses passive Perception 12
Languages Common
Challenge 4 (1,100 XP)

Tactical Insight. The General Erich Ludendorff has advantage on initiative rolls. Infantrymen under the general's command take their turns on the same initiative count as the general.

Orders to Attack (1/Day). Each creature of the general's choice that is allied and within 30 feet of him and can hear him makes one melee or ranged weapon attack as a reaction.

ACTIONS

Multiattack. General Erich Ludendorff makes two rapier attacks and one Revolver attack. The General can substitute one rapier attack for a disarming attack.

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 6 (1d6 + 3) piercing damage.

Revolver. Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 40/120 ft., one target. Hit: 5 (2d8 + 3) piercing damage. Reload (6 shots)

Disarming Attack. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: the target must make a successful DC 13 Strength saving throw or drop one item it's holding of the General Erich Ludendorff's choice. The item lands up to 10 feet from the target, in a spot selected by the General.



Lohner B.I Plane

The Lohner B.I was a military armed reconnaissance aircraft. The pilot and observer sits in a tandem in the open cockpit. The aircraft is used to strategically drop aerial bombs in targets and spray them with bullets as it flies by.

Lohner B.I plane

Large Vehicle, Unaligned

Armor Class 18
Hit Points 70
Crew 2
Speed Fly 525 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	18(+4)	12(+1)	1(-5)	1(-5)	1(-5)

Senses passive Perception 12 (uses pilot's passive perception)
Damage Resistances: Cold, Psychic.
Languages Common
Damage Immunities: poison
Condition Immunities: Blinded, charmed, deafened, frightened, Incapacitated, paralyzed, petrified, poisoned, stunned, unconcious.
Challenge 4 (1,100 XP)

Drop Small bomb (6/day): The Lohner B.I plane can drop two small bombs to targets that it flew over. Once every turn, choose a point of an area which the plane flew over. Each creature in a 20-foot-radius sphere centered on that point must make a DC 14 Dexterity saving throw. A target takes 4d8 fire damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The Lohner B.I plane makes three rear machine-gun attacks to targets in a line behind it.

Rear Machine-gun: Ranged Weapon attack: +7 to hit, range (80/240 ft)., one target. Hit 10(2d8) piercing damage.

Schwertwirbelwind Guard

Medium humanoid (Human), Lawful Evil

Armor Class 14 (breastplate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2
Senses passive Perception 1
Languages Common
Challenge 3 (700 XP)

Brave. The Schwertwirbelwind Guard has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The Schwertwirbelwind Guard makes two melee attacks or three ranged attacks.

Zweihänder. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Machine-gun. Ranged Weapon Attack: +2 to hit, range 80/240 ft., one target. Hit: 10 (2d8) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the guard can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the guard. A creature can benefit from only one Leadership die at a time. This effect ends if the guard is incapacitated.

Reactions

Parry. The Schwertwirbelwind Guard adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.



A7V-U Tank

Huge Vehicle, unaligned

Armor Class 18
Hit Points 150
Crew 20
Speed 200ft road / 45ft off-road

STR	DEX	CON	INT	WIS	CHA
23(+6)	16(+3)	14(+2)	1(-5)	1(-5)	1(-5)

Senses passive Perception 7
Damage Resistances: Cold, Psychic.
Damage Immunities: fire, poison, Bludgeoning, piercing, slashing from non magical attacks
Condition Immunities: Blinded, charmed, deafened, frightened, Incapacitated, paralyzed, petrified, poisoned, stunned, unconcious.
Challenge 6 (2300 XP)

Mishap Threshold: 35; If a single attack deals equal or greater damage than the mishap threshold, the A7V-U suffers a mishap.

Damage threshold: 15; if a single attack deals less damage than the damage threshold it is deflected.

Get out!: When the tank reaches 0 HP, 1d8+4 ZWEIHANDER Infantrymen Riflemen disembark from it.

Sponson 57mm gun (Recharge 5-6): Each of the tank's sponsons shoot an explosive projectile within 600ft range. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. A target takes 8d10 fire damage on a failed save, or half as much damage on a successful one.

Limited Fire Arcs: The tank's weapons can fire in a certain angle and are blind outside of these arcs. 4 Machine-guns: 40 degrees, Front 57mm gun: 40 degrees, 2 Sponsons 57mm guns: 90 degrees.

ACTIONS

Multiattack. The A7V-U tank makes one front 57mm gun attack or two machine-gun attacks from every machine-gun on its hall.

Front 57mm gun: Ranged Weapon attack: +6 to hit, range (600/2400 ft)., one target. Hit 44(8d10) piercing damage.

Machine-gun: Ranged Weapon attack: +6 to hit, range (80/240 ft)., one target. Hit 10(2d8) piercing damage

Mishap table:
Roll a d6 on the table to determine what happens:

1.Crew Shaken: The damage that the tank suffered was so fierce that it shocked the crew. The tank suffers a -5 penalty to its to hit rolls and moves with half speed until the end of its next turn.

2.Damaged Weapon: One of the tank's weapons was damaged and is inoperable. The DM chooses one of the weapons, that weapon can no longer be used.

3.Damaged Track: One of the tank's tracks was damaged but its still somehow funcional, the tank moves with half speed. If you roll this mishap more than once, the tank becomes immobile.

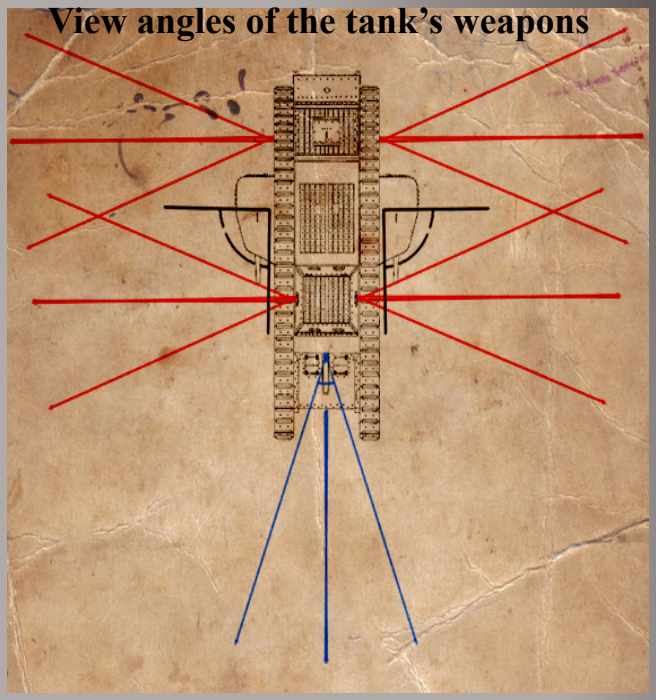
4.Damaged Engine: The tank's engine caught fire and cannot propel the tank any more! The tank is immobile.

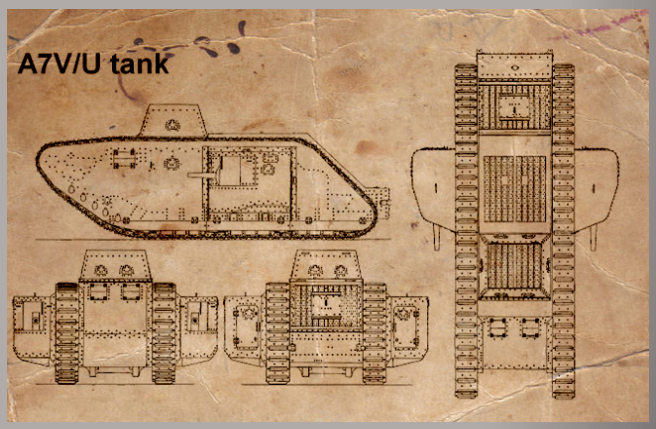
5. Damaged Steering Mechanism: The tank can no longer turn as it's steering mechanism has been damaged.

6.Ammo Explosion: The tank's ammunition explodes, destroying the tank and its crew completely, regardless of the remaining hit points on either of them.

A7V-U Tank

The A7V-U, is an oversized, unreliable monster, more a fort on treads than a vehicle. It has its name and crest on the sides. There are 4 machine-guns (rifle, automatic) on the A7V-U, two on each side of the hull. A front cannon and two sponson cannons, one on each side. Crew: 20 Infantry riflemen







"Horror" Vampotaur

Large undead (shapechanger), lawful evil

Armor Class 18 (natural armor)
Hit Points 142 (15d10+60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	6 (-2)	16 (+3)	9 (-1)

Skills Athletics +8, Perception +7
Damage Resistances: necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Languages: Abyssal
Senses darkvision 120 ft., passive Perception 17
Challenge 9 (5000 XP)

Blessed Misty Escape. When the horror drops to 0 hit points outside its resting place, it turns into a mist cloud (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its vampire form and must reach its resting place within 2 hours or be destroyed. Once in its resting place, it remains in mist form until it regains at least 1 hit point. If it was not destroyed, it reforms with 71 hit points after 1d4 minutes. If it was destroyed, it instead returns in 1d4 + 2 minutes with 47 hit points.

Pounce. If the Horror moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone. If the target is prone, the Horror can make one unarmed strike attack against it as a bonus action.

Rampage. When the Horror reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make a Gore attack.

Labyrinthine Recall. The Horror can perfectly recall any path it has traveled.

Shapechanger. If Horror isn't in sunlight or running water, it can use its action to polymorph into a Large cloud of mist and back into its true form. While in this form Horror can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover and enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity and Constitution saving throws, and it is immune to all non-magical damage, except the damage it takes from sunlight.

Unliving Horror. While Horror is being seen by a non-undead creature, it instantly regenerates any hit points it loses. A creature can choose to avert its gaze if it isn't surprised. A creature that averts its gaze can't see Horror again until the start of its next turn, when it can avert its eyes again. If no living creatures witness the damage done to Horror, it takes damage as normal and does not regenerate.

Vampire Weaknesses. The Horror has the following flaws:
Harmed by Running Water. Horror takes 10 acid damage if it ends its turn in running water.

Sunlight Sensitivity. Horror takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The Horror makes two attacks, only one of which can be a gore or bite attack. It can use Throw Person in place of either attack.

Unarmed Strike. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, Horror can grapple the target (escape DC 16).

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one willing creature or a grappled target. Hit: 8 (1d8 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Horror regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. A target dies if this effect reduces its hit point maximum to 0.

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) piercing damage.

Throw Person. The Horror attempts to hurl one creature grappled by it. The Horror makes a Strength (Athletics) check, opposed by the grappled creature's Strength (Athletics) or Dexterity (Acrobatics) check. If the Horror wins the contest, it throws the target up to 20 feet in a direction of it's choice, knocking it prone. If the thrown creature strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or be knocked prone .

Bulldozing Charge (Recharge 5-6). The Horror moves up to its speed in a straight line, potentially moving through the space of other creatures. All Huge or smaller creatures in its path must make a DC 16 Strength saving throw or take 9 (2d8) bludgeoning damage and be knocked prone. Creatures who succeed on the save take half as much damage and are instead moved to an unoccupied space within 5 feet that is not in the minotaur's path (creature's choice), without being knocked prone.



Lair Actions

On initiative count 20 (losing initiative ties), the Horror can take a lair action to cause one of the listed effects below. The Horror can't use the same effect two rounds in a row.

The labyrinth's many corpses awaken and try to hinder any living creature walking through it. A 10-foot cube section of the ground of the Horror's choice becomes difficult terrain until initiative count 20 on the next round.

The coloration or intensity of the light emitted by the hovering will-o'-wisps changes. The will-o'-wisps can use their Variable Illumination trait on this turn to change the color of the light they emit, as well as the radius with which they emit them (ranging from 10 to 40 feet), or to shut off the light completely.

The hovering will-o'-wisps channel their energies into one 10-foot cube area of Horror's choice within the lair. All creatures in the area must make a DC 12 Dexterity saving throw, taking 9 (2d8) lightning damage on a failed save, or half as much on a successful one.

If the Horror can see a keystone within 10 feet, it can magically command the keystone to return to it. If it is being held by an unwilling creature, that creature must succeed a DC 14 Strength saving throw or the keystone pries loose from the creature hands and flies into the Horror's grasp.

Wolfweres

The wolfwere is a malevolent shapechanger and often confused for a werewolf. Like a werewolf, a wolfwere can assume the shape of a wolf, a humanoid, or a hybrid of both. Unlike a werewolf, a wolfwere's natural form is that of a huge wolf. In this intimidating shape, the wolfwere sometimes leads packs of common wolves and wargs.

Wolf Songs.

Despite its feral nature, the wolfwere has great bardic talents, and many wolfweres travel the world as bards in humanoid shape. The song of a wolfwere is as beautiful as it is dangerous; those who hear it become lethargic and easy prey of the wolfwere and its pack. A rare breed of wolfwere were the so-called greater wolfwere, lethal and sophisticated beasts.

Greater Wolfwere

Large beast (shapechanger), Neutral evil

Armor Class 11 (In Humanoid Form, 14 In Wolf Or Hybrid Form)
Hit Points 161 (19d8+76)
Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	16 (+3)	14 (+2)	18 (+4)

Saving Throws Con +8, Wis +6
Skills Deception +8, Perception +6, Performance +8, Stealth +6
Damage Immunities Bludgeoning, Piercing and Slashing From Nonmagical Attacks Not Made With iron Weapons
Senses Darkvsion 60ft., passive Perception 16
Languages Common, (can't speak in wolf form)
Challenge 9 (5,000 XP)

Shapechanger. The wolfwere can use its action to polymorph into a Medium wolf-humanoid hybrid or into a Medium humanoid, or back into its true form, which is that of a wolf. Its statistics, other than its AC, size, and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The wolfwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Regeneration. The wolfwere regains 15 hit points at the start of its turn.

ACTIONS

Multiattack. The wolfwere makes two melee attacks, only one of which can be a bite attack unless the wolfwere is in wolf form.

Bite (Wolf or Hybrid Form Only). Melee Weapon Attack:+8 to hit, reach 5 ft., one target. Hit:20 (3d10+4) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Claws (Hybrid Form Only). Melee Weapon Attack:+6 to hit, reach 5 ft., one creature.Hit:16 (3d8+3) slashing damage.

Greatsword (Hybrid or Humanoid Form Only). Melee Weapon Attack:+6 to hit, reach 5 ft., one creature.Hit:11 (2d6+4) slashing damage.

Song of Weariness (Hybrid or Humanoid Form Only). The wolfwere sings a song or plays on its musical instrument. All creatures within a 90-foot-radius that can hear the song and aren't allies of the wolfwere must succeed on a DC 16 Charisma saving throw or become lethargic. A lethargic creature's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If a lethargic creature casts a spell with a casting time of 1 action, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this wolfwere's. Song of Weariness for the next 24 hours.

Lupine Call (1/Day). The wolfwere magically calls 2d6 wolves, 2d4 worgs, or 1d4 dire wolves, provided such creatures are nearby. The called creatures arrive in 1d4 rounds, acting as allies of the wolfwere and obeying its spoken commands. The beasts remain for 1 hour, until the wolfwere dies, or until the wolfwere dismisses them as a bonus action.

Wolfwere

Large beast (shapechanger), chaotic evil

Armor Class 11 (In Humanoid Form, 13 In Wolf Or Hybrid Form)
Hit Points 91 (14d8+28)
Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	14 (+2)	12 (+1)	15 (+2)

Skills Deception +5, Perception +4, Performance +5
Damage Immunities Bludgeoning, Piercing and Slashing From Nonmagical Attacks Not Made With iron Weapons
Senses Darkvsion 60ft., passive Perception 14
Languages Common, (can't speak in wolf form)
Challenge 6 (2,300 XP)

Shapechanger. The wolfwere can use its action to polymorph into a Medium wolf-humanoid hybrid or into a Medium humanoid, or back into its true form, which is that of a wolf. Its statistics, other than its AC, size, and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The wolfwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The wolfwere makes two melee attacks, only one of which can be a bite attack unless the wolfwere is in wolf form.

Bite (Wolf or Hybrid Form Only). Melee Weapon Attack:+6 to hit, reach 5 ft., one target. Hit:16 (3d8+3) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Claws (Hybrid Form Only). Melee Weapon Attack:+6 to hit, reach 5 ft., one creature.Hit:14 (2d10+3) slashing damage.

Greatsword (Hybrid or Humanoid Form Only). Melee Weapon Attack:+6 to hit, reach 5 ft., one creature.Hit:10 (2d6+3) slashing damage.

Song of Weariness (Hybrid or Humanoid Form Only). The wolfwere sings a song or plays on its musical instrument. All creatures within a 90-foot-radius that can hear the song and aren't allies of the wolfwere must succeed on a DC 15 Charisma saving throw or become lethargic. A lethargic creature's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If a lethargic creature casts a spell with a casting time of 1 action, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this wolfwere's
Song of Weariness for the next 24 hours



Ravenloft Dread Golem

Medium construct, chaotic neutral (50%) chaotic evil (50%)

Armor Class 14 (natural armor)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	12 (+1)	10 (+0)	10 (+0)

Damage Immunities cold, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned
Senses Darkvsion 60ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 11 (7,200 XP)

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Regeneration. The golem regains 20 hit points at the start of its turn. If the golem takes acid damage, this trait doesn't function at the start of the golem's next turn. The golem dies only if it starts its turn with 0 hit points and doesn't regenerate.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Unstable Mentality. The golem can be calmed or enraged depending on what it sees and the behavior of those around it. The golem is either tranquil or enraged.

Tranquil. The golem does not attack and is considered incapacitated until the end of its turn. If it is attacked it will be enraged at the beginning of its next turn.

Enraged. The golem will attack the nearest target or attempt to destroy whatever or whoever has enraged it.

Awakened Berserk. Whenever the golem starts its turn with fewer than 51 hit points, roll a d6. If the result is a 4, 5, or 6, the golem goes berserk. While berserk, the golem attacks the nearest creature it can see with advantage on melee hit and damage rolls. If no creature is near enough for it to move and attack, then the golem attacks an object, preferably an object smaller than itself. Once berserk, the golem remains berserk unless it starts its turn with more than 50 hit points. The golem goes berserk if it becomes enraged more than two times in the same 8 hour period. The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively as an action. If the golem can hear its creator then the golem is no longer berserk if the creator succeeds on a DC 18 Charisma (Persuasion) skill check.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 24 (4d8 + 6) bludgeoning damage.

Ravenloft Dread Golem

The first flesh golem was created by Victor Mordenheim of Lamordia. Mordenheim, driven by the desire to create life, wanted to make a perfect creature, but instead unleashed Adam, an evil abomination. Adam is not Mordenheim's only flesh golem, though. Several more of these creatures roam his laboratories, and other have been reported outside of Lamordia.



Goblyn

Goblyns (not to be confused with Goblins) are nasty little creatures that typically serve evil Mages and are found in a plethora in Forlorn. Goblyns come into being when humans are twisted by evil magic, thus being humanoid constructs in nature. They usually attack the faces of their victims, leaving a grotesque type of "art" behind.



Goblyn

Medium humanoid (construct), neutral evil

Armour Class 14 (natural armor)
Hit Points 61 (10d8+16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	8 (-1)	10 (+0)	10 (+0)

Skills Perception +2 Stealth +5
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 12
Languages Common, telepathy 1 mile (master only)

Challenge 4 (1,100 XP)

Restless. Goblyns do not require sleep and are immune to effects that would put them asleep.

ACTIONS

Multiattack. The goblyn makes one attack with its Feasting bite and one with its claws.

Feasting Bite. Melee Weapon Attack:+4 to hit, reach 5 ft., one target. Hit:9 (2d6+2) piercing damage.

Claws. Melee Weapon Attack:+4 to hit, reach 5 ft., one target. Hit:11 (2d8+2) slashing damage.

Lulo the Ranger

Lulo was quite small, even for a gnome, his clan was focused on producing good rangers, protectors of their forest, working along with druids but Lulo was fascinated with mushrooms, he could make wonders out of them, medicine, poison, fertilizer, drinks. One can name a lot of things that Lulo could make with mushrooms. The small gnome preferred the company of animals, and his childhood friend, Teety. Teety however had romantic feelings for him, while Lulo wished only to be friends with her. One rainy afternoon Lulo rejected her openly and Teety in her despair threw her druid spells, nearly killing the poor gnome. Lulo fled and decided to live alone within the woods. He still cannot figure out if this solitary confinement is a curse or a blessing, surrounded only by his mortal one-side lover, his animal friends and mushrooms, so many mushrooms. However he only now focuses on offensive and defensive mushrooms to protect him, his friend and territory from the half-crazed Teety who wants to take him in her treehouse, forever.



Lulo the Ranger

Small humanoid (gnome), chaotic neutral

Armour Class 16 (studded leather)
Hit Points 93 (11d8+44)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	12 (+1)	17 (+3)	17 (+3)

Saving Throws Str +5, Dex+7, Wis +6
Skills Athletics +5, Nature +4, Perception +6, Survival +6
Damage Resistances acid, poison
Condition Immunities poisoned
Senses passive Perception 16
Languages Common, Gnomish, Elven
Challenge 5 (1,800 XP)

Speak with Beasts and Plants. Lulo can communicate with beasts and plants as if they shared a language.

Herbalist Kit. Lulo can create defensive and offensive mushrooms and any other brews that can be created through the usage of this kit.

Landstrider. Lulu can move through nonmagical difficult terrain and costs him no extra movement. He can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazards.

Run and hide. On each of his turns, Lulo can use a bonus action to take the Dash or Hide action.

Spellcasting. Lulo is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following Ranger spells prepared: 1st level (4 slots): ***alarm, hunter's mark, cure wounds***
2nd level (3 slots): spike growth, pass without trace

ACTIONS

Multiattack. Lulo makes two ranged or melee attacks.

Shortbow +1. Ranged Weapon Attack: +8 to hit, range 80/320 ft., one target. Hit: 7 (1d6+4) piercing damage and 7 (1d8+3) poison damage.

Scimitar. Weapon Melee attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) slashing damage and 7 (1d8+3) poison damage.

Acidic Mushroom Grenade. Ranged Weapon Attack: +7 to hit, range 30/120 ft., 10 ft radius. Hit 7: (1d8+3) acid damage.

Poisonous Mushroom Grenade. Ranged Weapon Attack: +7 to hit, range 30/120 ft., 15 ft radius. Hit 5: (1d4+3) poison damage. Creatures in the area must succeed on a DC 14 Constitution Saving throw or become poisoned until the start of Lulo's next turn.

Sticky Mushroom Grenade. Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit 5: (1d4+3) poison damage. The target must succeed on a DC 14 Dexterity (Acrobatics) check or become restrained until the start of Lulo's next turn.

Teety the Druid

Teety the Druid was a gnome, of a druidic clan of gnomes with great potential, her connection with nature was perhaps the strongest in her clan, some were saying that she was potentially more powerful than the arch-druid herself. Teety however was a mortal, with mortal weaknesses. Her greatest weakness was her childhood friend, Lulo from a sister clan. Teety was so in love with Lulo that she nearly killed him in her rage when he rejected her. Now Teety, has been imprisoned in a strange place, trying forever to find Lulo and show him that he belongs with her. Her love has been transformed to an unhealthy obsession that makes both of them suffer.



Teety the Druid

Small humanoid (gnome), chaotic good

Armour Class 14 (studded leather)
Hit Points 90 (12d8 + 36)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	15 (+2)	20 (+5)	14 (+2)

Saving Throws Dex +5, Con +6, Wis +8
Skills Nature +5, Perception +8, Survival +8
Senses passive Perception 18
Languages Common, Druidic, Sylvan, Gnomish, Elven
Challenge 7 (2,900 XP)

Speak with Beasts and Plants. Teety can communicate with beasts and plants as if they shared a language.

Enlarging Elixir. 1/per day. Using an action, Teety uses an elixir imbued in her staff, to enlarge herself into a Large creature, dealing 2d6+6 Radiant damage and knocking prone all non-allied creatures within 10ft radius.

Spellcasting. Teety is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following druid spells prepared:
Cantrips (at will): *druidcraft, produce flame, resistance, thorn whip*
1st level (4 slots): *cure wounds, faerie fire, thunderwave, ice knife*
2nd level (3 slots): *beast sense, hold person, pass without trace*
3rd level (3 slots): *conjure animals, dispel magic, plant growth, call lightning*
4th level (3 slots): *dominate beast, freedom of movement, wall of fire*
5th level (2 slots): *commune with nature, conjure elemental, scrying*
6th level (1 slot): *transport via plants, primordial ward*

ACTIONS

Staff. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with both hands.



Troll stalkers

Troll stalkers are very rare creatures that can be found in the Elemental Plane of Air. Some spellcasters can master the summoning of one, which are often used as invisible trackers and agents that can sneak into an area and return with a person or item. They will also gladly kill the target if instructed to do so. It isn't known which mad experiment or mutation caused invisible trolls, but these invisible creatures have come to call the Elemental Plane of Air their home and are uncomfortable on any other plane.

Troll Stalker

Large elemental (Air), neutral evil

Armor Class 18 (natural armor)
Hit Points 125 (12d10 + 60)
Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	21 (+5)	11 (+0)	9 (-1)	13 (+1)

Saving Throws Con + 9, Dex +8
Skills Investigation +4, Perception +3, Stealth +7, Survival +7
Damage Resistance lightning, thunder
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 13
Languages Auran, Common
Challenge 8 (3,900 XP)

Bound by Will. The troll stalker will tirelessly seek out the target given to it by its summoner and ignores everything unless attacked or actively prevented from accomplishing its task. If the troll's summoner dies or moves to a different plane of existence, then the troll will evaporate and return to the Elemental Plane of Air.

G***ifted Tracker.*** The troll stalker has advantage on all Wisdom (Survival) or (Perception) checks when used to track, detect, or otherwise find its summoner's target. The troll stalker is given a single target to track by its summoner. The troll will know where the target was at the time of summoning and will have to track its prey from that position. The troll stalker always knows the exact location of its summoner.

Perma-invisibility. The troll stalker is invisible and cannot become visible even if it wanted to.

Magic Weapons. The Troll's attacks are magical.

Regeneration. The Troll stalker regains 10 hit points at the start of its turn. If the Troll takes acid or fire damage, this trait doesn't function at the start of the Troll's next turn.

Rending Claws. A troll stalker that hits a single target with both claw attacks, rips and shreds the target, dealing an additional 14 (4d4 + 4) slashing damage.

ACTIONS

Multiattack. The troll stalker makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d4 + 4) slashing damage.

Gigantic Frog

Huge beast, unaligned

Armour Class 11 (natural armor)
Hit Points 66 (12d8 + 12)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	13 (+1)	10 (0)	10 (+0)	9 (-1)

Skills Perception +3, Stealth +2
Senses darkvision 30 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Amphibious. The gigantic frog can breathe air and water.
Standing Leap. The gigantic frog's long jump is up to 50 ft. and its high jump is up to 25 ft., with or without a running start.

ACTIONS

Multiattack. The gigantic frog makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 18 (4d6 + 4) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the frog can't bite another target.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 +4) slashing damage.

Swallow. The gigantic frog makes a bite attack against a Large or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained. It has total cover against attacks and other effects outside the frog and it takes 18 (7d4) acid damage at the start of each of the gigantic frog's turns. The frog can have only one target swallowed at a time. If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 ft. of movement, exiting prone.



Wary Wimple

Wary Wimple is an old tomb raider who has survived long enough to be given a name. When leading a crew of tomb raiders he will almost always act as the obvious decoy, blast his wand of shadowy fear at targets indiscriminately, and generally be a nuisance for guards while his crew robs whatever they are after. He dislikes killing and would rather keep guards alive in the hopes that they spread his legend. He will only fight to the death if cornered or if facing enemies with truesight. Impossible has given Wary one of her shadow demon minions to help with his robberies and openly spy on him; Impossible is a terribly jealous lover. Wary secretly hopes to get the shadow demon killed during his next mission so that he is free to chase more conventional love interests for a while.



Wary Wimple the Tomb Raider

Medium dwarf, neutral evil

Armor Class 19 (breastplate, shield +1)
Hit Points 150 (20d8 + 60)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	17 (+3)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Cha + 6, Con + 7, Dex + 7, Int +3
Skills Skills Arcana +6, Athletics +6, Investigation +6, Perception + 5, Sleight of Hand +7, Stealth +7
Damage Resistance poison
Damage Immunities necrotic
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Common, Draconic, Dwarvish, thieves' cant
Challenge 13 (10,000)

Blessing of Impossibility. Wary has been blessed by a shadow demon known as Impossible. When Wary successfully touches or is touched by a creature other than a fiend, the target takes 7 (2d6) necrotic damage per round of contact. This blessing also grants Wary immunity to necrotic damage.

Cunning Action. On each of his turns, Wary can use a bonus action to take the Dash, Disengage, or Hide action.

Dwarven Resilience. Wary has advantage on saving throws against poison and has resistance against poison damage.

Evasion. If Wary is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack. Wary deals an extra 18 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Wary that isn't incapacitated and Wary doesn't have disadvantage on the attack roll.

Spellcasting. Wary is a 7th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He can cast the following sorcerer spells:
Cantrips (at will): ***dancing lights, mage hand, message, minor illusion, true strike***
1st level (4 slots): ***charm person, feather fall***
2nd level (3 slots): ***spider climb***
3rd level (3 slots): ***dispel magic, gaseous form, lightning bolt***
4th level (1 slot): ***greater invisibility***

Subtle Spells. Wary can choose to cast any spell without somatic or verbal components.
Troll Stalker Crystal. Wary has a hollow crystal containing a troll stalker. He will hold it in reserve until the fourth wave or if he is cornered. He can release the troll stalker as a bonus action. After a day the trapped troll stalker will evaporate so Wary will only use it if desperate.

Uncanny Dodge. When an attacker that Wary can see hits him with an attack, he can use his reaction to halve the attack's damage.

ACTIONS

Multiattack. Wary makes three attacks with Shadow Cleaver.

Shadow Cleaver, handax +2, +5 (2d4) necrotic damage. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Wand of Shadowy Fear. Wary has a wand of shadowy fear that functions as a wand of fear (see the Dungeon Master's Guide) that has 12 charges and and its effects are more difficult to resist (DC 16).

Tomb Raider Child

Medium humanoid (any race other than dragonborn), any neutral alignment

Armor Class 16 (studded armor)
Hit Points 90 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Cha + 6, Dex + 7, Int +3
Skills Acrobatics +7, Athletics +3, Perception + 3, Sleight of Hand +7, Stealth +7
Senses passive Perception 13
Languages Common, thieves' cant
Challenge 6 (1,800 XP)

Child of Impossibility. Each tomb raider is the child of a shadow demon known as Impossible. All of her children are sorcerers. When a tomb raider successfully touches or is touched by a creature other than a fiend, the target takes 3 (1d6) necrotic damage per round of contact.

Cunning Action. On each of its turns, the tomb raider can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the tomb raider is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. The tomb raider deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Spellcasting. The tomb raider is a 3rd-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). They can cast the following sorcerer spells:
Cantrips (at will): *dancing lights, mage hand, message, true strike*
1st level (4 slots): *charm person, feather fall*
2nd level (3 slots): *invisibility, spider climb*

ACTIONS

Multiattack. The tomb raider makes three attacks with its shortsword or shortbow.

Scimitar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: (1d6 + 4) piercing damage.



Tomb raiders

Tomb raiders are children of the demon, Impossible. They look like any other humanoid but are cursed to never be able to touch a normal living creature without slowly killing it. This curse also affects each other, which makes most of the tomb raiders gloomy and morose. Tomb raider "childs" are actually adult humanoids who have not earned a name yet. They use their particular abilities to steal and rob at whim or upon orders from those higher in rank. A tomb raider that is referred to by their name is usually exceedingly dangerous and crafty. Tomb raiders will use their sorcery to communicate with each other silently with messenger and coordinate complex operations involving invisibility and spider climb. Their favorite tactic is to attack or attract the notice of a guard from one direction and then flee while visible, while others sneak in and rob whatever is guarded. They generally dislike assassination but if they must kill a guard they will use true strike and attack from at least four different directions at once.

Gisela

Medium undead, chaotic evil

Armor Class 16
Hit Points 120 (19d8)
Speed 0 ft. 50 ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	10 (+0)	14 (+2)	14 (+2)	17 (+3)

Saving Throws Wis +4, Cha +5
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing
Damage Immunities cold, necrotic, poison.
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained.
Senses darkvision 60 ft., passive Perception 10
Languages Common, Elvish.
Challenge 8 (2,300 XP)

Detect Life. Gisela can magically sense the presence of creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. Gisela can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

ACTIONS

Corrupting Touch. Melee Spell Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (4d6 + 4) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of Gisela that can see her must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if Gisela is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to her Horrifying Visage for the next 24 hours.

Wail (1/Day). Gisela releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 15 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 12 (4d6) psychic damage.

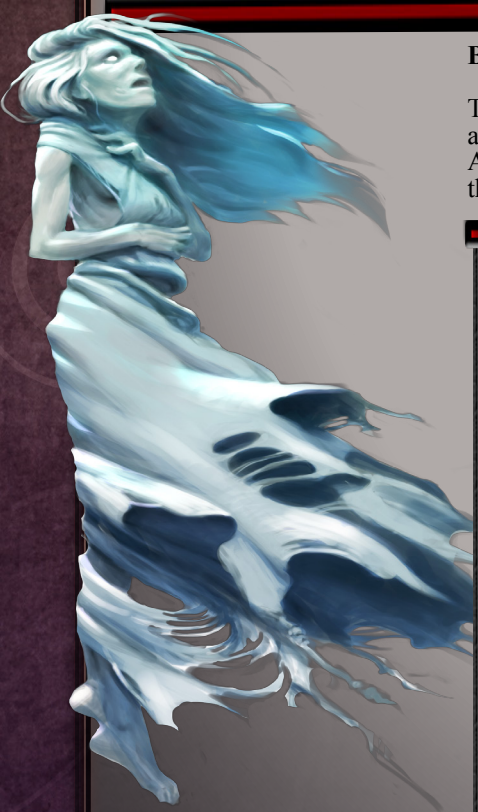
LEGENDARY ACTIONS

Gisela can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gisela regains spent legendary actions at the start of her turn.

Move. Gisela moves up to her speed without provoking opportunity attacks.

Corrupting Touch. Gisela makes one attack with her corrupting touch.

Deathly Chorus (uses 2 actions). One banshee she can see immediately uses their Wail action. This ability is activated even if they have already used it that day.





Flock of Undead Owls

Medium swarm of Tiny undead, unaligned

Armor Class 12
Hit Points 28 (8d8 - 8)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	2 (-4)	15 (+2)	7 (-2)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 12
Challenge 1/4 (50 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain hit points or gain temporary hit points.

Flyby. The Flock of undead owls doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing. The Flock of undead owls has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Beaks. Melee Weapon Attack: +4 to hit, reach 5 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Brown Worm of Kwalish

The Brown Worm of Kwalish is a 30-foot long, 8-foot diameter magical vehicle resembling a bronze earthworm. An enchanted drill on the forward section allows it to chew through rock and dirt.

Brown Worm of Kwalish

Huge vehicle, unaligned (7,000 lb.)

Armor Class 21 (19 while motionless)
Hit Points 180 (damage threshold 5)
Speed 20 ft., burrow 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	14(+2)	0(-5)	0(-5)	0(-5)

Damage Immunities fire, poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, prone, stunned, unconscious

Creature Capacity: 4 Medium creatures

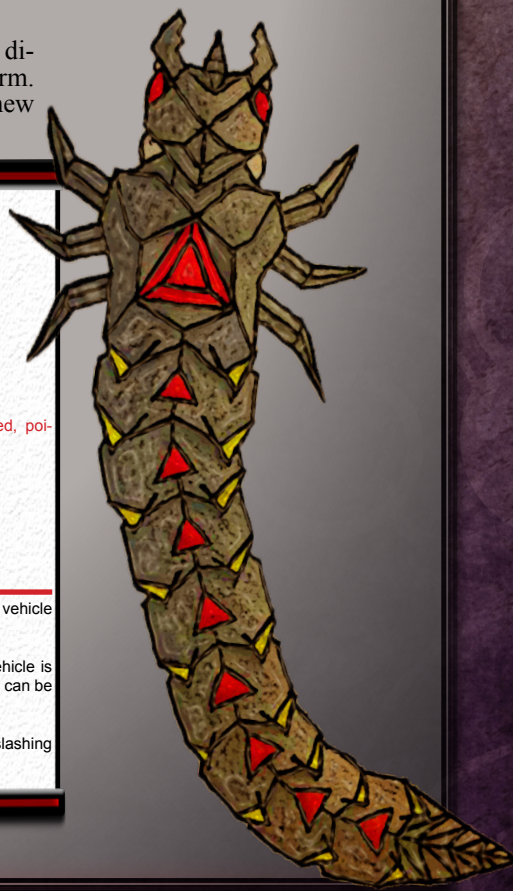
Cargo Capacity: 4000 lb.

ACTIONS

Helm (Requires 1 Crew). Drive and steer the Brown Worm of Kwalish. Can set the vehicle to swim or burrow as a bonus action.

Drill (Requires 1 Crew). Turn the force drill on or off. The drill must be on if the vehicle is using its burrow speed or if the drill is used in combat. The drill has 50 hit points and can be destroyed. It has Armor Class 19 and a damage threshold of 5.

Force Drill. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 16 (2d8+3) slashing damage and 26 (4d8) force damage.





Giant Ant

Small beast, unaligned

Armor Class 13 (Natural armor)
Hit Points 22 (5d6 + 5)
Speed 20 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	12 (+1)	3 (-4)	3 (-4)	3 (-4)

Skills Perception -2
Senses tremorsense 20 ft., passive Perception 8
Languages collective telepathy 30 ft.
Challenge ¼ (50 XP)

Collective Telepathy. Giant ants are part of a single giant ant queen's collective telepathy and intelligence. Anything a giant ant or drone sees or is aware of is also known to the queen. A giant ant can telepathically communicate with any other giant ant within 30 feet and can take telepathic commands from the queen as long as she is within 3 miles.

Spider Climb. The ant can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.



Giant Ant Drone

Medium beast, unaligned

Armor Class 15 (natural armor)
Hit Points 45 (10d8)
Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	10 (+0)	3 (-4)	7 (-2)	7 (-2)

Skills Perception +1
Senses tremorsense 40 ft., passive Perception 11
Languages collective telepathy 120 ft.
Challenge 1 (200 XP)

Collective Telepathy. Giant ant drones are part of a single giant ant queen's collective intelligence. Anything a giant ant or drone sees or is aware of is also known to the queen. Giant ant drones can telepathically communicate with any other giant ant within 120 feet, and can receive telepathic commands from the queen as long as she is within 3 miles.

Spider Climb. The ant drone can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The giant ant drone makes two attacks: one with its bit and one with its stinger.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Stinger. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 9 (1d12 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Acid spit. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. Hit: 9 (2d6 + 3) acid damage.

Giant Ant Queen

Huge beast, neutral

Armor Class 17 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft., burrow 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	10 (0)	12 (+1)	9 (-1)

Saving Throws Str +10, Con +9, Wis +5
Skills Insight +5, Perception + 5, Stealth +5
Damage Resistance acid, psychic; bludgeoning, piercing, and slashing from attacks not made with adamantine weapons.
Condition Immunities charmed, frightened, paralyzed
Senses tremorsense 120 ft., passive Perception 15
Languages telepathy
Challenge 10 (5,900 XP)

Adamantine Pincers. Each of the giant ant queens pincers are considered adamantine when resolving damage against objects or resistances.

Collective Telepathy. The giant ant queen has a collective intelligence. Anything a giant ant or drone sees or is aware of is also known to the queen. Any giant ant or drone within 3 miles of the queen can understand her commands as long as they are within 3 miles of her. The giant ant queen can telepathically communicate with any sentient creature it can see.

Spider Climb. The ant queen can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ant queen makes three attacks: two with its pincers and one with its sting.

Pincer. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 33 (5d10 + 6) bludgeoning damage, and Huge or smaller targets are grappled, escape DC 16. The ant queen has two pincers, each of which can grapple only one target. These pincers do automatic critical damage against objects

Sting. Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. Hit: 19 (2d12 + 6) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 27 (5d10) poison damage on a failed save, or half as much damage on a successful one.

Acid Spit. Ranged Weapon Attack: + 5 to hit, range 60/240 ft., one target. Hit: 16 (3d10) acid damage.

Wing Buffet. The giant ant queen beats her wings very rapidly together, which extinguishes all nonmagical fires within 60 feet, and pushes Large or smaller creatures away from her by 30 feet and knocks them prone unless they succeed at a DC 16 Strength saving throw.





Zac-the-Box

Small construct, chaotic evil

Armor Class 12
Hit Points 34 (6d6 + 18)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
6(-2)	14 (+2)	16 (+3)	5(-3)	10 (+0)	10 (+0)

Skills Perception +2
Damage Immunities poison
Condition Immunities blinded, charmed, deafened, frightened, exhaustion, paralyzed, petrified, poisoned, prone, unconscious
Senses blindsight 60 ft., passive Perception 12
Languages understands Common but can't speak
Challenge 2 (450 XP)

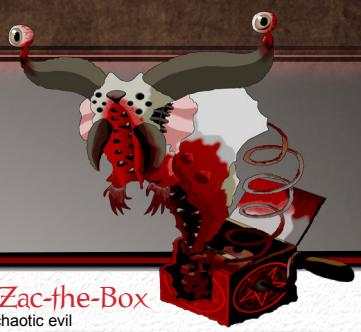
False Appearance. While the Zac-the-Box remains motionless, it is indistinguishable from an ordinary object.

Fear Surprise. If the Zac-the-Box surprises a creature by revealing itself emerging from its box, all hostile creatures within 10 feet of it must make a DC 15 Wisdom saving throw or be frightened of the Zac-the-Box until the end of the target's next turn.

Maker's toys. The Zac-the-Box obeys Shyclin's commands.

ACTIONS

Dart. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 7 (2d6) poison damage.



Damaged Zac-the-Box

Small construct, chaotic evil

Armor Class 9
Hit Points 18
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	9 (-1)	11 (+0)	5(-3)	8 (-1)	10 (+0)

Skills Perception +1
Damage Immunities poison
Condition Immunities blinded, charmed, deafened, frightened, exhaustion, paralyzed, poisoned, petrified, poisoned, prone, unconscious
Senses blindsight 60 ft., passive Perception 11
Languages understands Common but can't speak
Challenge 1/4 (50 XP)

ACTIONS

Dart. Ranged Weapon Attack: +1 to hit, range 20/60 ft., one target. Hit: 2 (1d6 -1) piercing damage plus 7 (2d6) poison damage.

Shyclin the mad Jester

Shyclin was once a famous circus owner and renowned performer. People from all over the realms travelled to see his performances. One tragic day, a volunteer in one of Shyclin's performances was accidentally caught on fire and perished. After this incident, Shyclin , Shyclin fell into grief and eventually madness, as no one wanted to see him perform anymore. Little did Shyclin know that the so-called "accident" was orchestrated by a vengeful fey creature who had previously expressed unrequited love for the performer. Shyclin's reputation was shattered, and he turned to otherworldly forces to lift him from this. His circus would once again have visitors, but it would come at a great cost. The Dark Powers of Ravenloft turned his circus into a murder house, and Shyclin has now become a more twisted, sinister version of his former self, whose only purpose is to morbidly entertain and harvest the souls of all new visitors in the circus.



Shyclin

Medium humanoid (human), chaotic evil

Armor Class 23 (+3 studded leather armor, Suave Defence)
Hit Points 123 (19d8 + 38)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+3)	17 (+3)	10 (+0)	18 (+4)

Saving Throws Dex +9, Cha +9
Skills Acrobatics +8, Athletics +7, Deception +9, Perception +5, Performance +14, Stealth +9
Damage Resistances cold, fire, lightning, poison
Damage Immunities bludgeoning, piercing, slashing from nonmagical attacks
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Common, Elvish
Challenge 14 (11,500 xp)

Cunning Action. On each of his turns, Shyclin can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If he is subjected to an effect that allows him to make a Dexterity saving throw to avoid take only half damage, Shyclin instead takes no damage if he succeeds on the saving throw, and only half damage if he fails. He can't use this trait if he's incapacitated.

Freedom of Movement. Shyclin ignores difficult terrain, and magical effects can't reduce his speed or cause him to be restrained. He can spend 5 feet of movement to escape from non magical restraints or being grappled.

Innate Spellcasting. Shyclin's innate spellcasting ability is Charisma (spell save DC 17). He can innately cast the following spells, requiring no material components:
At will: *alter self, invisibility (self only), suggestion, charm person*
1/day each: *dominate person, charm monster, mass suggestion, polymorph*

Legendary Resistance (1/Day). If Shyclin fails a saving throw, he can choose to succeed instead.

Sneak Attack (1/Turn). Shyclin deals an extra 17 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Shyclin that isn't incapacitated and the Shyclin doesn't have disadvantage on the attack roll.

Suave Defence. While he is wearing light or no armor, Shyclin adds his Charisma modifier to his AC.

ACTIONS

Multiattack. Shyclin makes three attacks with its shortsword +3, or two attacks with his shiv.

Shortsword +3. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 10 (1d6 + 7) piercing damage.

Shiv. Ranged Weapon Attack: +9 to hit, reach, range 60 ft., one target. Hit: 6 (1d4 + 4) piercing damage, and the target's speed is reduced by 10 feet until the start of Shyclin's next turn.

Toxic Chloroform (4/Day). Ranged Weapon Attack: +8 to hit, range 20/60 ft., one target. Hit: 10 (2d6 + 3) acid damage, and the target must succeed on a DC 16 Constitution saving throw or fall unconscious for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Vanish. When Shyclin takes damage, he turns invisible until the start of his next turn, or until he attacks or casts a spell.

LEGENDARY ACTIONS

Shyclin can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Shyclin regains spent legendary actions at the start of his turn.

Cast a spell. Shyclin casts a spell

Attack. Shyclin makes a weapon attack.

Backlash (Costs 2 actions). Shyclin teleports up to 120 feet in an unoccupied space that he can see within 5 feet of another creature and makes one attack with his shortsword.

Ysen, Captain of the Guard

Ysen's backstory is one of unending tragedy and pain. Ysen was born a male and sold by his father into a guild that made eunuchs for the nobility. On his thirteenth birthday he was forced to become a eunuch and sent to train to be a harem guard. After years of pouring hate into his training he decided to embrace this terrible choice that was made for him and would forever insist on being called, "it." Ysen, it, rose quickly in the ranks and showed a particular aptitude for sword fighting. It soon realized that his sword fighting skills was the one opportunity to kill the noble that purchased it: the sultan. After planting evidence and then killing a member of the harem for planning to assassinate the sultan, it was promoted to personal honor guard. Ysen slew the sultan but the Eunuch's Guild had been burned down and destroyed before Ysen could enact revenge. The guild had been burned as punishment for creating such a traitor; there were over 100 children burned alive in the complex. Ysen fled, found itself in the mists, and swore to never kill again without understanding all of the consequences, for the deaths of the children in the Eunuch's Guild haunt Ysen still. On one hand they would never be turned into eunuchs, but on the other hand he had also taken their choice and lives away. Years later and Ysen now believes in the absolute and unbending rule of law. Once Mevor took control of the shadow well, Ysen was turned into a powerful wight. It knows nothing but despair now in this cursed immortal existence of unending pain and self-hate. Mevor has also revealed all of the terrible things that the Lord of Castle Nebula did to children in an attempt to break Ysen's will. Ysen seeks to be destroyed, but hopes an honorable battle, death, and burial will allow its soul some small comfort in the afterlife. If the characters refuse to kill it honorably it will give up the last vestiges of hope and yield to Mevor's will.

Ysen, Captain of the Guard

Medium Undead (Great Wight), lawful evil

Armor Class 21 (plate armor and shield)
Hit Points 110 (13d8 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	13(+1)	18(+4)	13(+1)	11(+0)	12(+1)

Saving Throws Str +6, Con +7
Skills Athletics +6, Insight +3, Intimidation +4, Perception +3,
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities exhaustion, poison
Senses darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 8 (10,000 XP)

Improved Critical. If Ysen is attacking with a longsword, then it scores a critical hit on a roll of 19 or 20.

Magical Equipment. Ysen has a ***longsword +1,*** +1d4 cold damage, and an enchanted red ermine fur cloak that automatically deflects the first ranged melee attack per turn that targets Ysen. This deflection happens before an attack roll is resolved.

Pitiless Honor. Ysen gains a +1 to hit against any foe that has a chaotic alignment. Ysen is incapable of lying.

Shield Mastery. Ysen gains a +1 bonus to its AC as long as it is wielding a shield.

Sunlight Sensitivity. While in sunlight, Ysen has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Legendary Dueler. Ysen, as a bonus action, can target one target within 30 feet at the beginning of its turn. Ysen will do +2 damage to that target per successful hit with a long-sword. Ysen cannot change targets until the beginning of its next turn

ACTIONS

Multiattack. Ysen makes two attacks with its longsword and one attack with its shield bash. It can use its Life Drain in place of its shield bash.

Life Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 3 days later as a wight under Ysen's control, unless the humanoid is restored to life or its body is destroyed. Ysen can have no more than 3 wights under its control at one time.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (1d10 + 4) magical slashing damage and 2 (1d4) cold damage.

Shield Bash. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit 4 (2d4 + 3) bludgeoning damage. If the target is Medium or smaller, it must make a DC 13 Strength saving throw or be knocked prone.

REACTIONS

Master Parry. Ysen adds 3 to its AC against one melee attack that would hit it. To do so, Ysen must see the attacker, be wielding a longsword and shield, and not have its speed reduced to 0.



Mevor, Young Mist Shadow Dragon

Large dragon, neutral evil

Armor Class 17 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 40 ft., fly 50 ft., swim 50 ft

STR	DEX	CON	INT	WIS	CHA
19(+4)	10(+0)	17(+3)	12(+1)	11(+0)	15(+2)

Saving Throws Dex +3, Con +6, Wis +3, Chr +5
Skills Perception +6, Persuasion +5, Stealth +6
Damage Resistances necrotic
Damage Immunities fire
Condition Immunities exhaustion, poison
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic
Challenge 9 (5,000 XP)

Amphibious. Mevor can breathe both air and water.

Innate Spellcasting. Mevor's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He can innately cast the following spells, requiring no material components:
1/Day each: mirror image, slow

Living Shadow. While in dim light or darkness, Mevor has resistance to damage that isn't force, psychic, or radiant.

Purple Clairvoyance. Mevor has the ability to see through the eyes of weak or mindless undead as long as they are on the castle grounds or beneath it. Powerful or strong willed undead can choose to make a DC 13 Charisma saving throw to resist this effect.

Shadow Stealth. While in dim light or darkness, Mevor can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, Mevor has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. Mevor makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Shadow Breath Weapon (Recharge 5-6). Mevor exhales shadowy scalding steam in a 60-foot cone. Each creature in the area of effect must make a DC 14 Dexterity saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after the dragon in the initiative count. The shadow is under the dragon's control.

Mist Form. Mevor, as an action can assume a mist-like form that functions like a gaseous form spell without duration and a fly speed of 30 ft. Mevor can also, as an action assume his dragon form.

Mevor, Young Mist Shadow Dragon

Mevor was always more curious than sensible, even for a mist dragon. After wandering into a cavern system under a castle he discovered the Shadow Well and it quickly corrupted the playful mist dragon into a calculating and power hungry creature that eventually entered the Shadowfell and re-emerged as a shadow dragon to wreak havoc and gather souls for the well. The well has convinced Mevor that if it gathers enough souls that it can gain even more power by becoming a dracolich. Atarte discovered this delusional shadow dragon and has made an illusionary world for the characters to play in, in which a shadow dragon actually succeeds at becoming a dracolich.



Revulcher the Death Slaad

Medium aberration (shapechanger), chaotic evil

Armor Class 18 (natural armor)
Hit Points 170 (20d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	15 (+2)	10 (+0)	16 (+3)

Skills Arcana +6, Perception +8
Damage Resistances acid, cold, fire, lightning, thunder
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 18
Languages Slaad, telepathy 60 ft.
Challenge 12 (8,400 XP)

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. Revulcher is not likely to polymorph during this encounter.

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The slaad can innately cast the following spells:
At will: *detect magic, detect thoughts, invisibility (self only), mage hand, major image*
2/day each: *fear, fireball, fly, tongues*
1/day each: *cloudkill, plane shift*

Magic Item Use. Revulture's "The One True Key" greatsword +1 was forged in Limbo, and there, its form can slowly be altered. Revulture has this weapon in the size and shape of a very sharp copper key.

Magic Resistance. The slaad has advantage on saving throws against spells and other magical effects.

Magic Weapons. The slaad's attacks are magical.

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws or greatsword.

Bite (Slaad Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

Claws (Slaad Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) slashing damage plus 7 (2d6) necrotic damage.

"The One True Key" Greatsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage plus 7 (2d6) necrotic damage.

REACTIONS

Skeletal Violinists. Revulcher can use a reaction as long as at least one skeletal violinist is not destroyed or silenced. Each skeletal violinist provides Revulcher with one specific reaction that can be used once each combat round. At the beginning of Revulcher's turn each reaction use is regenerated as long as that particular skeletal violinist is not destroyed or silenced. Each skeletal violinist glows a specific color. When Revulcher uses a reaction associated with a skeletal violinist, its glow dissipates until Revulcher's next turn.

Blue Glowing Skeletal Violinist Granted Reaction. If Revulcher takes bludgeoning, piercing, or slashing damage then, as a reaction, Revulcher casts 4th spell-level *shatter* at any foe he can see, which does 20 (5d8) thunder damage in a 10-foot-sphere, or half damage on a successful DC 15 Constitution saving throw.

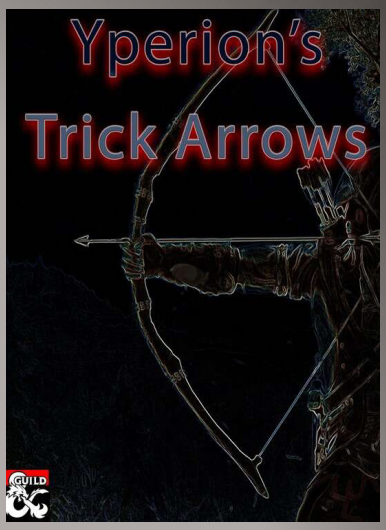
Red Glowing Skeletal Violinist Granted Reaction. If Revulcher fails a saving throw, he can choose to succeed instead.

Purple Glowing Skeletal Violinist Granted Reaction. If Revulcher takes damage, he casts, 4th spell-level *cure wounds* on himself, restoring 21 (4d8 + 5) hit points of damage.

Yellow Glowing Skeletal Violinist reaction. If Revulcher is killed and the yellow skeletal violinist is not silent or destroyed then *reverse gravity* is cast (save DC 15), centered on Revulcher's corpse. This column of *reverse gravity* will propel any that failed their saving throw into the environment of Limbo. Anyone that fails their saving throw has their entire combat round to attempt to save themselves or they enter Limbo at the end of their combat round.


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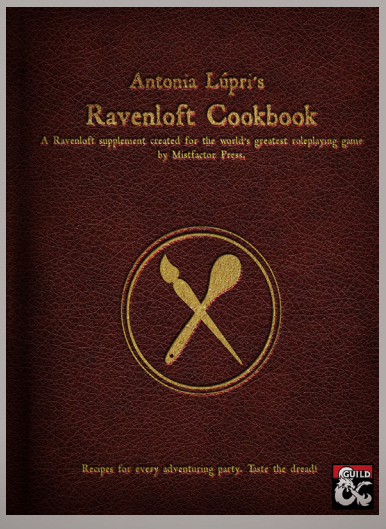

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