

Dreamwraith

A One Round AD&D Living City Adventure

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

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

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

DM Background

When the mists that connect Ravens Bluff to the Demiplane of Ravenloft rolled over the city for the last time, many lost adventures returned home from Ravenloft. Emeline Carpenter, a high level bard from Ravens Bluff, was one of those lost adventures who returned from Ravenloft.

At the same time a dreamwraith came through the mists. It has since moved around the city looking for appropriate prey to feed upon. A few people who have recently returned from Ravenloft have disappeared again. Actually, they died feeding the dreamwraith. After over hearing Emeline's song about the night she returned from Ravenloft, the dreamwraith decided to feed upon her next, but Emeline proved to have a lot stronger will than others he has fed upon. Right now she is holding him to a stand still, but she is weakening, and needs help.

Emeline has been asleep for two day now, and little time remains. Last night Emeline's father, William Carpenter, was pulled into Emeline's dream. She explained to him what she knew about the dreamwraith, and that she needed his help. The

dreamwraith has already capture her id, and she needs it rescued in order to save her life, but she is too weak to accomplish this. It is possible to destroy the dreamwraith both in and out of her dream, but if they do not do it from inside her dream, she will die.

Emeline told her father that if help came, he should explain things to them when they arrived. She explained to William that if the adventurers fell asleep in the same room as her, eventually they would enter her dream.

Emeline then used some of her remaining energy to throw her father out of the dream, allowing him to awaken. Whispering a small prayer to Oghma, she began to sing the song she had written about her return from Ravenloft. Offering it as a prayer to Oghma, hoping he might hear her, and send someone to aid in her plight. Oghma heard her prayer and sent a dream to the PCs.

Emeline, hf B9: Int High; AL CG; AC varies; MV 12; hps 46; THACO 16; #AT 1; Damage 1d8 (long sword); SA nil; SD nil; MR nil; SZ M; ML special.

A dreamwraith attacks by coming upon a sleeping victim, and falling over their body. In the real world, it is nearly impossible to see a dreamwraith without a *true seeing* spell. Dreamwraiths have no power in the real world, and cannot harm anyone, but once they slip into a sleeping person's body they gain power. A saving throw versus death magic is allowed for the PCs to avoid a dreamwraith entering their mind and body. If successful, the dreamwraith cannot enter that person's body every again, and the PC awakens thinking he had a bad night mare.

However once a Dreamwraith is within a person's body, he cannot be expelled unless the PC kills the dreamwraith. Other people sleeping in close proximity to the pocessed PC can be pulled into the dream also. Powerful Dreamwraiths have been known to wipe out entire parties.

If the Dreamwraith is killed from the physical world while possessing a PC, the pocessed PC is instantly killed. If a PC brought into the dream dies, he gets a system shock roll. If the PC fails his system shock, he is dead, otherwise he is in shock and awakens in 1d4 hours unharmed. If the Dreamwraith is killed inside the dream, it is permanently destroyed. The dreamwraith's power rises and falls, based on how much he has feed lately.

Rules for the Dreaming

Any Item that is not in an extra dimensional space (i.e. Bags of Holding), will come over with the PC, and will be subconsciously used by the PC in the real world.

Any time the PC is hit by a level draining creature the PC gets a saving throw vs. Death, wisdom bonuses apply, because this is a contest of wills between the PC and the Dreamwraith.

Level drains that happen in the dream are temporary, but the PC will not know this until after he wakes up. For each level drain the PC receives, a white streak will appear in the PC's hair. Eight streaks covers the whole head.

If a PC goes into negative hit points in the dream, his body will start to fade out and the other PCs must give him healing before he reaches negative ten.

If a PC reaches negative 10 in the dream, his body fades completely out of the dream.

If a PC dies in the dream, he must make a system shock roll. If successful, he awakens in a cold sweat, and is out of the rest of the adventure. If he fails the system shock roll, the character is irrevocably dead, because the dreamwraith was successful in feeding upon the PC's soul.

If a PC is drained to zero levels, he becomes a dreamwraith. When the other PCs awaken they will find the dead lifeless body of the drained PC.

Player Introduction

The last couple of days have been filled with harsh winds and turbulent skies. At times, the days seem almost as black as the nights. Troubled by sudden flashes of lighting, and violent crashes of thunder, you have been hard pressed to get a descent night's sleep.

Last night the clouds started to break up, and the moon to peered through the clouds. You finally fell into a peaceful slumber. Your dreams however were as turbulent as the past few days.

Black swirling mists fill your vision, as you wander across an open plane. A beautiful voice full of sorrow and despair can be heard in the distance singing a harrowing tune.

Read Player Handout #1

As the song and the voice drift away, a face comes toward you parting the mists. The woman's face has an earthy beauty, with red hair cascading around her. The spark of life in her eyes seems to be slowly fading away. As her visage slowly fades, a voice in the shadows quietly whispers "Save me."

After the face is gone, the mist separates again revealing a beautiful hand-carved wooden dragon. The wooden dragon fills the whole front display window of a little shop. The dragon stands on its hind legs, wings spread and ready to take flight. A deep rich voice is heard all around you. "Seek me" The dragon figurine then flaps its wings, lifting into the air, and flies away. All that remains after its passing is the black swirling mists.

You awake in a cold sweat that covered not only your body, but also your bed. The clouds have cleared away, and the sun is shining for the first time in days.

At this point see what the PCs want to do. The deep rich voice in thier dream was that of Oghma. They are not together yet, so they must decide their own actions. They can get together if they previously knew each other, or if they live at the same place. Otherwise, see what they want to do and then continue with the next part once they are on the way to somewhere.

*You find yourself drawn to the merchant's district when a strange site catches your eye. The dragon you saw in your dream is sitting in the front window of a carpenter's shop. It is not as big as you remember, but the carving of the dragon is just as exquisite as you remember. If the PCs are not together yet, add: *Looking around, you see several other people looking in the same window as you, at the same figurine.**

Inside the store, William Carpenter is oiling and cleaning his shop. He appears not to be concentrating on his work, because his mind is still reeling from the dream he had last night (see DM Background).

William Carpenter is about 45 years old and has lived in Ravens Bluff his whole life, as a carpenter. Most of his hair is gone. Only a few gray hairs remain on the top of his head. His skin is tanned and wrinkled, due to over exposure to the sun. He wears dirty blue overalls, and an old white linen shirt. His eyes are brown, but are currently filled with tears.

He recognizes the PCs as adventurers (if they enter his shop). He will not broach the matter of his daughter until they either mention the dragon and the dream or until they are prepared to leave.

He tells them that his daughter Emeline, a bard and adventurer, is in a desperate fight for her life. That is why he is crying. She needs help.

- She returned to the city several months ago, after being gone for five years.

- She talked of being taken to a strange and horrible land. Where the dead walked the streets, and spirit floated through the skies.
- His daughter said a strange mist came over her twice. First when she was taken to this strange land. Second when she was returned to Ravens Bluff.
- He had a dream last night that seemed very real. He dreamed that his daughter was dying, and that adventurers would come to save her. In his dream he spoke to his daughter in a garden.
- She said she could pay them if they freed her, but he is willing to offer his life savings of 50 gold, if they can find and save her.
- She disappeared again two days ago. Last he saw her, she was a sleep in her room. Strangly, her bed is also missing.
- He thought he lost his daughter once, and he does not want to lose her again.
- His daughter said that something called a dreamwraith was feeding upon her dreams, slowly taking her life away.

He knows nothing else, and will beg and plead with the PCs to save his daughter's life. Because of his gratitude he will give a PC the figurine of the craved dragon when they are ready to leave. Read the following, once a PC holds the figuring.

A thick black mist begins to pour out of the mouth of the dragon figurine. Wings spread out, as the form of a small dragon now hovers is the air before you. It glids to the door, then looks back at you, opening its mouth as if to scream. Then it passes through the door, out into the street.

DM Note: The dragon is a spirit guide sent by Oghma.

Encounter 1: Time to Sleep

If the PC's follow the image, continue.

Following the dragon it easy, since it waits for you to catch up at every corner. Just when you catch up to it, it flies down another street. After following the dragon for about half an hour, you find yourself in an area of the city that has been destroyed by the war. Many building lay in ruins, a shallow testimony of what was once here.

The dragon form, flies to one of these ruined building. It may have been someone's home once, thick stone walls once holding a roof over their head.

Now though, all that remains standing is an oaken door. Looking back at you the dragon opens it's mouth as if to scream, then passes through the door and disappears.

The dragon does not appear on the other side of the door. It is as if it has disappeared. Walking into the ruins, by any means, besides the door, will reveal only a ruined husk of what was once someone's home. The area has already been looted, so nothing of value can be found.

Opening the door, a black swirling mist covers the area just revealed. It cannot be seen from the inside of the house, only from the outside. Once the PC's step through, read the following:

You step through on to a black and white marble floor. An expensive looking table sits next to the door. You appear to have stepped into a monor house of some rich noble. Stairs wind up to the second floor, on both sides of the parlor.

On one set of stairs, three ghouls can be seen carrying a bowl of something. Seeing you, they begin to move up the stairs a little faster, muttering to themselves. "Protect the girl. The master will be angry if the girl is hurt. The master will protect us." is part of what you hear.

Several bedrooms can be found on the second floor. The ghouls will lead the PC's to the last room, were they find Emeline's body. Moving through the hallway to the last room, the PC's will smell the stench of death coming from several of the other room.

Emeline's Room - Room #4

Entering this room, you see a woman lying on a small bed. A multi-colored comforter covers her still, silent body. Black misty webs move up and down her body, they appear to be growing slightly with each pass.

The form of the dragon hovers above her body protectively, its wings going up and down.

If the ghouls are still around, read the following:

The dragon turns it head toward you and shrieks, the ghouls cover there ears as if in pain, and begin muttering again. "It is not one of ours. It comes to hurt us. If wishes to free the girl, and destroy the master."

The ghouls know the following:

- The dreamwraith is hungry and is feeding of this one, but she resists well.
- The master leaves them the bodies, if they give it food and water until it is dead.
- If they try to save the girl here, they will kill her, and the master will survive.
- In order to save her they must fall asleep and enter the girls dreams.
- The master can only be destroyed in the dreaming.
- They will be happy to take care of their bodies while they sleep. (An evil cackle escapes their lips.)

Even though she is still alive, her breathing is extremely shallow. To anyone with healing proficiency it will look as if she is suffering from an extreme case of pneumonia. All attempts to awaken her, both magically and physically, will fail. Any magical healing placed upon her will appear to do her some good, but she will still not awaken. If anyone opens her eye, they will see a black mist swirling about where her pupils should be.

At this time William will appear in the room, having followed the PC's through the street. He took some time deciding whether or not to go through the misty door, but deciding his daughter might be inside, he had to go in. Upon seeing her, he will drop to his knees and begin crying.

William will explain that Emeline told him that if they tried to kill the wraith (the misty web-like stuff) in the physical world she will die. He will beg and plead with them not to do this, he will even grovel. He does not know why it will kill her, he just knows it will. William will cooperate with the PCs in any other way he can.

Any attempt to kill the wraith in the physical world (i.e. *negative plane protection* cast upon Emeline, use of a *wand of illumination*, or *dispel evil*) will kill or drive off the wraith, but will irrevocably kill Emeline. William will then break down, and ask the PCs to leave. Adventure over.

Allow the PCs to make whatever preparations they want. William will stay and watch over the PC's bodies, but will not stay if the ghouls are still moving.

3 Ghouls: Int Low; AL CE; AC 6; MV 9; HD 2; hps 5 (not well fed); THACO 19; #AT 3; D 1d3/1d3/1d6; SA Paralyzation (save at +2); SD Immune to *sleep* and *charm* spells; MR nil; S M; ML Steady.

Once the PC's decide to go to sleep, read the following:

As you make your self comfortable, a heavy weight falls of your eyes. You find yourself very, very tired. As your eyes close, you think you see the form of the dragon moving to the head of the bed. It glides down, forming into a finely carved wooden headboard that stands protectively over Emeline's body. You hear a rich deep voice from the air. "I will protect you while you sleep" It may have been William, it may not have been. Your eye close, and sleep washes over you.

Down stairs are a kitchen, a library, and a dinning room. Upstairs are three other bedrooms. Read the following sections for each room.

Bedroom #1

This is a small bedroom. In one corner of the room is a bed with a body that has been half eaten lying on it. The body may have been female, judging by the dress that has been torn off her body. A chain, with a symbol of the sun on it, rests on the floor next to the bed.

The body is that of Martha, she was a priestess of Selune from the city of Shadowdale. She was once an adventurer in Ravens Bluff, and was pulled into a strange and horrifying land. The symbol of the sun is some sort of holy symbol from this strange land. She recently was returned to Ravens Bluff, but some creatures must have followed her through. A creature called a dream wraith killed her. If the PC's attempted a *speak with dead*, she will come and answer the questions, but she will be screaming the entire time, as if she was constantly being tortured. The only way to save her from eternal torture is to destroy the dreamwraith.

Bedroom #2

This is a small room. Two bodies lay on the floor of this room. Their bodies torn apart and resting in several pieces. Several bones rest in the far corner of the room. One of the bodies may have been a noble, or mage, as rich embroidered tattered robes cover what is left of his body. The other body rests in leather armor and breeches, with black leather boots completing the outfit. The smell in this room is almost overpowering. The stench of death is thick.

The body in robes is that of Marcus, he was a mage from the city of Waterdeep. He was once an adventurer in Ravens Bluff, and was pulled into a

strange and horrifying land. The robes were once robes of some strong protection (+3, no longer magical). He recently was returned to Ravens Bluff. But that same night, he died in a horrible nightmare. A creature called a dream wraith killed him. If the PC's attempted a *Speak with Dead*, he will come and answer the questions, but he will be screaming the entire time, as if he was constantly being tortured. The only way to save him from eternal torture is to destroy the dreamwraith.

The body in leathers is that of Thomas, he was a rogue from the city of Tantrus. Inside his left boot, the PC's can find an Electrum piece. He was investigating this house several months ago, after coming through some kind of misty doorway he found in the ruins. He never left. A heavy sleep fell over him, and a horrible dream killed him. If the PC's attempted a *Speak with Dead*, he will come and answer the questions, but he will be screaming the entire time, as if he was constantly being tortured.

Bedroom #3

This is a large room. A large bed sits in the middle of the room. The body of a bearded man rest on the bed. The sheets pulled up tightly around him.

The man in the bed is Philip, a fighter originally from the city of Calimport. He recently was returned to Raven's Bluff through a strange mist. He had been trapped in a land full of werewolves and undead for many years. He has been having many nightmares since his return, but a week ago, they became even stronger and something entered his dreams and killed him. If the PC's attempted a *Speak with Dead*, he will come and answer the questions, but he will be screaming the entire time, as if he was constantly being tortured. The only way to save him from eternal torture is to destroy the dreamwraith.

Encounter 2: Into the Dream

Remember, any item in an extra dimensional space, will not come into the dreaming, and an item used in the dreaming is subconsciously used in real life.

The long black hallway seems to stretch on in either direction forever. Cobwebs fill the hall, hanging from the ceiling, clinging to the walls, clinging to your cloths and equipment. Each of your fellow adventurers seems to fade in one by one. Every now

and the a web sticks to your lips, getting into your mouth. A soft red light bathes the entire hallway, and appears to throb at the same pace as a soft beating sound your senses can barely pick up. The corridor is 20' wide, 20' tall, and seems to stretch on endlessly.

Every now and then, the corridor twist and turns, at one point you think you are on the ceiling, then the corridor twists again.

Allow the PCs to make what ever preparations they need to make. It does not matter what direction they follow. If the PC's stop, the beating sound will stop. If the PC's speed up, the beating sound will speed up. If the PC's strike the wall, they will begin to bleed, and a woman's voice will be heard screaming. After they have been traveling for what seems like hours but is only minutes, read the following:

Every now and then, up ahead, you think you see a pair of beady red eyes blink in and out of existence. When you arrive at the area were the eyes were seen, there is nothing but webs. You are walking down the halls again, and this time when the red eyes appear, so do the giant pincers that are attach to the head of this creature.

The phase spider is powered down on lower tiers, because on the lower tiers the dreamwraith is not powerful enough to create a phase spider with all its abilities. On higher tiers, the dreamwraith is powerful enough to create stronger phase spiders.

PC Total Levels 6-13

Phase Spider: Int Low; AL N; AC 7; MV 6, Wb 15; HD 3+5; hps 20; THACO 17; #AT 1; D 1d6; SA save vs Poison or take 1d4 & See below; SD See below; MR nil; S L (14' Diameter); ML special.

If the Phase Spider wins initiative by more than 4, it phases away after attacking and the PCs cannot attack it this round.

PC Total Levels 14-25

Phase Spider: Int Low; AL N; AC 4; MV 6, Wb 15; HD 5+5; hps 40; THACO 15; #AT 1; D 1d6; SA save vs Poison or take 2d4 & See below; SD See below; MR nil; S L (14' Diameter); ML special.

If the Phase Spider wins initiative by more than 4, it phases away after attacking and the PCs cannot attack it this round.

PC Total Levels 26-37

2 Phase Spiders: Int Low; AL N; AC 4; MV 6, Wb 15; HD 5+5; hps 45; THACO 15; #AT 1; D 1d8; SA save

vs Poison or take 4d4 & See below; SD See below; MR nil; S L (14' Diameter)

If the Phase Spider wins initiative by more than 4, it phases away after attacking and the PCs cannot attack it this round. The Phase spider phases in behind its opponent, so it gets the +4 modifier for attacking from behind. It can only attack the last rank from behind.

PC Total Levels 38-56

2 Phase Spider: Int Low; AL N; AC 0; MV 6, Wb 15; HD 9+5; hps 75; THACO 10; #AT 1; D 1d12; SA save for 1/2 vs Poison or take 5d8 & See below; SD See below; MR nil; S L (14' Diameter); ML special.

If the Phase Spider wins initiative by more than 4, it phases away after attacking and the PCs cannot attack it this round. The Phase spider phases in behind its opponent, so it gets the +4 modifier for attacking from behind. The phase spider also gets a -3 initiative bonus.

PC Total Levels 57+

3 Phase Spiders: Int Low; AL N; AC -2; MV 6, Wb 15; HD 11+5; hps 90; THACO 9; #AT 1; D 1d12; SA save for 1/2 vs Poison or take 8d8 & See below; SD See below, makes all saving throws; MR nil; S L (14' Diameter)

If the Phase Spider wins initiative by more than 4, it phases away after attacking and the PCs cannot attack it this round. The Phase spider phases in behind its opponent, so it gets the +4 modifier for attacking from behind. The phase spider also gets a -3 initiative modifier.

Encounter 3: The Garden

Walking down the corridor a little further, you come to a set of stairs leading up to a trap door. The stairs separate from the wall as they go up, forming a triangle, with the point ending at the trapdoor in the ceiling. Off either side of the stairs can be seen a boiling liquid. The iron smell of hot blood fill the corridor.

Closer inspection will reveal that the liquid is blood. Anyone sticking their hand in the blood will take 1d4 points of burn damage from the heat. The second and third steps of the stairs are illusionary, and any PC stepping on them will fall through the stairs into the pool of blood. They will be quickly sucked into the pool of blood, blood filling their mouth, nose, and vision with blood. Then they will fall from the

ceiling, into the corridor behind the other PC's. The PC will take 1d6 point of damage per tier of the party, save for half vs. death magic. Thieves will also have -10 per tier to their find traps ability.

PC Total Levels 6-13

1d6; -10 to Find Traps

PC Total Levels 14-25

2d6; -20 to Find Traps

PC Total Levels 26-37

3d6; -30 to Find Traps

PC Total Levels 38-56

4d6; -40 to Find Traps

PC Total Levels 57+

5d6; -50 to Find Traps

Once they open the trap door, proceed:

The trap door sticks for a minute, but then eventually gives way, at the same moment the floor and stairs give way beneath you. You are sucked into a pool of blood. Hot boiling blood fills your nostrils, flows into your mouth, and fills your vision blurring your eyes. You fall to the ground with a heavy thump. When you recover, you find yourself in the middle of a small garden.

At the edge of the garden is a white fence. All that can be seen outside the fence is a thick black mist. Somber music floats through the air around you. It is the same tune you heard in your dream. Again, the sadness and despair can almost be felt, as the tune floats to you.

Small wraith like children seem to be chasing a young woman around the garden. Several of the wraith grab her and pull her to the ground. As they touch her, she seems to fade for a minute, and the small wraiths appear to grow a little. They start pushing each other, fighting over her, giving her a chance to get up and run toward you.

Chasing her again the small wraith see you, giggle, and disappear.

The young woman approaches you, shaking a little. Sadness and despair can be read on her face. "I am Emeline, I am hope you have come to help me. I can now longer fight the dream wraith alone." Not once does a smile cross her face.

Emeline will interact with the PCs, and has the following information for them:

- Her name is Emeline, and she is a Bard from Ravens Bluff. (Make sure to tell the PCs this, because they will need it for a later puzzle.)
- While she is free to go any where within her mind, this is the one place the dreamwraith, up until a few minutes ago, could not encroach upon. She does not know why.
- The dreamwraith has already captured part of her, and in order to live the dreamwraith must be defeated. Freeing her other half.
- She no longer has the strength to defeat the dreamwraith herself, that is why she prayed to Oghma for help.
- She apologizes for bringing the PCs into it, but she had little choice if she wanted to live, and saw no other alternative.
- She was once an adventurer like the PCs, and if freed, she can reward them with money and magic.
- The dreamwraith controls and distorts most of her dreams outside the garden.
- The dreamwraith could have been killed in the physical world, but then she would have died. For the first time in years, she wants to live. At this point a small smile crosses her face.

She will point out the gate in the fence which should lead to a forest with many paths. One path in the forest will lead to a manor house, where the dreamwraith, and her other half, should be found. Once the dreamwraith is defeated, her other half will be freed, and she will awaken from this nightmare.

Emeline does not wish to force her fate upon any one, and will (at great cost to herself) force any who wishes to leave out of her nightmare. She will offer this to the PCs. Such PCs will awaken and be able to leave.

Any PC who stays will be fully healed by Emeline (again at great cost to herself, but she will not tell them). She will not go with the PCs but will do what she can to aid them from here.

The only way out of the garden is through the gate in the fence.

Encounter 4: The Forest Paths

As you walk toward the gate the garden starts to fade and wither away. Up ahead is an iron gate. Black burned ground, and dead vegetation surround the

gate. Two iron gargoyles stand on top of the iron gate. Their wings spread, much like the figurine of the dragon. Cruel smiles show on their face, as they look down upon you.

As you open the gate, you find yourselves on a small path. It leads through a thick dark forest. The limbs of the trees almost seem to be reaching out to grab you. Up ahead, a silvery light brightens a clearing in the forest. Looking behind you, the path seems to continue on. The garden that once existed is there no longer.

At this time ask them all to make a saving throw vs. death magic at -2, as a cold shiver passes through them. This saving throw is meaningless, but they don't know that. Ask them to mark down that they failed this saving throw. Allow the PCs time to decide what to do. If they go back, they will eventually, come to a clearing like the one described. When they enter the clearing read the following:

The clearing is rather large, and several other paths lead into the area. In the middle of the clearing is a small stump. Sitting on the stump is a small little silver dragon, its barbed tail dancing back and forth. "Hi travelers. If your looking for the manor house, it's down that path." The silver dragon uses it tail to point at the path right next to you, on the right. Eight paths in all lead out of the clearing.

The silver dragon is only one foot tall, and is actually an imp created by the dreamwraith to mislead the PCs. Nothing the silver dragon (imp) says is the truth. The clearing and the forest itself are under the effects of a *misdirection* spell. An *augury* or divination done will reveal the exact opposite of the truth. Items like *arrows of direction* are affected in the same manor.

Each time the PCs walk down a path, they will come back into the clearing from the opposite direction they left. When the PCs re-enter the clearing the silver dragon (imp) will have grown a little larger in size, and laugh so hard he will fall off the log. He will say "almost there, that is the next path", pointing to another false trail. Each time they enter the clearing, they will be facing the dragon. Also as they walk down each path, the forest will look a little more decayed and lifeless, untill it appears almost undead. If the PCs attack the silver dragon (imp), he will disappear, then reappear on a PC's shoulder and make a comment about how nice they just were. He will then try to sting the PC. Afterwards, he will go back to the log. If the PC is stung, he must make a save vs poison or fall unconscious for one turn.

The only way out of the reoccurring forest paths, is to go back down the same path they entered by. Once they go down the correct path, they will come to a manor house in the middle of the forest.

The object of this encounter is to role play with the silver dragon (imp), and figure out which is the correct path from him. Because he always lies, all they must do is ask which path will not lead them to the manor house, or something to that effect. Each time the PCs take an incorrect path, mark it down, because it will make it harder for them in the final encounter.

Silver Dragon (Imp) “Richard”: Int High; AL CE; AC 2; MV 18; HD 4; hps 30; THACO 16; #AT 1; Dmg 1d4(tail stinger); SA save vs. poison or sleep for 1 turn; SD *Invisiblity* and *Diminsion Door* at will; MR nil; SZ varies (starts small); ML special.

Encounter 5: Welcome to my Humble Home

Up ahead you see a manor house constructed of black and red marble that seems to shift and writhe across the surface. No windows can be seen. The only entrance appears to be a large oaken door, with a large brass knocker.

The door will appear to be unlocked and untrapped if thieves check, but will not open for anyone. When a PC uses the knocker, or a mage casts a *knock* spell, read the following

A large knocking sound echoes behind the door. A disembodied mouth appears on the door, and says “Look behind you.” The shadows on the ground behind you begin to rise from the ground. Shadowy versions of your self rise and attack.

These are wraiths created by the dreamwraith to attack the PCs, made from their own shadows. At lower tiers, they are shimmering wraiths, and do not have level draining abilities. At higher tiers, they are wraiths with level draining capabilities. The attacks and AC of the wraiths will vary by tier. Remember the PCs get a saving throw vs death magic against any level drain (here in the dream).

In addition, this battle is made more difficult because of the fact that if the PC attacks his own shadow, he also takes the damage he does because he is attacking a part of himself. The PCs must switch up

opponents, or the PCs will kill themselves when they kill their shadow. Once the PCs starts to attack another PC’s shadow, the shadow will plead with the PC not to kill a friend who has so faithfully stood by them, and so on. Note that PCs do not take damage if another PC attacks their wraith.

Remember any time the PC is hit by a level draining creature the PC gets a saving throw vs. Death, wisdom bonuses apply, because this is a contest of wills between the PC and the Dreamwraith.

Level drains that happen in the dream are temporary, but the PC will not know this until after he wakes up. For each level drain the PC receives, a white streak will appear in the PC’s hair. Eight streaks covers the whole head.

If a PC goes into negative hit points in the dream, his body will start to fade out and the other PCs must give him healing before he reaches negative ten.

If a PC reaches negative 10 in the dream, his body fades completely out of the dream.

If a PC dies in the dream, he must make a system shock roll. If successful, he awakens in a cold sweat, and is out of the rest of the adventure. If he fails the system shock roll, the character is irrevocably dead, because the dreamwraith was successful in feeding upon the PC’s soul.

If a PC is drained to zero levels, he becomes a dreamwraith. When the other PCs awaken they will find the dead lifeless body of the drained PC.

PC Total Levels 5-31

Shimmering Wraith (1 per PC): Int Non; AL N; AC 4; MV 12; HD as per PC, saves as 4 HD; hps as per PC; THACO 17; #AT 1; Dmg 1d6 (electrical); SA nil; SD Unaffected by cold, electricity, priestly turning attempts, or *dispel magic*; MR nil; SZ M (same as PC); ML special.

Metal weapons do 1 less point of damage per strike than normal.

PC Total Levels 32 - 37

Wraith (1 per PC): Int Non; AL N; AC 4; MV 12; HD as per PC, saves as 6 HD; hps as per PC; THACO 14; #AT 1; Dmg 1d6; SA drain 1 level on a hit; SD Unaffected by cold, electricity, priestly turning attempts; MR nil; SZ M (same as PC); ML special.

PC Total Levels 38 - 56

Wraith (1 per PC): Int Non; AL N; AC 0; MV 12; HD as per PC, saves as 6 HD; hps as per PC; THACO 10; #AT 1; Dmg 1d6; SA drain 1 level on a hit; SD

Unaffected by cold, electricity, priestly turning attempts; MR nil; SZ M (same as PC); ML special.

PC Total Levels 57+

Wraith (1 per PC): Int Non; AL N; AC -4; MV 12; HD as per PC, saves as 6 HD; hps as per PC; THACO 6; #AT 1; Dmg 1d6; SA drain 1 level on a hit; SD Unaffected by cold, electricity, priestly turning attempts; MR nil; SZ M (same as PC); ML special.

Encounter 6: Which Door?

As the last shadow sinks back into the ground, you hear a creaking sound behind you. The door now stands open leading into the manor house.

Once the PC's decide to enter the house:

As you enter the house you step into a room with five other oaken doors. The door behind you closes with a loud slam, sealing you in. Each of the five doors in front of you has a different coin on the door: one platinum, one gold, one electrum, one silver, and one copper.

In the middle of the room is a small swirling, misty black cloud. A voice speaks from within the cloud.

Read Player Handout #3

Each of the doors when knocked upon will give a different clue. If the wrong door is opened, six wraiths will come through the door and attack the PCs. These wraiths are identical to those from the last encounter.

. Mark each door the PCs choose incorrectly, because it will count against them later.

The clues and doors are as follows:

Platinum Coin Door - "Martha's golden coin was burned, when the evoker from Waterdeep blasted her with his fireball."

Gold Coin Door - "The woman from Shadowdale, was able to ask her goddess to hold the man from Tantrus, who had an electrum piece hidden in his boot."

Electrum Coin Door - "Philip from Calimport was aided in donning his platemail and sword by the bard from Ravens Bluff"

Silver Coin Door - "Marcus almost had his platinum piece stolen by the thief, who already has an electrum piece of his own."

Copper Coin Door - "Thomas and Marcus after talking with each other, discovered that neither held the gold, silver or copper coins, but that a man did hold the copper piece."

When a PC reaches to open a door, no matter if it is the right door or the wrong door, a heart beating will be heard and the voice in the cloud will say,

*Death is Death,
and life is life,
Make sure your choice,
is absolutely right.*

Then laughter will be heard from within the cloud.

If the PCs are having trouble, a knock will be heard on the door the PCs came in from. This is Emeline trying to help. In Emeline's voice, they hear:

"I am Emeline, a Bard from the city of Ravens Bluff, find the door to the coin I hold."

The correct answers are as follows:

1. Martha, the Priestess from Shadowdale, had the Gold Coin.
2. Marcus, the Mage from Waterdeep, had the Platinum Coin.
3. Philip, the Fighter from Calimport, had the Copper Coin.
4. Thomas, the Thief from Tantrus, had the Electrum Coin.
5. Emeline, the Bard from Ravens Bluff, had the Silver Coin.

It is not necessary for the PCs to solve the whole puzzle, only to figure out that Emeline has the silver coin, and to pass through that door.

If the PC's chose the wrong door, a level gets drained from them. A second mistake drains two levels, a third drains three levels, etc... On their one party, the PC gets half his hit points taken away, and goes to zero hit points on the second mistake.

Encounter 7: Battle a Dream

As you step through the door, you enter a darkly light room. A soft red light bathes the raised dais, about 20' away. On the dais, rest the unmoving figure of Emeline. A blanket of shifting shadows covers her body. The blanket lifts off Emeline forming into a humanoid shape with dark burning red eyes. "So it appears I will feast this night."

A sudden flash of light appears before you, and Emeline steps through a portal of radiant light. "These people have come here to help me, there will be no feast tonight." A green light shoots forth from Emeline and strikes the dreamwraith. As Emeline drops to the ground, the dreamwraith screams.

The dreamwraith moves toward the prone form of the Emeline on the ground, you find yourself able to move again. Three figures step out of the air, into the room before you. "They killed us, get them. Protect the Master."

The PC's should recognize the ghouls from earlier in the manor house. The first time a ghoul is hit, he will separate into two ghouls. This will only happen once for a total of 6 Ghouls(or Ghosts at higher tiers). To start the ghouls are as follows until they separate, they take no damage from the first blow:

3 Ghouls: Int Low; AL CE; AC 6; MV 9; HD 2; hps 5 (not well fed); THACO 19; #AT 3; D 1d3/1d3/1d6; SA Paralyzation (save at +2); SD Immune to *sleep* and *charm* spells; MR nil; S M; ML Steady.

Emeline has expended the last of her energy, in an attempt to weaken the dreamwraith. She believes the PCs will succeed, because if they fail now, she will be too weak to resist the dreamwraith.

The longer it took the PCs to get here the stronger the Dreamwraith became. For each path in the forest the PCs chose incorrectly and for each door they chose incorrectly, add the following to the Dreamwraith, based on tier:

PC Total Levels 6-13

+1 HD, +3 hps, and -1 THACO per incorrect path taken.

PC Total Levels 14-25

+1 HD, +4 hps, and -1 THACO per incorrect path taken.

PC Total Levels 26-37

+1 HD, +5 hps, and -1 THACO per incorrect path taken.

PC Total Levels 38-56

+1 HD, +6 hps, and -1 THACO per incorrect path taken.

PC Total Levels 57+

+1 HD, +8 hps, and -1 THACO per incorrect path taken.

PC Total Levels 6-13

Dreamwraith: Int Average; AL CE; AC 4; MV 12; HD 6; hps 35; THACO 15; #AT 1; Damage 1d6; SA Shadow Magic; SD immune to charm, sleep, enfeeblement, polymorph, insanity, or death spells; cannot be turned; MR 30%

On this tier, the dreamwraith is not strong enough to induce fear, and Emeline's attack has knocked out its level draining ability. The dreamwraith is still able use shadow magic every third round. He will cast magic missiles, 2d4 worth, every third round. Shadow magic is an innate ability.

6 Ghouls: Int Low; AL CE; AC 6; MV 9; HD 2; hps 5; THACO 19; #AT 3; D 1d3/1d3/1d6; SA Paralyzation; SD Immune to *sleep* and *charm* spells; MR nil; S M; ML Special.

PC Total Levels 14-25

Dreamwraith: Int Average; AL CE; AC 4; MV 12; HD 8; hps 45; THACO 13; #AT 1; Damage 1d6; SA Shadow Magic, Fear; SD immune to charm, sleep, enfeeblement, polymorph, insanity, or death spells; cannot be turned; MR 40%

On this tier, Emeline's attack has knocked out its level draining ability. On the First round, all PCs must make a save vs fear. If they fail, they stand paralyzed with fear for 1d4 rounds. The dreamwraith is still able use shadow magic every other round. He will cast magic missiles, 3d4 worth, every second round. Shadow magic is an innate ability.

6 Ghouls: Int Low; AL CE; AC 6; MV 9; HD 2; hps 10; THACO 19; #AT 3; D 1d3/1d3/1d6; SA Paralyzation; SD Immune to *sleep* and *charm* spells; MR nil; S M; ML Special.

PC Total Levels 26-37

Dreamwraith: Int Average; AL CE; AC 4; MV 12; HD 10; hps 75; THACO 11; #AT 1; Damage 1d6; SA Shadow Magic, Fear, Level Drain; SD immune to

charm, sleep, enfeeblement, polymorph, insanity, or death spells; cannot be turned; MR 50%

On this tier, Emeline was already too weak to affect the dreamwraith. She hurt it, but it did not affect any of its powers. On the First round, all PCs must make a save vs fear. If they fail, they stand paralyzed with fear for 1d4 rounds. The dreamwraith is still able use shadow magic every other round. He will cast magic missiles, 5d4 worth, every other round. Shadow magic is an innate ability.

6 Ghouls: Int Low; AL CE; AC 3; MV 9; HD 3; hps 16; THACO 18; #AT 3; D 1d3/1d3/1d6; SA Paralyzation; SD Immune to *sleep* and *charm* spells; MR nil; S M; ML Special.

PC Total Levels 38-56

Dreamwraith: Int Average; AL CE; AC 4; MV 12; HD 13; hps 90; THACO 8; #AT 1; Damage 1d6; SA Shadow Magic, Fear, Level Drain; SD immune to charm, sleep, enfeeblement, polymorph, insanity, or death spells; cannot be turned; MR 65%

On this tier, Emeline was already too weak to affect the dreamwraith. She hurt it, but it did not affect any of its powers. On the First round, all PCs must make a save vs fear. If they fail, they stand paralyzed with fear for 1d4 rounds. The dreamwraith is still able use shadow magic every other round. The first round, he will cast a 10d6 fireball. Then every second round, he will cast magic missiles, 5d4 worth. Shadow magic is an innate ability.

6 Ghasts: Int Low; AL CE; AC 1; MV 9; HD 4; hps 25; THACO 17; #AT 3; D 1d4/1d4/1d8; SA Paralyzation; SD Immune to *sleep* and *charm* spells; MR nil; S M; ML Special.

PC Total Levels 57+

Dreamwraith: Int Average; AL CE; AC 4; MV 12; HD 16; hps 120; THACO 5; #AT 1; Damage 1d6; SA Shadow Magic, Fear, Level Drain; SD immune to charm, sleep, enfeeblement, polymorph, insanity, or death spells; cannot be turned; MR 80%

On this tier, Emeline was already too weak to affect the dreamwraith. She hurt it, but it did not affect any of its powers. On the First round, all PCs must make a save vs fear. If they fail, they stand paralyzed with fear for 1d4 rounds. The dreamwraith is still able use shadow magic every other round. The first round, he will cast a 10d6 fireball. Then every second round, he will cast another 10d6 fireball. *Shadow magic* is an innate ability.

6 Ghasts: Int Low; AL CE; AC 1; MV 9; HD 5; hps 36; THACO 16; #AT 3; D 1d4/1d4/1d8; SA Paralyzation; SD Immune to *sleep* and *charm* spells; MR nil; S M; ML Special.

Finale

As the shadowy dreamwraith dissipates, the form of Emeline on the dais rises and runs over to the form of Emeline on the floor. An extremely bright light blinds you temporarily, and you find yourself waking up. Looking around Emeline's room, you see William rushing over to embrace Emeline, as she opens her eyes.

Still holding each other they turn to you. Emeline is still very flush, but that spark of life seems to be returning to her eyes.

"Thank you for saving my daughter's life. I don't know how to repay you, but I think we should get out of here. The building started shaking several minutes ago."

If a PC was drained to zero levels, he becomes a dreamwraith. When the other PCs awaken they will find the dead lifeless body of the drained PC. He is dead permanently.

If a PC died in the dream, he must make a system shock roll. If successful, he awakens in a cold sweat. If he fails the system shock roll, the character is irrevocably dead, because the dreamwraith was successful in feeding upon the PC's soul.

The PC's have no time to search, but if they think about it, they may grab the headboard as they are leaving. The bodies, if found earlier may also be taken out, for proper burial. Anything else taken, disappears once they leave the house. (They can also keep the electrum piece.) Any one staying to search the building will be trapped in this small plane of existence for six months, and will permanently lose 1d4 CHR and CON points.

After the PC's are outside. Read the following:

As you exit the manor house, the area around the ruins is violently shaking. Any parts of the wall that were still standing, crumble and fall to the ground. The door falls to the ground leaving the misty portal exposed. The dark misty form of a dragon flies out of the portal, climb high into the sky. As it flies higher, it also grows bigger until it is nearly the size of a real dragon.

Turning toward the ruins, it begins to dive. Opening its mouth it breathes. A stream of bright light hits the portal, and it shatters like many pieces of a stained glass window. You are forced to cover your eyes to protect them from the blinding light that covers the area.

Looking around once again, your see the collapsed ruins. The door layes on the ground burned, and still smoking. The rumbling has stopped, and both the portal and the dragon are gone.

Emeline turns to you. "I would like to thank each of you, and give you a reward, equal to the service you have done for me. I was once an adventurer much like you, but I am now retired. Please take some of the equipment I have at home. I have been to many strange lands, and have several unique items."

In addition, she will hand each of the PC's a red velvet bag containing gems, once she returns to her house. Each bag contains 10 rubies, worth 30 gp each. She give them the following items:

Magical Glove - This right-handed glove allows a spell caster able to cast *magic missiles* to add one extra missile to the total number of missiles cast. Each use drains one charge, and only one charge may be used per *magic missile* spell. It has 10 charges left. If two of these gloves are worn by the same being, neither work.

Silver Horn of Valhalla - This horn summons 8 2nd level berserkers from Valhalla to aid the horn blower. There are only 8 berserkers available, and if some are killed then only the remainder of them come the next time. When all 8 are killed, the horn becomes non-magical. The horn can only summon the berserkers once per adventure. It is worth 2,000 gp as a non-magical horn

Magical Monocle - This gives +10 to a thief's or bard's ability to Read Languages. It does not confer any other language benefit, nor does it help non-thieves.

If the PCs brought the other bodies out, she will recognize the remains of Martha, Thomas, and Philip, as adventures she travelled with in that strange land. However she does not recognize Marcus the thief. She does not know their families, but she does know where they come from. In order to find their proper families, or bury them properly, it will cost each PC's 200gp.

Remember, level drains that happen in the dream are temporary, the PC now gains back any lost levels. For

each level drain the PC receives, a white streak will appear in the PC's hair. Eight streaks covers the whole head.

Experience Point Summary

Not trying to kill the wraith in the physical world	200 xp
Defeating the Phase Spider	300 xp
Finding the correct path out of the forest in fewer than 3 tries	300 xp
OR	
Finding the correct path out of the forest	200 xp
Defeating the shadow wraiths	300 xp
Solving the Door Logic Puzzle with out Emeline's assistance	400 xp
OR	
Solving the Door Logic Puzzle with Emeline's assistance	250 xp
Defeating the Dreamwraith	500 xp
Returning the other dead bodies	200 xp
Total Possible Experience	2,200 xp

Treasure Summary

- Each PC receives 10 Rubies, worth 30 gp each (300 gp total each PC)
- Carved Wooden Dragon Headboard, worth 1000 gp
- Small Carve Figurine for each PC, worth 6d6 gold pieces.
- *Magical Glove* - This right-handed glove allows a spell caster able to cast *magic missiles* to add one extra missile to the total number of missiles cast. Each use drains one charge, and only one charge may be used per *magic missile* spell. It has 10 charges left. If two of these gloves are worn by the same being, neither work.

- *Silver Horn of Valhalla* - This horn summons 8 2nd level berserkers from Valhalla to aid the horn blower. There are only 8 berserkers available, and if some are killed then only the remainder of them come the next time. When all 8 are killed, the horn becomes non-magical. The horn can only summon the berserkers once per adventure. It is worth 2,000 gp as a non-magical horn
- *Magical Monocle* - This gives +10 to a thief's or bard's ability to Read Languages. It does not confer any other language benefit, nor does it help non-thieves.

Player's Handout #1

*All that could be seen was the tops of the houses,
As they glowed under the silvery moon's light.
For the enchanted mists that bring so much dispare,
and so little hope, had rolled in again that ominous night.*

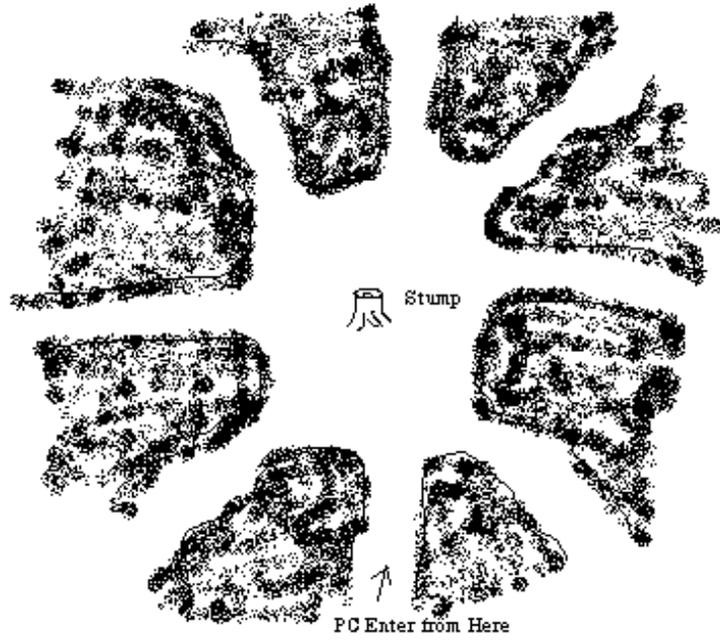
*But this was a night of change, perhaps of new hope,
as souls that were lost, walked into the light.
Broken, shattered, shadows of their former selves,
they wandered the streets looking for an ease to their plight.*

*As the fog rolled away, and brother saw brother,
tears were shed, as families began to reunite.
So much was lost, so little was gained,
the dream's of men shattered, under the full moon's light.*

*Men and women died, the streets ran red,
as the beast in man broke free, so began the fight.
But all was not lost, in that accursed battle,
for those who survived, earned a second chance at life.*

*Now the fight begins a new,
For new live are now at stake.
The beast feed upon our souls,
Leaving only death upon its wake.*

Player Handout #2



Player Handout #3

*Your might is strong,
but you mind is weak.
You must solve the riddle
these doors will speak.*

*Knock on each door,
and a clue will be found.
Choose your path carefully.
Make sure your reasons are sound.*

*5 different people, 5 different arts,
5 different coins, 5 different parts.*

*Remember who you seek,
and do not delay
For my powers grow stronger,
day by day.*

*Choose your path wisely,
for I would hate to see,
the very life essence
taken from the heart of thee.*