



MIND BLAST!

A 5th Edition DUNGEONS AND DRAGONS adventure for 4th level characters.

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At the roof of the world, an ancient order watches over a vault of enchanted memories. When raiders attack their sanctuary, an unexpected explosion sends the vault spiraling into meltdown. It's up to the heroes to save the memories... if they can keep their heads!

“Mind Blast!” is suitable for a party of fourth-level characters. The adventure is written for EN World’s D&D Next adventure contest, and is designed for use with the final D&D Next playtest package.

Pre-generated characters for this adventure are available from my blog: www.beholderpie.blogspot.com

BACKGROUND

The dreaming pool absorbs the thoughts of all who drink from it, transforming their memories into hallucinogenic fog. Generations of tribespeople have journeyed to the pool to relive their ancestors' lives, meditate on the past, and commune with animals; in time raising a stout hall from the rocks at the waters' edge. Their shamans learned to bottle the pool's memories into earthen flasks, which they stored in a great vault within their sanctuary. Thus, the brotherhood of dreams was born.

The brotherhood's existence is a closely-guarded secret. Each summer, pilgrims journey from afar to sample the pool's mysteries, or to donate to the sanctuary's dream vault. Visiting this year is Diamara Strongheart, a paladin who quests for a ritual known to her dead father. Also drawn here is the mind flayer Lugicorion, who plots to ransack the vault and feed on its psychic energies.

Diamara arrives just in time to defend the sanctuary from Lugicorion's raiders. Her soldiers fight valiantly, but a poorly-thrown firebomb starts a blaze inside the dream vault, unleashing the rampant memories of a thousand lifetimes. Long-dead personalities possess those who battle inside, while others find their minds transplanted into the bodies of rival fighters, or lost entirely. Diamara slays Lugicorion, but her soldiers – and their opponents – are left in disarray.

Such is the situation when the PCs arrive.

RUNNING THE ADVENTURE

"Mind Blast!" is intended for five to eight hours of play. Before you begin, read the adventure carefully and familiarize yourself with the location map.

ADVENTURE SUMMARY

The PCs arrive to find the sanctuary in flames. Diamara Strongheart explains what's happened, and petitions the characters to venture inside and save the dream vault.

The characters explore the sanctuary, seeking to restore the survivors' memories and prevent the fires from destroying the vault. They also earn an unlikely companion in Greta, the sanctuary's cook, whose mind has been transferred into the body of a ravenous owlbear.

It turns out that Diamara's mind has been swapped too, suggesting that Lugicorion is masquerading in her body to continue its mission. Worse, a captive spirit that the paladin brought to the sanctuary to exorcise is now unbound: the wraith of Emirikol the Chaotic is free!

SETTING

Place the sanctuary in any remote, mountainous region within your campaign world. Monsters appropriate to this region are available in the free bestiary provided for the *Legacy of the Crystal Shard* adventure.

INVOLVING THE CHARACTERS

The following hooks can be used to draw the characters into the adventure.

KNOWLEDGE SEEKERS

The characters have learned that someone of interest has visited the sanctuary: an enemy perhaps, or a sage with useful knowledge of the party's current quest. There's a chance this person's memories are interred in the dream vault, allowing the characters to learn valuable information about his or her past.

BODYGUARDS

A dying sage hopes to donate her life's wisdom to the vault, and has hired the characters to escort her to the sanctuary. When they arrive, she offers them extra gold to save the vault.

NON-PLAYER CHARACTERS

The following characters all play prominent roles in the adventure.

DIAMARA STRONGHEART

Diamara Strongheart cuts a fine figure: glittering mail, beauty that could launch ships, and a body at the peak of fitness. Unfortunately for her, the loathsome thoughts of a mind flayer are squatting inside her brain. Lugicorion is using its new body to trick the characters into saving the dream vault, allowing it to make its getaway with all those delicious memories.

Lugicorion knows nothing of Diamara's past, and feigns concussion if questioned too closely. Luckily for it, some of its psychic powers remain in human form, which makes the job of finding out why Diamara came here a little easier.

Lugicorion is encountered in location 1. Its statistics are provided on page 13.

Ideals: *"Knowledge is food."*

Bonds: *"Where's my imp when I need it?"*

Flaws: *"I still hunger for brains!"*



GRETA THE OWLBEAR

The mind of the sanctuary's cook now inhabits the body of an owlbear, while the monster's mind has been swapped inside hers. Neither is particularly thrilled about this predicament.

Greta can't talk – her beak is too primitive – so she communicates using sign language accompanied by meaningful hoots. Even if her paw could hold a quill, she doesn't know how to write.

Greta the Owlbear is encountered in location 2, while her pea-brained counterpart is busily eating corpses in location 18. If Greta joins the party, she functions as a normal **owlbear** (*Bestiary*, page 72).

Ideals: *"You can get through this, Greta!"*

Bonds: *"Don't hurt her! I want that body back!"*

Flaws: *"Fire? I'm terrified of fire!"*

OLI & ADAH, CHILDREN

These twins were abandoned at the sanctuary door as babes, and raised as servants for the brotherhood. They're now both nine years' old.

Oli and Ada saw Diamara slay the mind flayer, but her odd behavior in the moments before its death have disturbed them. If the children are rescued, their testimony proves crucial to uncovering Lugicorion's deception.

The children are currently hiding out in the cellar workshop (location 8). Both are treated as **human commoners** (*Bestiary* p.57).

Ideals: *"Good children mustn't tell lies."*

Bonds: *"Don't separate us!"*

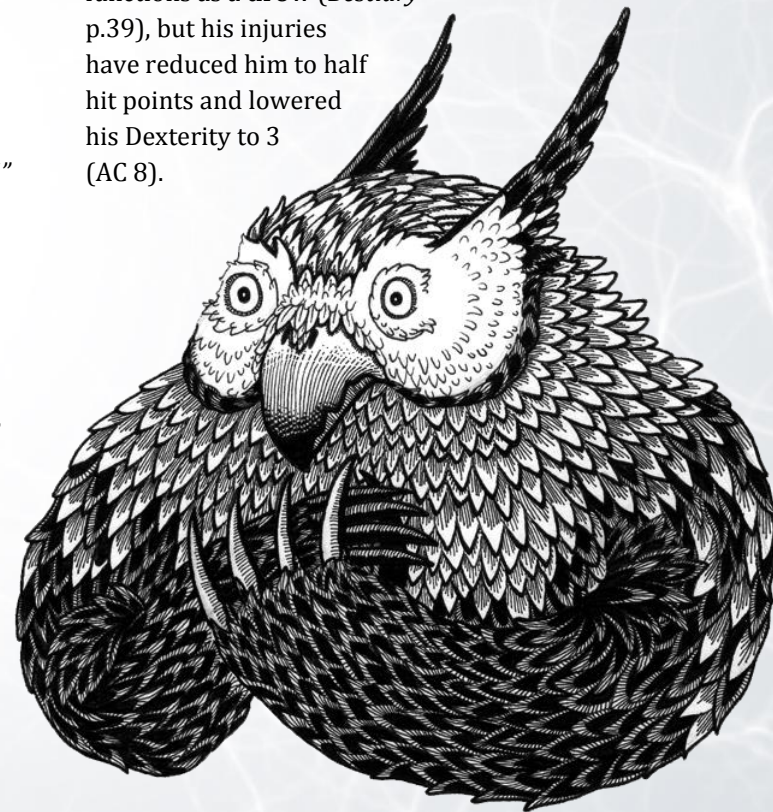
Flaws: *"We're scared!"*

STEN THE DREAM KEEPER

Sten led the shamans who tended the sanctuary, and had personal responsibility over the dream vault. This cantankerous old northerner now finds himself trapped in the body of an injured drow warrior.

Sten alone knows how to channel the pool's energies and restore the survivors' personalities. Because of this, the PCs should take great care to protect him.

Sten is found in the chancery (location 5). He functions as a **drow** (*Bestiary* p.39), but his injuries have reduced him to half hit points and lowered his Dexterity to 3 (AC 8).



Ideals: "With knowledge comes great responsibility."

Bonds: "The vault! We must save the vault!"

Flaws: "Hmm... what was I saying again?"

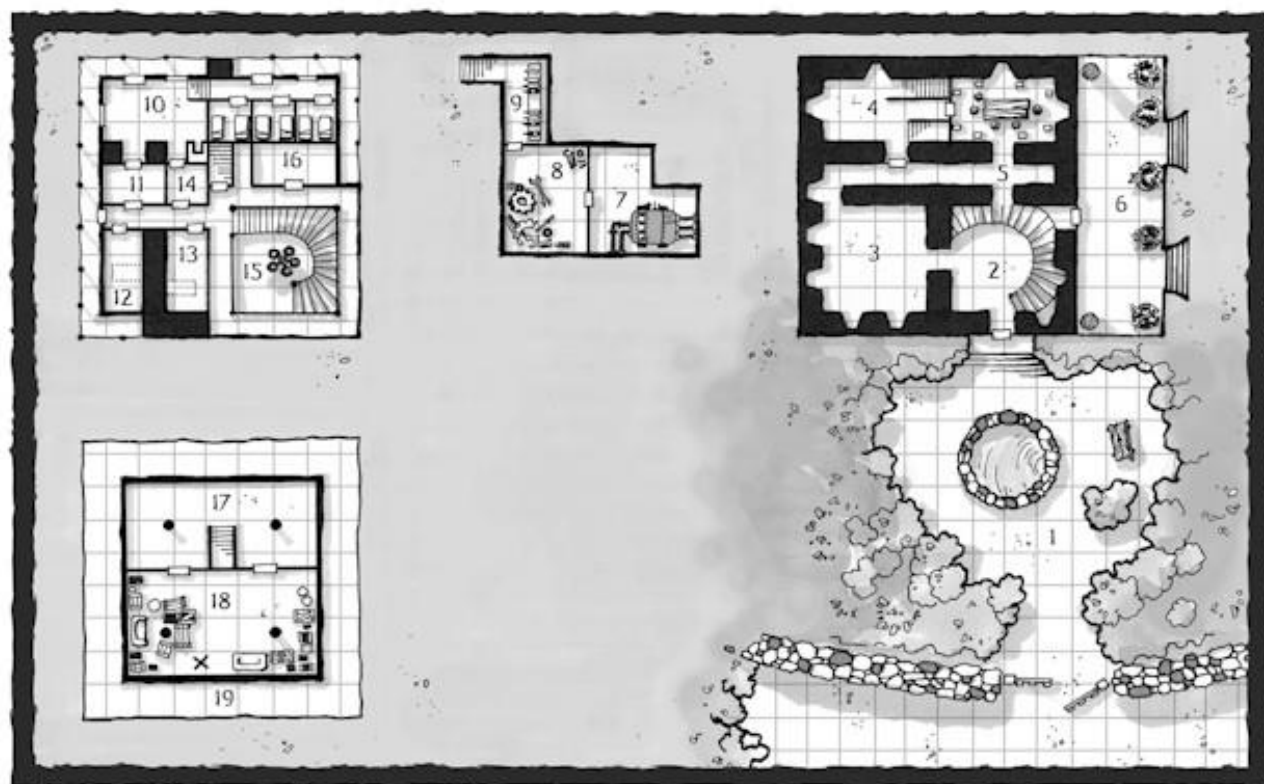
THE MIND FOG

A tide of unbound memories assails all who enter the sanctuary. The psychic trauma wears at them constantly, threatening to wrench out their thoughts and replace them with alien memories.

At your discretion, a character that falls unconscious inside the sanctuary is possessed. Roll on the table below to determine his or her new persona, and ask the player to roleplay the change appropriately. These are psychic fragments - not true spirits - but they keep many of the skills they had in life.

The possessed character's true persona is lost to the fog; only the dream keeper can restore it. Remove any class powers as you see fit, and grant any proficiencies, spells or powers that seem appropriate to the new persona.

1d10	New Personality
1	Queen Borica of the Elk Tribe barbarians.
2	Shuck, the cook's hound.
3	The elven poet Dramiathis.
4	Kazoban the wizard.
5	Brother Aesir, a long-dead dream keeper.
6	Ogri Firebelly, dwarf cleric.
7	Merrick the Wise; a learned sage.
8	The mad hag "Soggy Nell".
9	Anora Inkwing, princess of the pixies.
10	The famed duellist Enzo the Quick.



ADVENTURE LOCATIONS

The following locations key into the map above. The characters realize that the sanctuary is in trouble as they approach:

By dawn's light you see an ominous pall of smoke rising from somewhere higher up the mountainside. Flames flicker through the pines, and distant screams echo down from above.

Characters who head towards the sanctuary soon emerge from the woods at location 1.

1: DREAMING POOL

A thatched stone hall, wreathed in smoke, looms ahead. Fire rages on the hall's second-floor balcony, spitting angry sparks into the morning sky.

An oak gate stands ajar in the hall's perimeter wall, overlooking a courtyard where a circular pool lies swirling with ghostly vapours. Broken corpses are scattered around the pool: men in wolf-fur robes, soldiers in mail, and what look like the bodies of drow elves. A large tent is pitched in the

snowy ground beside them, while just beyond, weirdly glowing smoke belches from the hall's main entrance.

Two injured soldiers lie by the gate, clutching their wounds and gritting their teeth. More soldiers can be heard from the woods at the base of the hall, apparently fighting the fire.

These are the survivors of Diamara Strongheart's soldiers: six **human warriors** (*Bestiary* p.58), most of them injured. Diamara herself is inside the tent, and limps out to meet the PCs when they approach.

Diamara explains what happened: shortly after her arrival, a combined force of umber hulks and drow attacked the sanctuary under a mind flayer's command. During the battle one of her men accidentally set fire to the vaults, and then all hell broke loose.

UMBER HULK ATTACK

As Diamara talks, one or more crazed **umber hulks** stumble out of the great hall (*Bestiary* p.83). Diamara moves to protect her men and the hulks charge the PCs. There should be one umber hulk for every 2-3 PCs in the party.

Make it clear that something is very wrong with these monsters. They pound their claws against their heads, stumble about unpredictably, and perhaps even turn on each other.

After the battle, Diamara explains that the vault's memories have been unbound and now fly wild throughout the sanctuary, possessing those of weak will. She petitions the PCs to venture inside and rescue any undamaged dream jars

from the vault while she and her soldiers fight the flames from outside. The soldiers gathered here haven't yet been inside, so the mind fog hasn't affected them.

POWERS OF THE POOL

A PC drinking from the pool feels momentarily sleepy, and then breathes out a stream of ghostly fog. The fog lingers over the pool's surface, granting a vivid vision of the character's past to anyone who breathes it in. Bottling this fog is an art known only to the brotherhood.

2: GREAT HALL

Smoke billows into this hall from an archway to the west. Spectral lights drift like fireflies through the smog, and unearthly whisperings fill the air.

A grand stone staircase spirals up to an upper gallery, where a large chandelier hangs. Two other archways exit the hall to the north and east.

Greta the Owlbear barrels out of the smoke as the PCs enter here. Roll for surprise, but soon make it clear that Greta is actually trying to communicate. Act out her performance in mime, using assenting hoots and angry growls to answer the PCs' questions.

Greta tries to explain who she was (a stirring motion of a spoon), and how she came to be in this body (pulls imaginary brain from her head). She then begs for the characters to help her (points at self, followed by a praying gesture).

Greta can accompany the party as a companion character. Her main goal is to recover her body,

and then find a way to transfer her mind back inside it. She knows the layout of the sanctuary, but isn't sure whether any of the brotherhood have survived.

Greta is treated as an **owlbear** (*Bestiary* p.72).

3: DREAM VAULT

Fire rages through this vaulted chamber, dancing over the shelves and roof timbers. Thousands of clay jars, each etched with a different symbol, are stacked into alcoves in the stony walls. As the jars crack under the heat, glowing vapors seethe out of them and corkscrew off into the smoke. Two archways exit the chamber, one to the north, and another to the east.

Characters inside the vault must pass a DC 10 Constitution saving throw at the end of each of their turns or begin choking on the smoke, counting as intoxicated until they leave the vault or pass a subsequent saving throw.

Putting out the fire requires a bucket chain back to the pool, and at least 8 successful DC 15 Wisdom (Survival) checks from the firefighters. Players may devise other methods to quench the flames, or employ magic.

Each jar contains the bottled memories of a previous visitor to the sanctuary. As the jars burn, psychic energies wash over all who enter here, inflicting flashing visions of unfamiliar lives. Use the mind fog table provided earlier as inspiration for these visions.

MANIAC ATTACK

A chaotic mob of deranged soldiers and brotherhood shamans attacks the PCs when they enter the chamber. Some are drow-possessed humans; others have had their conscious minds torn from their bodies, letting primal urges take over. Half of the mob is present in the chamber when the players enter and the rest arrives one round later.

There should be 2 maniacs for each PC in the party. Treat each maniac as a **bear tribe fury** (*Legacy of the Crystal Shard Bestiary* p.13). Don't shy from having the maniacs attack each other, or miss their turns due to random acts. As with the umber hulks in location 1, it should be clear that these poor souls aren't acting themselves.

SAMPLING THE DREAMS

Breathing direct from a dream jar stuns a character for 1d4 rounds, during which time they experience up to a year of the donor's vivid memories. The memories fade quickly, but generalized details can easily be recalled for months afterwards. Each jar can be sampled just three times before it expires.

4: ATHENAEUM

Hundreds of tomes line this chamber's walls. Two staircases exit to the east, one ascending to the upper floors and the other dropping to the cellars beneath. Wooden doors stand in the south and east walls.

These shelves hold the accumulated knowledge of many centuries of visitors, which the brotherhood patiently compiled into illuminated volumes. A powerful spell has been cast over the library to ward off thieves.

ENCHANTED BOOKS

Gnarled faces sewn into the books' spines come to life when intruders approach, sneering crude warnings at them until they've left the chamber. The books fly from the shelves if they're touched, flapping around the intruders and attempting to bludgeon them to death. Once activated, the books only return to the shelves if a brotherhood password is spoken. Greta knows this password ("*spider*"), and will frantically try to communicate it to the party if the books attack.

If the spell is triggered, one **enchanted book swarm** (see page 14) attacks the party for every PC present. The swarms do not leave this chamber.

5: CHANCERY

A large oak table stands in the middle of this room. Flickering candles are arranged in a circle around the table, and papers, inks, and other academic paraphernalia are scattered over its surface.

Visitors were greeted here before being escorted to the vaults. Sten the dream keeper, his mind now occupying a drow's body, is searching desperately through the papers when the PCs arrive.

STEN THE DREAM KEEPER

Sten has learned that the fire elemental imprisoned beneath the sanctuary is breaking free, and he is hunting for the ritual that will rebind it. His few surviving brothers have been sent to fight the fire in the vault.

Sten doesn't notice the PCs as they approach, making him easily ambushed. Characters sneaking up on him can make a DC 10 Wisdom (Perception) check to hear him mutter "*Where is it, where is it?*" under his breath in Common.

If challenged, Sten begs the characters to save his sanctuary. He warns them of the threat that the fire elemental poses, and gives them the ritual scroll that will bind it to the furnace in location 7.

Sten is too injured to fight alongside them, having lost one of his feet to the wolves in location 6. Staunching the bleeding will earn his thanks, but the characters can't do much for his missing appendage. If Sten is accidentally killed, the PCs are unable to help those whose minds have been lost to the fog.

RESTORING LOST MEMORIES

The dream keeper knows how to bottle memories from the fog and restore lost personas, but he requires his magic staff to do so. The characters can retrieve the staff from location 6.

Pulling a lost persona from the fog takes a minute of chanting and a suitable vessel: either a willing body, or a specially-prepared clay flask. Swapping two minds between bodies takes a little longer, and must be performed in the vicinity of the pool.

6: TERRACE

A thatched terrace runs along the eastern side of the building. Six gnarled trees are spaced along its outer edge, their branches woven together into pagan patterns. A great oak door, flanked by stone water butts, leads inside, while two wooden staircases drop to the forest floor.

Corpses litter the terrace. A grey-bearded man in a bearskin cloak lies among them, his dead hands clutching a knotted wooden staff.

The dream keeper made his final stand here. After awakening inside his slayer's body, a pack of scavenging winter wolves set upon him and forced him to retreat to location 5. The wolves now prowl the terrace, feeding on the dead.

WINTER WOLF BATTLE

The wolves jealously guard their meals, attacking anybody who steps onto the terrace. There should be one **winter wolf** (*Legacy of the Crystal Shard Bestiary* p.21) for every PC in the party.

Characters who defeat the wolves can claim the dream keeper's *staff of dreams*. This magic item is described on page 13.

7: FURNACE

Waves of heat pour from the huge furnace squatting in the middle of this chamber. Pig iron flues run from its body to the ceiling, venting heat to the chambers above. Mystic runes engraved into the metal suggest that the furnace is enchanted.

The dream vault had to be kept at a stable temperature or the mountain cold would damage the memories stored inside. To ensure it was always warmed, the brotherhood bound a fire elemental into the furnace and flushed its heat through underfloor piping.

The elemental is now feeding on the flames from the burning vault, causing it to grow in strength and struggle free of its bonds. If it escapes it will rampage through the sanctuary destroying everything that it touches.

Characters who examine the furnace can attempt a DC 14 Intelligence (Arcana) check to determine that it contains a bound elemental. Those who beat the check by 5 or more will also realize that the elemental is about to break free.

UNBOUND FIRE ELEMENTAL

A **fire elemental** (*Bestiary* p.41) smashes through the furnace door 1d4 rounds after the PCs arrive in the chamber. It attacks everyone it sees, even pursuing fleeing victims beyond the chamber.

Throwing one of the water pails from location 8 over the elemental automatically deals 1d6 cold damage to it.

RITUAL OF BINDING

The ritual from location 5 can be used to rebind the elemental to the furnace. One person must chant from the scroll for 4 consecutive rounds, after which time the elemental is pulled back inside the furnace. The elemental cannot move more than 30 feet away from the character

holding the scroll while the ritual is being performed.

The elemental tries its best to set fire to the scroll during the ritual. Any attack that sets fire to the chanting character also ignites their scroll, destroying it within the round unless a nearby character spends their action to smother the flames.

No magical training is needed to read from the scroll. The ritual was created to bind this elemental alone, and cannot be used on other creatures.

8: WORKSHOP

Piles of spare parts, coils of rope, and racks of tools fill this workshop. An ornate well-cap, surrounded by buckets, sits near the middle of the floor, while studded wooden doors exit to the north and east. Wan light flickers from candles on the walls, casting dancing shadows around the room.

A DC 12 Strength check is required to lift the well-cap, revealing a 30 ft. deep well shaft. A worn rope fixed to the inside of the well is used to draw buckets of fresh water from below.

Two children, **Oli and Ada**, are hiding inside the workshop. As the party enters, allow the characters a DC 12 Wisdom (Perception) check to spot the twins huddling in a corner. Oli raises a trembling finger to his lips, and then points to the junk nearby, where a soft squelching is heard...

INTELLECT DEVOURER ATTACK

A clutch of **intellect devourers** (see page 14) has chased the children down here from upstairs. These monsters, now freed to roam rampant throughout the sanctuary, were once Luginorion's pets. They attack 1d3 rounds after the party enters the chamber.

There should be one intellect devourer for every character in the party. The monsters use hit-and-run tactics, leaping from cover and then darting into hiding again. They also make good use of their small size, forcing characters to spend their actions upturning worktables or dragging heavy cabinets out of the way just to get at them.

The children remain the intellect devourers' main targets. Oli and Ada shouldn't survive the encounter unless the PCs take direct action to protect them.

OLI AND ADA

The PCs will most likely want to escort the surviving children to safety. Both twins become visibly uncomfortable if they're handed over to Diamara, as they saw her acting very strangely during the battle.

Ada recounts the following tale if questioned privately:

"We were upstairs, hiding in the refectory. That monster was up there with us – the one with the slimy head like an octopus – and it was fighting with the lady knight. The fog rolled over them, and suddenly we heard the monster praying to the

lady's god. 'Please help!' it croaked, 'What's happened to me?'

"The lady knight stumbled out of the fog, looking at her hands all confused. The monster gave this horrid scream and went for her, but the lady cut it down with her sword. Then she started stroking its face, like she hadn't meant to kill it.

"I'm telling you, she isn't right anymore!"

This should be all the players need to challenge **Diamara** (see page 13). If confronted in the presence of the children, the possessed paladin tries to grab a child as a hostage and then flee the area. If her loyal soldiers get involved beforehand, treat them as **human warriors** (*Bestiary* p.58).

9: APOTHECARY

A tall rack crammed with potion bottles and dried herbs runs the length of this hallway. Alchemical diagrams are pinned to the walls, and a wooden door stands at the hallway's far end. The body of a brotherhood shaman, his skin covered in bloody scratches, is splayed on the floor between you and the door.

The brotherhood used this chamber to mix their potions and prepare dream jars. In total, there are 120 gps of alchemical reagents stored here, many of them highly volatile. Characters searching through the rack also find two *potions of healing* and a single *potion of mind reading* (*Magic Items*, p. 17).

MIND-DEVOURED SHAMAN

Characters who approach the shaman's corpse can notice a horrible change taking place. Allow them a DC 14 Wisdom (Perception) check to spot a mucus-covered brain squirming on tiny legs down the corpse's mouth. Moments later, the corpse jerks to its feet.

An **intellect devourer** now controls the shaman (see p.14). It attacks the party as a **zombie** (*Bestiary* p.89) until it is slain, at which point the devourer bursts back out of the shaman's skull.

Any attack that misses its target in this hallway has a 1 in 3 chance of accidentally smashing into the alchemy rack. Roll on the following table to determine the results of these mishaps:

1d6	Mishap
1-2	Explosion: all creatures within a 10 ft. radius cloud must make a DC 12 Dexterity saving throw. Failed save: 6 (1d12) fire damage. Successful save: half damage.
3	Flashbang: all creatures within a 10 ft. radius cloud must make a DC 12 Constitution saving throw. Failed save: blinded and deafened until the end of their next turn.
4	Ghost powder: the attacking creature becomes incorporeal for 1d4 minutes, or until they take damage from an attack.
5	Reversed gravity: all creatures within a 10 ft. radius cloud fall upwards, taking 1d6 bludgeoning damage as they crash headfirst into the ceiling. Gravity within the area remains reversed for 1d3 rounds.

6	<p>Polymorph: the attacking creature must make a DC 10 Constitution saving throw.</p> <p>Failed save: they are turned into a slug for 1d4 minutes, or until they take damage from an attack.</p>
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10: REFECTORY

This section covers two locations: the refectory marked on the map as location 10, and the adjoining balcony.

When the PCs enter the refectory, read:

This chamber was once a simple feasting hall. A long table has been upturned in the middle of the floor, lying amidst a mess of cutlery and broken clay plates. Smoke and ash coil into the chamber through a pair of open windows.

A doorway in the northern wall exits onto a balcony overlooking the mountains. Two more doors are set into the southern wall, while a stone staircase to the northeast descends to the floor below.

Drow and human bodies are scattered throughout the chamber. A ghastly humanoid, its head like an emaciated squid, lies dead beside the table.

The mind flayer's body hides a few treasures: an ornate, curved dagger set with pale moonstones (100gp); a flask of Underdark brandy (20gp); and a jeweller's loupe (15 gp).

ROT GRUBS

Unfortunately, the mind flayer also carries a pouch of maggot-like **rot grubs**. Any creature that opens the pouch must succeed on a DC 12 Dexterity saving throw: on a failure, the grubs burrow into their flesh and start wriggling toward their heart. Only the application of fire to the wound can safely extract the parasites once they're inside: knowledge of which requires a successful DC 14 Wisdom (Medicine) check. The afflicted creature dies if fire isn't applied within 1d3 rounds.

When the PCs enter the balcony, read:

This sturdy balcony hugs the hall's western flank. Fire has spread from a doorway in the west wall, setting much of the balcony ablaze. An open door to the north leads into the hall's refectory.

The balcony is impossible to traverse until the fires are extinguished. Putting out the fire requires a bucket chain back to the pool, and at least 5 successful DC 15 Wisdom (Survival) checks from the firefighters. Players may devise other methods to quench the flames, or employ magic.

II: KITCHENS

Pots and pans hang from the walls of this small kitchen. A scullery table fills much of the floor, and a stout iron oven sits in one corner. Doors exit to the north and south.

If the southern corridor is still on fire (see location 15), the PCs will spot puffs of smoke emanating from under the southern door.

The mind flayer's **imp familiar** (*Bestiary* p.26) hides in this kitchen, greedily munching its way through the brotherhood's evening meal. The mind fog has temporarily severed the imp's telepathic bond with its master and, thinking that Lugicorion is now dead, it indulges its favourite pastime: feasting.

MEDDLING IMP

Anybody entering the kitchen should make a DC 16 Wisdom (Perception) check. Those who pass the check will spot a rasher of bacon disappearing into thin air just above the table, accompanied by greedy lip-smacking noises. Closer inspection of the table reveals a line of tiny footprints passing through a patch of spilled flour.

The imp observes the party invisibly. If they try to capture it - or worse, meddle with its food - the imp polymorphs into a rat and attempts *suggestion* on one of the PCs, squeaking at them to take a peep inside a cupboard, or put their head inside the oven. If they do so, the imp topples heavy pots and pans over them, or slams the oven door on their head.

The imp uses *invisibility* to remain hidden, sniping at the party when it can with *suggestion*, or attempting a well-timed sting. It flees in bird form if cornered, but always returns invisibly. The imp's greatest weakness is its greed, making it easily caught with fattening bait.

12: DREAM KEEPER'S QUARTERS

You stand on the threshold of a large bedchamber. Smoke seethes through the blackened floorboards, clouding the air and making it difficult to breathe.

A four-poster bed rests against the east wall, with cupboards, dressers and storage chests decorating the rest of the room. A cluttered writing desk stands among them, with a bulky book laid open on its surface.

This chamber belonged to Sten the Dream Keeper, and contained records of all the personalities stored in the dream vaults. The fire has damaged the floorboards, and now the whole chamber is at risk of collapse.

THE DREAM LOG

The dream log explains the mystic symbols inscribed on the jars in the dream vault. Characters searching for the password into location 17 will need to consult the log, which is sitting on the writing desk when they arrive.

Every memory contained in the vault is listed inside. PCs searching for a particular donor can locate their memory within 1d6 minutes.

COLLAPSING FLOOR

The floorboards around the writing desk collapse if more than 200lbs of pressure is placed on them. A character crossing the room is entitled to a DC 12 Wisdom (Survival) check to discern the danger. If the floorboards collapse, any character within a 15 ft. radius of the desk must pass a DC 16 Dexterity saving throw or tumble 25 ft. to the

floor of location 3, taking 14 (4d6) bludgeoning damage. If the vault is on fire, the PC takes an additional 7 (2d6) fire damage.

13: GUEST QUARTERS

This simple bedchamber is furnished with little more than a bed, a footlocker, and a dresser. A well-travelled backpack is propped up against the bed, and a neatly-pressed tunic is folded over the footlocker. A single candle flickers from a shelf on the wall.

This chamber was reserved for the sanctuary's guests. Diamara Strongheart slept here last night, leaving her possessions laid out by the bed.

Characters searching the room will uncover the paladin's clothes, her toiletries, and her holy symbol. Her backpack contains rations, rope, a lantern, flint and steel, a small mirror, and her journal.

DIAMARA'S JOURNAL

Diamara's journal covers her journey to the sanctuary, but dwells mostly on logistics. The most telling entry is dated from the previous night:

"Our quest nears its end. The brotherhood has agreed to retrieve my father's memories from the vault, and to keep the casket safe until I am ready to exorcise the spirit locked inside. It's fitting that my father is the only one who can dispel the charm of undeath. After all, Emirikol the Chaotic was one of his most hated enemies."

If Sten is with the party, he can confirm that Diamara brought a "haunted casket" to the sanctuary, which was taken to the meditation chamber for safekeeping (location 17). The paladin sought a ritual of exorcism known only to her dead father, whose memories were stored in the dream vault. Unfortunately for her, Lugicorion's forces attacked before the memories could be retrieved.

14: PANTRY

Sacks of grain, jars of dried herbs and hunks of salted meat line the walls of this small pantry. Doors exit to the north and south.

If the southern corridor is still on fire (see location 15), the PCs will spot puffs of smoke emanating from under the southern door.

Characters searching through the supplies will uncover a set of rat traps. A tiny creature that triggers one of these traps (such as the imp from location 12) must succeed on a DC 15 Dexterity saving throw or take 1d4 bludgeoning damage and become restrained until they pass a DC 15 Strength check to escape.

15: GALLERY

Stairs wind into this gallery from the great hall below. A heavy door stands to the north-west, while an open doorway to the north leads into a set of dormitories. A large wooden chandelier overlooks the main staircase.

Fires blaze from a corridor to the west. The floorboards over there have partially fallen through into the vault below, and thick black smoke chokes the air. Five doors can be glimpsed through the smoke: two to the north, two to the south, and one at the corridor's far end.

The western corridor is impossible to traverse until the fires are put out. Putting out the fire requires a bucket chain back to the pool, and at least 5 successful DC 15 Wisdom (Survival) checks from the firefighters. Players may devise other methods to quench the flames, or employ magic.

MAGIC MOUTH

The door leading to the upper floor is magically locked. A knobby face appears in the door's surface whenever a character approaches, asking:

"What was the name of the dragon slain by Sephirus Stormclaw?"

Magnus the High Chanter locked this door each night with a different question extracted from the vault's bottled memories. When the sanctuary was attacked, Magnus rushed here and locked the door, but was killed on the other side.

Sten can explain how the lock works, and - assuming he's still alive - direct the PCs toward his dream log (location 12). If he's dead, the characters will need to figure this out for themselves.

Sephirus Stormclaw's name is listed in the logbook, allowing the PCs to retrieve his jar from

the vault. Any character that breathes in the hero's memories will learn the name of the dragon he slew: Furnace the Red. Speaking this name aloud will unlock the door and allow access to area 17.

An arcane lock spell protects the door from thieves. Any attempt to damage the door triggers a magical ward that deals 16 (2d10+5) poison damage to all creatures within a 10 ft. radius cloud (DC 14 Constitution save for half damage). This ward recharges after 1 minute. Damaging the door is also likely to draw the attention of the drow in location 16.

16: CLOAK ROOM & DORMITORIES

This section covers multiple locations: the cloak room marked on the map as location 16; the three bedrooms behind it; and the corridor adjoining the eastern balcony.

When the PCs enter the cloak room, read:

Heavy robes hang from wall hooks in here, overlooking rows of boots and coils of ropes. Drapes along the far wall open into a pair of bedchambers.

This cloak room is where the brotherhood dressed before attending to their duties. Archways in the northern wall lead into the bedchambers.

When the PCs enter any of the bedchambers, read:

This simple chamber contains a pair of sleeping cots, some wooden footlockers, and a sturdy writing desk. A lantern hangs from the ceiling.

The brotherhood used these chambers to rest, and to compile the illuminated manuscripts found in the athenaeum (location 4). Unfinished manuscripts still lie on the desks, but none are of any use to the party.

When the PCs enter the northern corridor, read:

This corridor adjoins three simple bedchambers. A doorway to the north opens onto a wooden balcony overlooking the mountains.

All of the doors in this corridor stand open.

DROW RAIDERS

A small group of **drow raiders** (*Bestiary* p.39) is searching through these rooms when the PCs arrive. These drow have resisted the effects of the mind fog, but remain under Lugicorion's charm. They attack the party on sight.

There should be one drow for every PC in the party. If they gain surprise, they use their actions to outline their enemies with *faerie fire* before closing in for the kill.

17: MEDITATION CHAMBER

A magically-locked door blocks access to this floor (see location 15).

When the PCs enter this location, read:

The staircase ascends into a wide chamber. Sunlight streams from a small window high in the northern wall, cutting like a heavenly sword through the haze. Two great pillars support the vaulted roof, while a pair of doorways exit to the south: one shut, one open.

Splintered birdcages hang from the walls, and the broken bodies of over a hundred crows are scattered over the floor. An ornate metal casket stands open-lidded amongst them. The corpse of a bald-headed man lies sprawled in a puddle of blood at the head of the stairs.

The possessed cook murdered Magnus as he rushed upstairs to protect the casket. The magically-locked door confounded the cook, so she turned her attentions onto the brotherhood's messenger crows.

Characters entering this chamber should make a DC 12 Wisdom (Perception) check. Those who pass will hear a cold, sibilant voice whispering from the next chamber:

"What is wrong with you, girl? Why don't you answer me? Where am I?"

The owlbear-cook has accidentally released the wraith of Emirikol the Chaotic from its casket, and it now futilely questions her about their whereabouts. Characters moving around inside

the meditation chamber must pass a DC 12 Dexterity (Stealth) check to avoid attracting the wraith's attention.

CASKET OF BONES

Emirikol's life-force is bound to the bones inside this enchanted casket. If destroyed, the bones reform back inside the casket the following midnight; even if the wraith is slain, it rises at full health from the bones after one hour. The only way to trap the wraith is to shut it inside the casket.

RITUAL OF EXORCISM

Characters who've read Diamara's journal (location 13) will know of a rare ritual that can exorcise the bones. To learn this ritual they'll need to find her father's dream jar in the vault, and then experience his memories for themselves.

The ritual requires one person to chant Strongheart's prayer over Emirikol's bones. The chanter must make 5 successful DC 12 Intelligence (Religion) checks within 10 rounds; destroying Emirikol's wraith and causing its bones to explode in a flash of radiant light. Of course, the wraith tries its best to silence the chanter while the ritual is being performed!

18: STOREROOM

Storage crates, kegs of wine, and loosely-stacked furniture fill this darkened storeroom. Pinpricks of light pierce the thatched ceiling above, casting needle-thin rays through the gloom.

Emirikol the Chaotic hovers in the position marked on the map with an "X". Greta – if she's with the PCs – hoots in shock at the sight of her bloodied body, which is currently snarling at Emirikol through a mouthful of crows' feathers.

BATTLE IN THE ATTIC

The possessed cook charges the PCs when it sees them, aiming for Greta and attempting wrestle her to the ground and head-butt its way back inside her body. Treat the possessed cook as a **carnivorous ape** (*Bestiary* p.1) in all aspects but for size.

Meanwhile, Emirikol uses its magic to animate the dead crows in location 17. One **murder of undead crows** rises from the floor for every three PCs in the party, joining **Emirikol the Chaotic** as he attacks. Statistics for both these monsters are listed on pages 14 and 15.

Greta is insistent that the PCs subdue rather than destroy her wayward body. If Sten is still alive, he can use the staff from location 6 to restore her mind to its rightful home.

19: ROOFTOP

This steepled roof is wreathed in smoke. A small window is set into the hall's northern face, just beneath the thatched eaves.

The roof is accessible from either of the hall's balconies (locations 10 and 16). Small-sized characters who clamber up here can potentially squeeze through the window into location 17.

EPILOGUE

Characters who save the dream vault from destruction earn the brotherhood's eternal gratitude. Sten grants them sanctuary whenever they need it, with unquestioned access to the memories held inside the vault. If the characters recovered Sten's *staff of dreams*, he gifts it to them and crafts another.

Diamara is likely lost, but those who carry her corpse back to her temple can earn her order's thanks: and her own, when she is resurrected.

Of course, the possessed paladin may have escaped: in which case she has the potential to become a recurrent thorn in the party's side....

MAGIC ITEMS

The following item is unique to this adventure.

STAFF OF DREAMS

Rare magic staff

This hawthorn staff has a colorful web of string woven around a hook at its head, and is decorated with beads and feathers.

A person grasping the staff flinches momentarily, as though woken from a dream they can't quite remember.

Property: If you hold the staff over the head of a sleeping creature, you can view its dreams as a silent image caught within the web of strings.

Property [attuned]: You must be a mage to become attuned to this item.

The staff has 10 charges. As an action, you can expend 1 charge and cast one of the spells contained within the staff: *sleep*, *slow*, or *suggestion*.

If you expend the staff's last charge, roll a d20. On a 1, the staff blackens and loses this property. The staff cannot regain charges and functions as a normal quarterstaff.

The staff regains 1d6+4 expended charges each day at dawn.

Note: Only one trained as a dream keeper can use the staff to restore lost memories from the sanctuary's dreaming pool.

MONSTERS

The following monsters are unique to this adventure:



DIAMARA STRONGHEART

Diamara Strongheart

Medium Humanoid (possessed human)

Armour Class 20 (plate mail, shield)

Hit Points 37 (5d10 + 10)

Speed 25 ft.

Str 14 (+2)

Dex 12 (+1)

Con 15 (+2)

Int 19 (+4)

Wis 17 (+3)

Cha 17 (+3)

Alignment lawful evil

Languages Common, Undercommon

TRAITS

Telepathy: Diamara can communicate telepathically with any creature within 100 ft. of her that can understand a language.

ACTIONS

Multiattack: Diamara makes two long sword attacks.

Melee Attack—Long Sword: +6 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Mind Blast (Recharge 6): Diamara emits psychic energy in a 30-foot cone. Each creature in the area must make a DC 13 Intelligence saving throw. *Failed Save:* 12 (2d8 + 3) psychic damage and the target is stunned for 5 rounds but can repeat the saving throw at the end of its turns, ending the stunned condition early on a successful save.

Sense Thoughts: Diamara becomes aware of the presence of creatures within 100 feet of her that have an Intelligence score of 5 or higher.

ENCOUNTER BUILDING

Level 5 XP 340

ENCHANTED BOOK SWARM

Enchanted Book Swarm**Medium Construct (swarm)****Armour Class** 11**Hit Points** 26 (4d8 + 8)**Speed** fly 25 ft.**Senses** darkvision 60 ft.**Str** 14 (+2) **Dex** 12 (+1) **Con** 15 (+2)**Int** 10 (+0) **Wis** 13 (+1) **Cha** 9 (-1)**Alignment** unaligned**Languages** Common

TRAITS

Immunities: The book swarm is immune to disease and poison, and it cannot be paralysed, stunned, or knocked prone. It does not need to eat, sleep or breathe.

Damage Resistance: The book swarm is resistant to attacks that target a single creature.

Formless: The book swarm can squeeze through gaps that are at least 5 inches wide.

Vulnerability: The book swarm is vulnerable to fire, and to attacks that cover an area.

ACTIONS

Multiattack: The book swarm makes three slam attacks.

Melee Attack—Slam: +6 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 4 XP 180

INTELLECT DEVOURER

Intellect Devourer (Ustilagor)**Small Aberration****Armour Class** 14**Hit Points** 18 (4d6 + 4)**Speed** 30 ft.**Senses** blindsight 60 ft.**Str** 9 (-1) **Dex** 18 (+4) **Con** 12 (+1)**Int** 10 (+0) **Wis** 12 (+1) **Cha** 16 (+3)**Alignment** chaotic evil**Languages** Undercommon (cannot speak).

TRAITS

Limited Telepathy: The intellect devourer can communicate telepathically with any creature within 100 ft. of it that can understand a language. The extent of this communication is limited to simple ideas only.

ACTIONS

Melee Attack—Claw: +4 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d6 -1) slashing damage and the target is grappled. While grappled, the target has disadvantage on ability checks and attack rolls.

Body Thief: The intellect devourer crawls inside the mouth of nearby corpse, which rises as a zombie under its control at the start of its next turn. If the zombie is slain, the intellect devourer reemerges from its skull.

Cloud Thoughts (Recharge 6): The intellect devourer emits psychic energy in a 20-foot cone. Each creature in the area must make a DC 12 Intelligence saving throw. *Failed Save:* The target forgets about the intellect devourer, making it invisible to them until the start of its next turn.

ENCOUNTER BUILDING

Level 4 XP 160

EMIRIKOL THE CHAOTIC

Emirikol the Chaotic functions as a **wraith** (*Bestiary* p.86), with the following additional power:

ACTIONS

Chaos Rays: Emirikol uses one of the following rays. Each has a range of 50 feet and targets a single creature. Roll randomly on the table below to determine which ray Emirikol uses:

1d4 Chaos Ray

1 *Fear:* The target must make a DC 12 Wisdom saving throw. *Failed Save:* The target is frightened until the end of its turn. While frightened, it must use its movement to move away from Emirikol.

2 *Fire:* The target must make a DC 12 Constitution saving throw. *Failed Save:* 12 (2d8+3) fire damage. *Successful Save:* Half damage.

3 *Blinded:* The target must make a DC 12 Constitution saving throw. *Failed Save:* The target is blinded until the end of its turn.

4 *Death:* If the creature has 10 hit points or fewer, it dies. Otherwise, the target must make a DC 12 Constitution saving throw. *Failed save:* 12 (2d8+3) necrotic damage. *Successful save:* Half damage.

This power raises Emirikol's level to 5, and his XP value to 320.

MURDER OF UNDEAD CROWS

Murder of Undead Crows

Medium Undead (swarm)

Armour Class 12

Hit Points 18 (4d8)

Speed fly 30 ft.

Senses darkvision 60 ft.

Str 9 (-1) **Dex** 14 (+2) **Con** 10 (+0)

Int 5 (-3) **Wis** 12 (+1) **Cha** 5 (-3)

Alignment neutral evil

Languages understands Common

TRAITS

Immunities: The crow swarm is immune to disease, necrotic and poison. It cannot be charmed, frightened, paralysed, stunned, put to sleep, or knocked prone. It does not need to eat, sleep or breathe.

Damage Resistance: The crow swarm is resistant to attacks that target a single creature.

Formless: The crow swarm can squeeze through gaps that are at least 5 inches wide.

Vulnerability: The crow swarm is vulnerable to attacks that cover an area.

ACTIONS

Multiattack: The crow swarm makes three bite attacks.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) necrotic damage.

ENCOUNTER BUILDING

Level 4 XP 180

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