

THE DWELLER IN DREAMS

SH 1 - An adventure for
0th and 1st level heroes

COMPATIBLE WITH

**DCC
RPG**

SCOTT
HILL



THE DWELLER IN DREAMS

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SH 1- The Dweller in Dreams is a *Dungeon Crawl Classics* adventure for 12-16, 0 to 1st level characters. The adventure takes place within a dreamscape created by the Dweller of Dreams. All the player characters appear as children in this adventure and only return to their true form with the help of a witch. Then they must defeat the Dweller in Dreams.

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THE DWELLER IN DREAMS

And all my days are trances,
And all my nightly dreams
Are where thy grey eye glances,
And where thy footstep gleams—
In what ethereal dances,
By what eternal streams.

-from *To One in Paradise*,
Edgar Allen Poe

INTRODUCTION

The Dweller in Dreams has created a dreamscape within an impenetrable black fog surrounding the village of Ravenhollow and outlying areas. The PCs are trapped in memories of their childhoods, and must find the cause and deal with the nasty things that lurk in the dark. Along the way the PCs receive clues from an unlikely ally.

The Dweller in Dreams is a zero-to-first level adventure for 12-16 characters. The first part of the adventure takes place in the village of Ravenhollow. Part Two takes place in the Ebonwood Forest where the PCs must seek aid from the witch that lives there. Completing a task for the witch allows her to lift the veil of the dreamscape; the PCs will no longer be children. The characters then get a chance to pick a class and become level one characters. Part Three begins with the player characters finding the entrance to the haunted house of Silas Grimm, where they confront the Dweller in Dreams.

BACKGROUND

Silas Grimm, who owns a large manor house in the heart of the Ebonwood, sought a supernatural patron, and the Dweller in Dreams answered whilst he slept. The Dweller is a demon that enters the mortal world from the Dark Places Beyond to feed on the fears and nightmares of children. A deal was struck. While Silas gained some amount of power as a wizard, the Dweller in Dreams twisted that power to its own ends. Forcing Silas to delve deep into secrets best left alone, the demon unlocked the means to

feed on adult dreamers as well as children.

Silas was a mere husk of his former self when the Dweller was finally done with him. To add to his suffering, the Dweller then captured the man's only daughter and then trapped Silas in a dreamscape from which he could not wake. The Dweller in Dreams has returned to Ravenhollow seeking new victims. Fortunately, Silas has figured out how to manipulate some of the dreamscape himself and has pulled some villagers into the dream with him. He hopes to use them to get his revenge, free himself and hopefully find his daughter...but the Dweller in Dreams has tastier uses for the characters, and has transformed their sleeping forms into those of children.

JUDGE NOTES

Once each encounter is resolved, a note from Silas Grimm drifts down from above, or is found in the immediate area.

Within the Dream, the PCs do not have any of their starting gear or occupations. They are kids.

Some parts of the village are familiar, but homes, shops, inn, etc. are missing.

RULES OF THE DREAM

The following rules are all active during the dream.

- The PCs believe they are children. They gain a +1 bonus to AC and Reflex saves being small and dexterous.
- The Dream itself cannot be changed by characters.
- Struck with fear. Any missed save moves PC to bottom of initiative. Monsters do not suffer from this problem.
- PCs are stuck within the boundaries of the black fog. If PCs attempt to cross this boundary the Dweller in Dreams lurks within. He attacks for one round with his net and then disappears. The PCs will be back at the edge where they started (see **Area 4** for stats).

These events take place within a single night, but seems to take far longer. PCs that die in the dream world do not actually die, they just don't ever wake up in the mortal world. Some of them may die from lack of care and feeding. Some may awaken when their player requires a replacement character.

JUDGE OPTIONS

To reflect the fact that the PCs start out as children, the Judge may have them roll 1d16 for attacks and STR checks, along with the already adjusted +1 AC and +1 Ref save. If you take this option also reduce the AC of monsters by 4. This adds to the adventure's atmosphere without adding to its overall difficulty.

Though the children do not have an occupation or any associated skills the Judge may allow them to roll on the table below to give some personality to the kids in terms of their hobbies- or let them pick!

D10	Hobby	Benefit
1	Loose Tooth	+1 to Luck checks
2	Fighting	+1 to melee
3	Playing Ball	+1 to ranged combat
4	Hide and Seek	+1 to initiative
5	Nursery Rhymes	+1 to Will saves
6	Stealing Cookies	+1 hit point
7	Eating Bugs	+1 to Fortitude saves
8	Berry-picking	Herbs and alchemy skill
9	Reading Stories	+1 to Int checks
10	Bully	None

Encounter Table

Area	Type	Encounter
1-Chapel	C	Monster In the Closet/Monster Under the Bed
2-Stable	C	Alice, Wooden Marionette Giant Spider
3-Constable	C	Angry Dolls
4-Blacksmith	C	Dweller In Dreams (in Silas Grimm form)
5-Farm	C	Murder of Crows/ Scarecrow
9-Hellhound Den	C	Hellhounds
10-Fallen Log Bridge	C	Demon monkeys
11-Plague Doctors Camp	C	Plague doctors

12-Graveyard	C	Un-rested zombies
13-Haunted house porch	T	Pit
Within the House		
3-Kitchen	C	Crawling Hands
4-Foyer	C	Purple Horrors
5-Library	C	Arcane Bookmark
6-Bedroom	C	Purple Horrors
10-Bedroom	C	Rag Dolls
13-Attic	C	Dweller in Dreams, Purple Horrors

PART 1: RAVENHOLLOW

The player characters start this adventure by “waking up” in Ravenhollow as children.

Area 1 - Chapel

You wake from a fitful sleep. As you lay in your beds, shadows dance across the ceiling and the creeping fingers of gnarled trees tap at the window. Outside, a thick black fog is creeping into the village spreading darkness and smothering all light. As you huddle with your small companions at the window, you watch as the blacksmith’s shop, the windmill, and the stables disappear in the gloom. It seems just hours ago you were all running and playing in Ravenhollow’s village square enjoying the sun. Now darkness has come, smothering everything in its path.

Once the players have gotten their bearings and asked questions, continue below.

You take in more of your surroundings. The ancient reliquary and musty faded tapestries tell the tale of a long abandoned chapel to an unknown god, which now serves as a makeshift orphanage. Several beds and blankets have been pushed together for your sleeping area.

There are two doors along one wall and a wardrobe on opposite wall. At the far end of the room is another door. If the PCs open the wardrobe at the end of the room it appears empty.



1

1b

1a

Area 1a – Kitchen

You open the door to a kitchen that has seen better days. Rotten fruit and vegetables hang from the pantry's shelves. Dented pots and pans hang from hooks on the wall. Anything of value was taken long ago.

On the shelves, in the cabinets and drawers can be found a rusty meat cleaver, 2 kitchen knives, a large ladle and a tinder box with flint & steel. Against the wall is a broom.

The utensils and broom do 1d3 damage as improvised weapons.

Area 1b – Study

Beyond the door is a small room. The only furniture is a chair and desk made of dark wood, and a broken bookshelf in the corner.

There is a lantern and 2 oil flasks on the desk and a letter opener. A large candlestick lies on the floor near the bookshelf. The letter opener and candlestick do 1d3 damage as improvised weapons.

Returning to the Main Chapel Area

Once the party has searched both rooms Kitchen and Study, read the following when they go back to **Area 1**.

You hear a thumping noise from inside the wardrobe at the end of the room. The door creaks opens, and a hulking dark purple figure erupts from the darkness!

The **Monster from the Closet** gains a surprise attack against the PC with worst Luck.

The Monster in the Closet and the Monster Under the Bed are two of the prime manifestations from the Dreamlands, bound as minions of the Dweller in Dreams. They enter into the real world through the dark places to terrorize humanoids in their waking hours and in dreams. They are guardians to the land of dreams and reside equally in the real world and in dreams.

Monster in the Closet: Init +1; Atk claw +2 melee (1d4); AC 13; HP 12; MV 30'; Act 1d20; SP cause fear aura (DC 9 Will save or para-

lyzed for 1 round); SV Fort +3; Ref +1; Will 0 AL N.

A dark purple hulk with large head, 4 large bulbous yellow eyes, lanky muscular arms and very large clawed hands. Explodes into shadows if defeated.

While the battle with the **Monster in the Closet** is going on, the **Monster Under the Bed** awakens in 1d3 rounds.

Whispers ring in your mind. A deep red glow radiates from under the bed as shadowy tentacles, flail out from under the bed reaching for your legs.

Monster Under the Bed: Init +2; Atk tentacle grab +2 melee (1d3); AC 13; HP 8; MV 30'; Act 1d20; SP drag under bed DC 8 Ref save to avoid tentacle (one chance to get free, DC 8 Fort save or be pulled under the bed and trapped in a pocket dimension for 1d4 rounds); SV Fort +3; Ref +1; Will 0 AL N.

There is one tentacle for each player. Anyone touching the floor gets attacked. PCs getting on a bed will keep it at bay.

When/if the Monsters are defeated a small scrap of paper drifts down to the floor. It reads: "*My Amelia. Save my Amelia.*"

If the closet is searched again there is a claw (which can be used as a weapon causing 1d3 damage) from the monster.

Exit:

As you step out into the darkness, you can barely make out the shapes of other buildings across the way. The houses of Ravenhollow seem to be gone... All light seems suppressed by the gloom surrounding you. You know to your right is a large barn for the animals and past the village well is the blacksmith. Beyond that is a small farm field.

Area 1C – Village Well

The well appears to be normal, but it is bottomless. No sound will come from below if anything is dropped into the well.

Area 2 – Barn

A squat building with a short stone foundation emerges from the gloom. Beyond that, you can see a stone building with the sword-and-shield sign of the constable. A thick wooden beam laid across iron brackets bars the door of the barn. A broken lantern hangs from a hook. Animal dung and a hint of wet hay finds your nose.

One of the children must make a successful DC 10 STR check to lift the wooden beam. While inside the barn the PCs hear various ghostly animal noises. A horse neighs, pigs squeal, the faint clucking of chickens. Inside the barn are four animal stalls along the wall and a large hay stack on the far end. There is a pitchfork (1d8 damage) stuck in the hay. There is a ladder with broken rungs up to a loft. A length of rope and a feedsack are draped over one of the stalls. The back of the barn is open to the air. In the fenced in barnyard there are two decrepit covered wagons, one sitting on the ground with no wheels, and the other leaning over with only three wheels, and a wooden crate.

If any of the PCs even touch the ladder, they draw the attention of Alice, the wooden marionette giant spider that lurks in the loft amidst her webs.

“Come closer my pretties. Let Alice see you better” A giant marionette spider clatters down from the loft. “Just lie down my sweets, and it will all be over soon.”

Alice is a giant spider that was pulled into the dreamscape by the Dweller in Dreams. She is trapped in the form of a wooden puppet. She will defend her webs, but would like to escape.

Alice, Wooden Marionette Giant Spider: Init +2; Atk bite +2 melee (1d4+ turn to wood); AC 12; HP 14; MV 30'; Act 1d20; SP turn to wood (DC 6 Fort save or paralyzed for 1d3 rounds), takes double damage from fire; SV Fort +2; Ref +2; Will +0 AL N.

A talking wooden giant spider marionette, made of a dark wood and painted on eyes.

Any PC killed by Alice is turned to wood. Roll 1d6: 1- ash, 2-oak, 3- pine, 4- walnut, 5- hickory, 6- maple. Alice is connected to strings in the loft, but

it is not apparent who is controlling her... If a PC gets a natural 16 with a slashing weapon, they will sever one of the eight strings. Each leg that is freed instantly appears normal instead of wooden. The strings can be a target after that, with an AC of 18. If by chance she is freed of each of the strings holding her, she will offer a gift, and then slink away into the darkness. The gift is a silver key that fits into a hidden spot in the haunted house (see **Area 11**)

Once Alice is defeated, a page from Silas Grimm's book can be found fluttering in the webs.

The note reads, *"I'm trapped. I can't wake from this dream."*

In the loft among Alice's webs is a skeleton in padded armor, a short sword, and a few scattered coins (10 gp) and gems (30 gp). In the barnyard that is fenced in there are two decrepit covered wagons, broken wheels, ripped canvas, etc. In one of the wagons, is a set of moldy leather armor (AC of normal leather armor). A pile of crates near the fence contains a small bag of healing herbs, 1d3 doses for 1d3 HP healed.

Area 3 – Constable's House

As you enter this stone building, you hear a racket from inside. Shards of broken glass and wooden splinters crunch under your feet. You see several small figures seemingly ransacking the house scamper into the shadows as you bring your light source to bear. Over-turned chests, cooking pots and pans are thrown about. Rotten food litters the floor. A small cot has been shredded. Other furniture in the room has been broken and piled up in the center.

The several small figures are Angry Dolls, remnants of emotion left behind in previous dreamscapes. They are rag dolls with mismatched limbs, headless, armless, or no legs, rough sewn patches of cloth, some with stitches coming apart, and eyes stuck in the wrong places. They attack if the light goes out.

Angry Dolls (6): Init +1; Atk bite +1 melee (1 point); AC 10; HP 1; MV 15'; Act 1d20; SV Fort +0, Ref +1, Will +1; AI C.

A group of raggedly patchwork dolls, with missing parts and pieces.

The dolls are searching for an old journal to deliver to the Dweller in Dreams.

It details several events surrounding Silas Grimm's house, which is believed to be haunted, and the dealings with the Dweller in Dreams. The musty leather-bound journal is hidden under a loose floorboard, requiring careful searching or a successful DC 8 Int check to discover it. It was written by Rannok Grox, the constable.

Constable's Journal entries:

"I had to stop it. Those kids, the old man. They kicked him when he fell down trying to escape their taunts. He may be a mean old bastard, and can't say he might deserve it, but not from the likes of them. They had no reason to do that."

"He's gone can't find him anywhere, the old coot must packed up and lit out. I'll bet it won't be long before the local folk notice he's gone and pay a visit to his house out in the Ebonwood, past the mill. Out of concern or ill, I'll think of something."

"Markete passed by the old house last evening at dusk. Thought she had seen a ghost."

"Others saw the ghost too, and it tried to spea..."

"That's it, I'll have Hodgins board it up tomorrow morning."

Area 4 - Smithy

Through the black fog you can just make out the single story dark stone building. You believe that to be the smithy. Along one whole side of the building is a cyclopean stone chimney reaching up into the darkness. Here the heavy timbers of the roof are covered in soot. The other end of the building is open to the air. In the middle, the once glowing embers of the forge have long gone cold. Past it, nearly at the edge of the forest, and close to the forest-path's entrance, are the raggedly reaching arms of the old windmill. Out of the corner of your eye a dark tall skinny figure darts behind you and disappears into the dark fog. And again, in quick flashes from left to right, then right to left, taunting you. Then a mad cackling from above, as the figure appears behind you chanting, "In the net you go! Till the Dweller in Dreams comes for your soul!"

The Dweller in Dreams like Silas Grimm, a tall slender figure with pale skin the color of a corpse and long crooked nose, dressed in a black long coat and top hat.

PCs must successfully roll a DC 10 Will save or fear moves them to last in initiative order. Out of those that fail, the one with lowest Luck is attacked first.

The Dweller in Dreams fights for 1d4 rounds OR until he snares at least one PC in his net, before disappearing again into the fog.

Dweller in Dreams: Init +2; Atk net +3 melee (1d3 + trapped in net pocket dimension); AC 15; HP 30; MV 40'; Act 1d20; SP cause fear aura (DC 10 Will save or become afraid, -10' movement, must run away for 2 turns); SV Fort +2; Ref +1; Will+4 AL C.

Anyone caught in the net sees nothing but darkness and hears only the echoes of their own voice and breathing. They will be found later trapped in the haunted house, **Area 8**.

Once the Dweller disappears a small note appears on the ground. It reads. "*Find the witch out in the Ebonwood.*"

Various items are scattered about the smithy. A smith's hammer (1d4 damage), a file, musty padded armor, an unfinished short sword, the lid of the quenching barrel (can be used as a shield), tongs and an anvil.

Area 5 – Farm

Peering through the black fog, you find yourself at the edge of a corn field beside a dark forest. The stalks droop with the weight of crows whose countless red eyes follow your every move. The largest of the crows are perched on a post in the center of the field that once held a scarecrow. As you get closer the Murder of Crows swarm out of the field pecking at you.

In the field there are the scattered parts of the scarecrow that must be assembled to stop the swarm of crows; weapons do not hurt them, and they will chase the party no matter where they go. The scarecrows parts consist of one pumpkin head, body, two legs and two arms. A successful DC 10 Int will detects the pieces. Each PC can make one check per round, in addition to using



his Action Die. A PC who takes no other actions can make two checks. Assembling the parts and placing them on the post is not difficult, but requires 7 separate DC 8 Agility checks (any number of PCs can participate). Each of these checks takes a PC an entire round to perform.

Once the scarecrow is built and put on the post it animates, and the crows disappear. They do not return when the scarecrow is defeated.

The scarecrow's pumpkin head wobbles on its thin shoulders and it turns toward you. It cackles and the crows disperse to the edges of the field. The scarecrow's body jerks to life and it hops down from the post. Its awkward movements defy its speed as it draws a scythe from the air and attacks.

The Scarecrow is all that remains of the constable, forced to relive his last days in the dreamscape. Once animated the shabby thing will keep saying “*Thank you, O' thank you, for putting me together!*” in a high-pitched giggle. The Scarecrow's body collapses into parts again if it is defeated.

Scarecrow (1): Init +2; Atk scythe +1 melee (1d6); AC 13; HD 2d8; hp 12; MV 20'; Act 1d20; vulnerable to fire attacks (-4 to all related saves and +1d on the damage die) SV Fort +2, Ref +1, Will +1; AL C.

Murder of Crows (1): Init +5; Atk swarming peck attacks all within a 20' cube, +1 melee (1pt); AC 10; HD 1d10; hp (Causing 4 hit points will disperse the flock for 1d5 rounds; MV fly 30 ft; Act 1d20; SV Fort +0, Ref +4, Will -2; AL N.

Among the Scarecrow's remains is a suit of studded leather armor, a short sword, and an old leather bag of coins holding 10 gp.

As the scarecrow falls, a small scrap of paper drifts down on the wind. It reads: “*The Dweller in Dreams comes for us all.*”

Area 6 - Windmill

A slight breeze creaks the blades of the windmill as you approach. The mill is made of massive stones and dark wood beams that support a walkway going all the way around. There is a sturdy door on the ground level.

The mill wheel is broken into several pieces. There is a table and storage shelves and bins. The whole place smells of dust and mold. There are a few things that can be of use here, a pitchfork, large wooden hammer (1d4 damage each), 2 large sacks, a leather bag of herbs (heal 1d3 HP, 1d3 uses) a rusty dagger, and a suit of padded armor. A note is stuck to the back of the door. It reads: “*Too much hate. I called upon the Dreamer, now she is lost.*”

Once all of the areas in the dream-village have been visited, the PCs should go immediately into the Ebonwood to find the house mentioned in the notes. Should they tarry or waste time, the Judge should send a dream-storm, or have the Dweller in Dreams chase them into the woods.

PART 2: THE EBONWOOD AND WITCH

When the players leave Ravenhollow, they must venture into the Ebonwood.

Area 7 – Path to the Woods

The Ebonwood Forest has always been a dark place even without the accursed fog. Now the gnarled trees draw closer as you follow the Old Road down into the valley leaving the village behind. The tree line to the north side of the road eventually, cuts to the left, and you can make out a path turning and leaving the road. The road itself is lost in the black fog.

Any PC within the woods with a background or skill in herbs or alchemy can find a variety of plants with various effects. 1) Hallucinogenic effect for 1d3 turns, 2) heal 1d6 HP, 3) low-light vision for 1d3 hours. Each of these plants can be found only once.

Area 8 – Witch House

The path winds north into a small clearing. In the center is a circular wall built with ancient stones. A heavy iron-gate creaks open.

“Come along. Move your feet. We haven’t got all night.” croaks an old voice.

As you get closer, dim light from a lantern barely illuminates a hand beckoning you inside.



The witch who resides here, Esmerelda, has one foot in the dream world and one in reality, but she is trapped. She cannot pass beyond the iron-gate. If questioned, she will insist that she can't leave, but if the PCs come inside she will be able to lift the veil and allow them to see what is real, including their true selves. The witch says she can help them. She will do no harm unless she is attacked.

“That’s it now. Come inside,” she beckons. The old crone’s house lies beyond the wall. The house is made of the same ancient stone as the wall and the roof thatched and covered with moss.

Once the PCs are inside the wall, she will close the gate:

“Now I’m sure you have questions. I will do my best to answer. Just know you are safe here. You may rest.”

Bits of information that the witch knows:

- Silas Grimm was a wizard, who lost his daughter.
- The Dweller in Dreams has Silas Grimm trapped in his own house.
- Silas Grimm called to her for help.
- The wizard’s corruption turned him into the apparition of a crotchety old man.
- They say the house is haunted.
- The house is down the Old Road and across the bridge.

If the PCs do not go inside: *“Come now. I mean you no harm.”* And *“If you should change your mind. You know where to find me.”*

The witch will still welcome them in if they come back later. In either case, the witch offers to cast a spell that will lift the veil and turn the PCs back into adults. However, she needs one spell component that she hasn't been able to get; a vial of Hellhound saliva. Fortunately, there is a Hellhound den to the south of the witch's house. (**Area 10**). She will give the PCs a vial to hold the saliva.

If players agree to help, read this: *“There is a cave near here. Up in the foothills of the mountain. Fair warning. There is a pair that roams. Watch your backs and safe travels.”*

If /when the PCs return with the Hellhound saliva. The witch adds it into her cauldron, creating a power spell similar to as *sleep* spell.

Once the spell is cast, the players fall into a deep sleep, again, but when they wake they will be in the witch's house and may advance to level one and choose a class for the PCs. In effect, the PCs are now dreaming versions of the characters they were before they fell asleep and have their full capabilities.

Esmerelda, Witch: Init -2; Atk claw, -2 melee (1d4-1) or curse (DC 16 Will save; see below) or spell; AC 9; HD 3d6; MV 20'; Act 1d20; SP familiar, curse, spellcasting (+8 spell check); SV Fort +4, Ref +0, Will +8; AL C.

An old lady that is stooped over but still moves well for her age. She wears a dark brown dress with tattered sleeves. She has wrinkled pale skin. Long white hair and crooked nose.

Esmerelda knows the following spells: *charm person, chill touch, detect good, forget, demon summoning, sleep, ray of enfeeblement, darkness, paralysis, second sight.*

She always has her familiar, Willhelm, nearby; a large black rat that has 4 HP, AC 14, and a +2 attack that does 1d3 damage. If Esmerelda is killed while the familiar still lives, her soul flees to the familiar's body, which runs away to restore its power to fight another day.

The witch's house consists of a single cramped room. The only light inside is from the fireplace that takes up quite a bit of the space. Above the fire a stew pot boils. Almost every inch of wall is covered with various hanging plants and herbs of all shapes and sizes. Esmerelda will give the PCs a small bag of healing herbs if they wish, 1d3 uses and heals 1d3 HP.

From this point on, the Dweller in Dreams will begin to actively hunt the PCs. This starts as a taunting, calling voice, then glimpses of a shadow, then the figure of the Dweller seen at a distance, etc.

Area 9 – Hellhound Den

South of the road the forest slopes up towards the foothills of the mountains. The trees here begin to thin out. The ground has a peculiar crunch

to it. The wind from the slope carries with it a hint of burnt wood and ash. As you proceed, several trees have been reduced to smoldering stumps. Up ahead in the distance, you hear a howl. The forest here is silent now save for your footsteps.

Beneath a jagged outcropping, there is a cave. The inside reflects an orange glow.

The hounds move silently once intruders are detected. They attempt to take the PCs by surprise.



Hellhound (2): Init +2; Atk bite, +4 melee (1d6+2) or breath weapon (2d6); AC 12; HD 2d6; MV 40'; Act 1d20; SP immune to damage from fire or heat, avoid breath weapon DC 12 Ref save; SV Fort +1, Ref +2, Will +1; AL L.

Hellhounds are large, lean red-furred dogs with a smell of brimstone about them. Their fiery breath weapon is a cone 5' wide at end and 30' in length.

Inside the den are bones from all sorts of creatures, among them is a charred suit of chainmail armor, and a longsword. There is also a bone club (1d3) and a chewed up leather bag with two gems (worth 20 gp) inside.

Area 10 – Fallen Log Bridge

The old road winds down to the edge of a deep ravine. A rushing waterfall drowns out most sounds. Above the other side of the ravine a steep cliff rises. There is a large moss-covered tree trunk used for a bridge. The log is damp with the spray from torrents of water plunging into the ravine far below.

The bridge is somewhat stable, and one person at a time will be fine. Any more than that and a DC 10 Agility check must be made to keep one's footing. If a PC fails, then a second chance to catch a branch DC 9 Luck check or fall fifty feet below for 5d6 damage. One more DC 9 Luck check is allowed to land in a pool of water for no damage. As the first two PCs get across the bridge:

From above, there is a screeching and flapping of wings. Several flying monkeys swoop down and attack.

The monkeys will swoop in and try to grab an item at random or knock a PC off the log into the ravine, (Reflex save, DC 9 + damage taken, avoids) before flying off. If they miss, they swing back around and attack with claws.

Demon Monkey (6): Init +2; Atk claw, +3 melee (1d3-1); AC 13; HD 1d6; MV 30'; Act 1d20; SP fly 20'; SV Fort +1, Ref +3, Will +0; AL C.

A small dark red monkey with bat wings, glowing purple eyes and a long tail.

In a nook in the jagged outcropping beyond the bridge, the monkeys have stashed a collection of items. There is 20 gp in loose coin, 4 gems (50 gp each), and 2 vials of purple liquid (drinking it will grant the ability to understand all languages, but not speak any intelligibly, for 1d3 hours).

A DC 16 Strength or Agility check is required to climb to the nook, which can be seen as the nesting place of the demon monkeys during their attack. Thieves gain their Climb Sheer Surfaces bonus to this roll.

Area 11 – Plague Doctor Camp

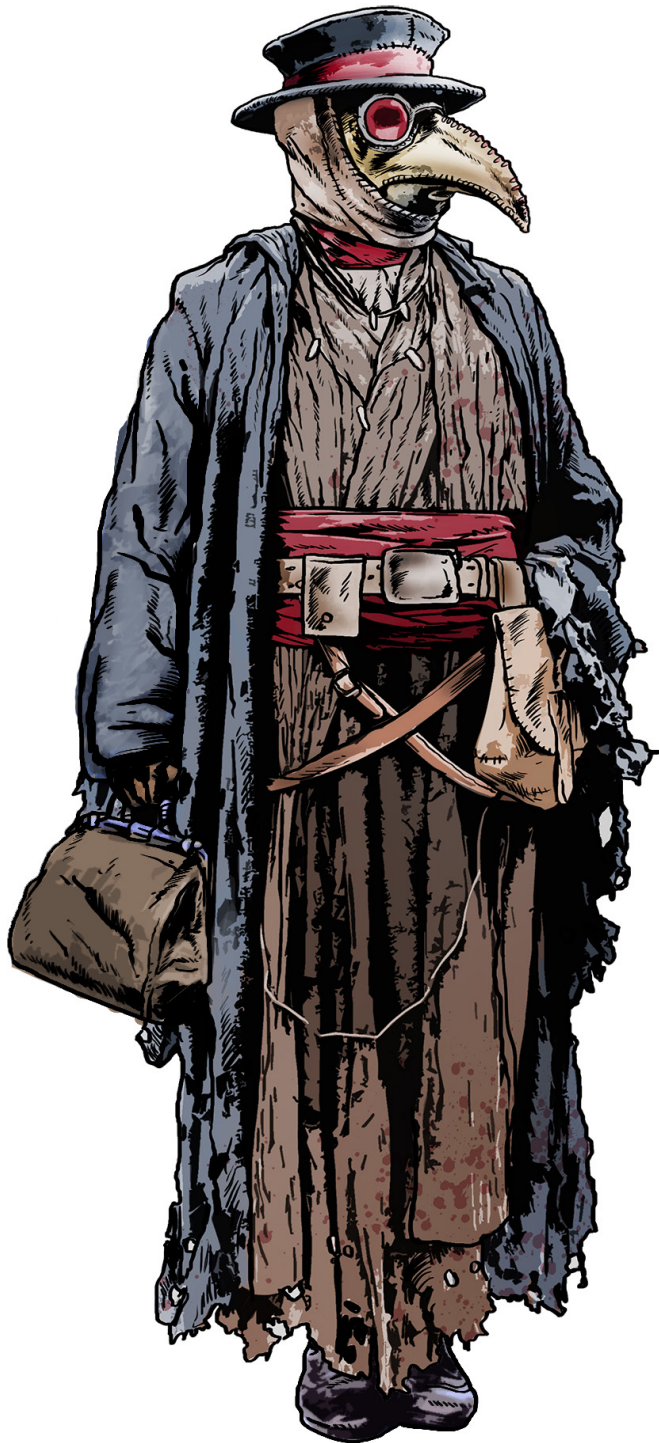
The Old Road takes a turn, continuing on to the south. Through the darkness you can just make out the dim yellowish glow of a bonfire. The flames lick upward into the sky, firelight clinging to the twisted trees around a camp. A covered wagon is parked close to the road. Around the bonfire are three iron cages hanging from wooden beams. From the looks of things, the cages once held victims, or perhaps still do.

Any noise here will alert the camp. All PCs Must make a DC12 Agility or Sneak Silently/Stealth check to avoid. The three cages are all connected to a single sturdy chain keeping them in the air. Once the camp is alerted read this:

The fire stirs and yellow embers rise into the air. Cries of dread ring out. You hear a chain slide on metal. The iron cages rattle and sway. Three tall hooded figures in long dark cloaks bearing torches, emerge from the darkness, the bird beak masks they wear glint in the yellow fire light. The deep hollow eyes of the mask look toward the cages.

If the plague doctors are avoided, they will actively hunt the PCs, looking for victims. The plague doctors, who are able to move between Dreamlands and the waking world, are testing the effects of their terrible concoction, “yellow plaguefire” on humanoid victims in the iron cages. They are slowly lowering the cages into the fire, taking 1d4 rounds to do so. Roll 1d20 on the table below if any PC or victim enters the supernatural fire.

Plague Doctors (3): Init +3; Atk short sword, +3 melee (1d6) plague-fire torch (1d3) or bomb vial +2 range (1d3); AC 12; HD 2d6; MV 40'; Act 1d20; SP immune to noxious fumes with mask; SV Fort +2, Ref +2, Will +3; AL C.



A tall hooded figure with a pale colored bird beak mask, and a long cloak. Under the mask is a blank face.

One plague doctor will control the chain while the other two attack. One will first try to burn a PC with a plaguefire torch and one will throw a vial before attacking. If things are go badly for them, one will purposefully thrust his hand into the fire and accept a corruption of the yellow plaguefire. If attacked directly, the doctor holding the chain releases it, causing all of the cages to fall into the fire.

During the battle, one of the Plague Doctors will set the wagon on fire. The alchemy lab within explodes in 1d4 rounds. Roll twice on table below for the unluckiest PC(s) near the explosion, and apply both plaguefire mutations. Roll on the table below for corruption for the two victims in the cages, if they are dropped into the fire. The third one is instantly killed.

D20	Plaguefire mutations (Mutations last 1d6 turns)
1	Spiked tail – 1d4 damage.
2	Horns- 1d3 damage.
3	Get 3rd eye in forehead - +1 Int
4	Gibbering Babble- forked tongue
5	Spines up back- DC 10 + Str to grapple them.
6	Legs and arms turn rubbery (-10 movement, +1 Agi)
7	One arm is changed into a crab claw- 1d6 damage
8	Hunched over, second head pops out – Gains a 1d16 Action Die and knows 3 random 1st level spells (cleric or wizard).
9	Build muscle- muscles bulk up +1 Str
10	Quickening - +1 Agi
11	Body is reduced to half its normal size.
12	Bug antennae- +1 Per
13	Wings like bat- +20' move leaps
14	Fangs- 1d3 damage
15	Leaper- sprout cricket legs, +20' jump height
16	One arm grows into tentacle- 1d3 unarmed damage
17	Growl projects 1d4 damage
18	Emit spores from fingers – 1d3 damage 10' cone

19	Skin hardens +1 AC
20	Vigor +2 Sta

Some items can be salvaged from the ashes of the plague doctor's wagon: An iron chest containing 100 gp and 50 sp, a silver ring (50 gp), 2 vials of plague doctor bombs, and a light crossbow with 15 bolts. If any of the three victims, strangers drawn into the Dreamlands, survive, they can be replacement characters, or simply run off screaming into the woods.

As the PCs search the camp a small scrap of paper drifts down on the wind. It reads, "*You have come far. Look for me in the vile manse that was my home.*" There is a strange symbol scrawled below the writing. It can be found again in **Area 7** within the Haunted House.

Area 12 – Graveyard

A low rock wall surrounds this small decrepit grave yard and a distorted iron gate hangs open. Some of the ancient grave stones are broken and toppled; others jut from the ground at odd angles. Several graves do not even have stones, but the dirt is fresh and damp. The branches of a gnarled, black tree hang low above the graves like twisted hands seeking to pluck ancient relatives from their restful sleep. The soft dirt begins to ripple and move as several erratic rotten arms reach up and grab at your legs.

Intruding player characters must make a DC 11 Reflex save to avoid being pulled underground. PCs will smother in 1d4 rounds if they aren't saved or unable to break free. A successful DC 12 Strength check breaks free, and any PC helping a trapped PC gives a +1 bonus. Once one or more of the PCs are trapped, the Unrested Ones rise:

There is a crack of bone and tendons snapping as figures covered in rotting flesh and grave mold, claw their way up through the dirt.

The Unrested Ones are zombies, the lost unfortunate shells of persons left to die in a dreamscape created by the dweller in dreams.

Unrested Ones (3): Init -4; Atk +0 bite (1d3), or spell; AC 9; HD 2d8; hp 12; MV 20'; Act 1d20; SP undead, spellcasting, *touch of cold*,

SV Fort +4, Ref -4, Will +2; AL C.

Humanoids with rotten pallid flesh, in various stages of decay. One zombie is a wizard that remembers a spell (*choking cloud*), one is a walking corpse with no special abilities, and the third is covered in frost with touch of cold ability (+1d3 damage).

One of the fresh open graves has a studded leather armor covered in grave mold, a mace, and a holy symbol that appears to be partially melted.

Area 13 – Haunted House

The black fog clings to the upper stories of this large house. Its dark weathered wood is pitted and rotten in several places. A dark tower rises above the lower floors. You realize this must be the creepy old man Silas Grimm's house. Nearly the whole bottom floor is covered in black crawling vines. You've never gotten this close before. All the windows on the first floor have been boarded up. A dim light appears to be coming from under the heavy wooden front door. What was that? Did something just move in the upper window?

One of the steps on the porch is broken, but easily avoided. Once the first PC steps onto the porch and moves toward the front door, a pit trap opens beneath him (Ref DC 15 save to avoid). The pit is ten feet deep (1d6 damage) and there is a secret door in the wall of the pit that leads to the basement (DC 18 Int check to discover the secret door). Any PCs managing to get to the front door find it locked; it is impossible to pick the lock in the dream-scape. Around the back of the house is a small fenced-in garden. There is an external cellar door, covered almost entirely with the black crawling vines. A single PC must make a successful DC 15 STR check to remove the vines, but a concerted effort by the party will always be successful.

FLOOR 2



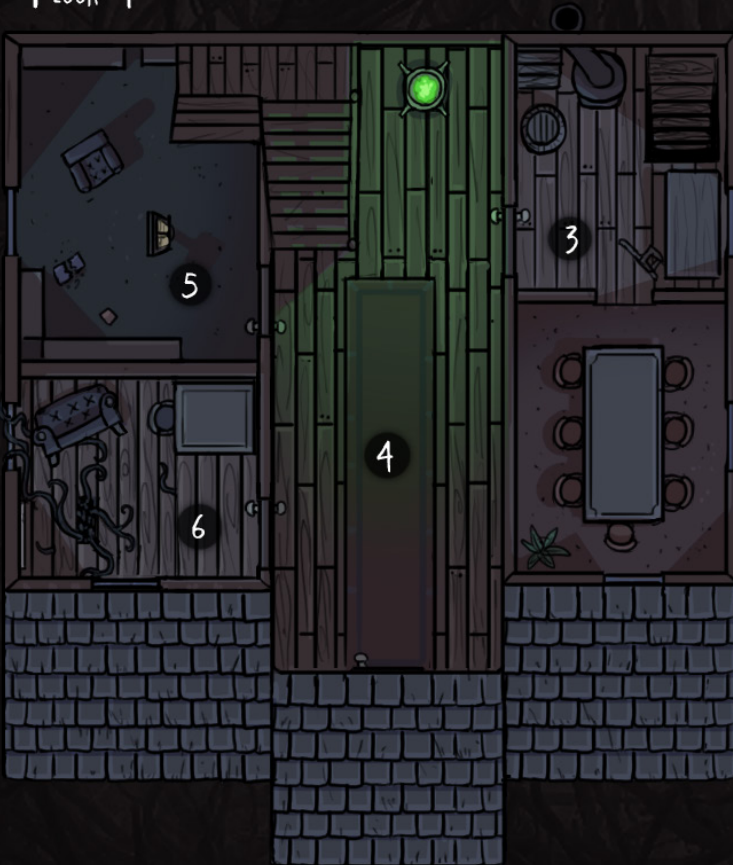
BASEMENT



ATTIC



FLOOR 1



PART 3: WITHIN THE HAUNTED HOUSE

D10	Eerie Sounds (roll 1d10 each time PCs enter an area.)
1	Thump from above
2	Thump from below
3	Child giggling
4	Footsteps
5	Door creaking
6	Cat screech
7	Something moving behind the walls
8	Dripping water
9	Rocking chair creaking
10	Whispers

Area 1 – Basement Door

After the black crawling vines are stripped away, you see a stout cellar door. It is secured with a rusty lock.

The lock can be picked (DC 13) or broken (DC 11 Str) to allow entry.

As you descend the rough stone steps into darkness, you are assaulted by the smell of mold and wet wood. The floor here is bare earth with small water puddles. Wooden stairs lead upward to the first floor. There is a door here, and in fact the entire wall, is covered in the same black crawling vines from outside the house. Also, in the far corner of the basement are the arcane markings of a summoning circle. In the dirt there are burnt candles and splatters of old blood.

A successful DC 15 Str check will remove the vines; if PCs fail and persist, the judge should warn them that they will take 1 pt. of damage from dirty thorns if they try again and fail.

If anyone fell into the pit at the front door, **Area 13**, this is where the secret door would lead.

A lantern hangs from a hook and a small barrel of oil sits under the steps.

Area 2 – Basement Alchemy Lab

The floor of this room the floor is bare earth, with several standing pools of water. Beyond the door are the remains of an alchemy lab that has been overrun by the black vines. There is broken glass from various implements. On the floor and shelves, fine powders are strewn about, some melting into the black vines. There seems to be nothing else of value here.

A PC knowledgeable in alchemy might be able to salvage 1d3 vials of powder, the effects of which must to be determined by the judge.

Area 3 – Kitchen/Dining Room

You climb the wooden stairs from the basement into a small room. There is a wood burning stove, a water barrel, and a stack of fire wood in the corner. Several pots and pans hang from racks on the wall. A simple table and chair is against the far wall. From under the table there is a thump. On the floor, a pale severed hand, crawls forth, its bony fingers pulling it forward. The hand scampers into the next room and disappears.

There are six un-dead crawling hands in this room, deliberately created by the Dweller to provoke fear in humanoids. There is a torch in the stove.

Crawling hands (12): Init +0; Atk claw, +1 melee (1d3); AC 13; HD 1d4; MV 15'; Act 1d20; SP un-dead; SV Fort +1, Ref +3, Will +0; AL C.

A hand severed at the wrist with pale skin, gnarled, crooked fingers and dirty broken finger nails.

An archway connects a large dining room to the kitchen. A long table and several chairs almost fill the room. As you enter the room, you hear a slight thumping as crawling hands are crawling down the table toward you. A chair topples over as more of them crawl toward you on the floor.

There is another group of six crawling hands that will drop onto the unluckiest PCs once the melee begins.

Area 4 – Foyer

At the far end of the foyer, a set of stairs winds up to the second floor. A large brazier beside the stairs is lit with a bright green fire casting shadows throughout the room. There are two doors here on the wall opposite the kitchen.

You hear a clicking sound from the shadows. Two squat humanoids with deep purple skin, and four yellow bulbous eyes emerge. They click their teeth, gaping maws spread wide, and hisses as they attack.

Purple horrors: (2): Init +2; Atk claw, +3 melee (1d4); AC 15; HD 2d6; HP 12; MV 30'; Act 1d20; SV Fort +1, Ref +3, Will +0; AL C.

A squat humanoid with deep purple skin, 4 bulbous yellow eyes, a large gaping maw with nasty pointy teeth, lanky arms, but over-sized hands with claws.

Area 5 – Library

This room has three large bookshelves that sag with wood rot and mold. A large over-stuffed chair sits opposite one shelf. In the center, a thick tome sits atop a pedestal, its yellowed pages open to reveal strange writing.

The tome has an arcane bookmark. When anyone that is not the owner of the tome tries to read it, black tentacles shoot forth, sticking to their neck and head, and try to pull them into its gaping maw. PCs must make a DC 16 Ref save to avoid or a DC 10 Str check to break free.

Arcane bookmark: Init +3; Atk bite, +4 melee (1d6+2) or tentacle grab; AC 10; HD 2d6; MV 40'; Act 1d20; SP tentacle grab pulled in and bitten (DC 16 Ref save to avoid; DC 10 Str check to break free), vulnerable to fire; SV Fort +1, Ref +0, Will+2; AL N.

An arcane bookmark, used mainly by wizards, is inserted into a book at times when a wizard cannot, take his book with him, to protect the wizard's knowledge from would-be spell thieves. The bookmark can be removed by the owner of the book without difficulting; otherwise to remove it you must destroy creature within it must be destroyed, and doing so has a 75% chance that the book will be ruined.

There is only one salvageable book, *Beyond the Walls of Dreams*. A day's study of this tome will allow a spell caster to learn one new spell or prayer of unique power (roll as appropriate). There is also one book that has a folded-up map that leads to further adventures, as the Judge sees fit.

Area 6 – Dressing Room

When this door is opened:

A large shimmering liquid mirror on the wall hangs directly across from the door. Black tentacles burst through the walls and a gleaming red eye stares back at you from the mirror.

Anyone who looks into the mirror must make a DC 13 Will save or be struck with fear and unable to move for 1d3 rounds. The door swings shut. If the door is opened again:

The mirror fades to black. The outer wall of this room is covered in black crawling vines growing through the holes punctured in the window and wall. The floor here is buckled from vines twisting under and in between the floor boards. There is a small table and chairs and an overturned couch in the corner. Two squat humanoids with deep purple skin, and four yellow bulbous eyes lurk in the shadows. They click their teeth and hiss. Their gaping maws spread wide with nasty pointy teeth.

Purple horror: (2) Init +2; Atk claw, +3 melee (1d4); AC 15; HD 2d6; HP 12; MV 30'; Act 1d20; SV Fort +1, Ref +3, Will +0; AL C.

A squat humanoid with deep purple skin, 4 bulbous yellow eyes, a large gaping maw with nasty pointy teeth, lanky arms, but over-sized hands with claws.)

Area 7 – Master Bedroom

The door to this room is marked with a glowing arcane symbol. If the door is touched, a slight humming sound is heard. The door is not locked.

This room is a large bedroom. On the bed a man with long white hair lies, sleeping, though his body seems contorted in pain. There is a wardrobe along one wall and a locked iron-bound chest at the foot of the bed.

The symbol will be recognized from the last note from Silas. Silas is sleep-

ing, but nothing the party does will affect or awaken him, nor can he even be touched; attempting to do so generates a sparkling black aura that pushes hands, weapons and spells away. The chest is locked (DC 17 Pick Lock check to open); trying to break the chest open proves ineffective.

Area 8 – Guest Bedroom

The door to this room is not locked. There is no furniture in this room, but (the PC that was taken when the Dweller in Dreams attacked the first time) is curled up in a large bird cage in the middle of the floor.

They will have no memory of what happened after being taken, but otherwise are in good health, though somewhat confused.

Area 9 – Sealed Bedroom

The door to this room has swollen, jamming it shut. Black crawling vines curl up through cracks in the walls, passing up into the ceiling, and disappearing into the attic. You guess that the room might be completely full of the black vines.

Area 10 – Children’s Bedroom

This is a small bedroom with a single bed and dresser. Several rag dolls and stuffed animals are arranged on the bed as if they were sleeping. This appears to be a little girl’s room.

This is the bedroom of Silas Grimm’s daughter, Amelia, though she is nowhere to be found. The dolls will attack if investigated.

Rag Dolls (6): Init +1; Atk bite +1 melee (1 point); AC 10; HP 1; MV 15'; Act 1d20; SV Fort +0, Ref +1, Will +1; Al C.

A group of patchwork dolls

Area 11 – Gargoyle Statue Alcove

In this alcove on the second floor there is a large stone statue of a faceless gargoyle facing the interior. Its grim visage crouches under outstretched wings. The floor around the statue sags with each of your steps.



If examined carefully (or DC 12 INT check) there is a small keyhole in the jaw of the statue. The silver key from Alice fits (**Area 2**). When the key is turned, the gargoyle's mouth opens. Inside is a large red gem worth 200 gp. (Judge's option to replace this with an item specific to their campaign.)

Area 12 - Stairs to the Attic

In the alcove there is a small narrow door. You hear a far-off whistling- or is it weeping?, coming from behind the door. You suspect the door leads to the staircase up into the attic.

Area 13 – The Dweller in Dreams

When the PCs reach the top of the steps:

The unfinished attic is strewn with the discarded bits of a single widower's life, spent chasing obscure knowledge. It is not empty... "Come now my pretty little things. I can smell your fear." a voice booms inside your head, wavering between a deep voice and a high pitched mad cackle. A tall slender figure, with pale skin the color of a corpse, and a long crooked nose lurks at the far end of the attic. He is dressed in a black grave-digger's coat and top hat. He turns to face you, brandishing his black net. Black motes of energy swirl in the air, forming into two purple horrors which appear with a popping sound. They move to attack.

Purple horrors (2): Init +2; Atk claw, +3 melee (1d4); AC 15; HD 2d6; HP 12; MV 30'; Act 1d20; SV Fort +1, Ref +3, Will +0; AL C.

A squat humanoid with deep purple skin, 4 bulbous yellow eyes, a large gaping maw with nasty pointy teeth, lanky arms, but over-sized hands with claws.

Dweller in Dreams (Silas Grimm form): Init +2; Atk claws +3 melee (1d3); AC 15; HP 30; MV 40'; Act 1d20; SP cause fear aura, (DC 10 Will save or be Feared -10' movement, must run away for 2 turns), summon purple horrors; SV Fort +2; Ref +1; Will+4 AL C.

The Dweller in Dreams appears as Silas Grimm: a tall, slender figure with pale skin the color of a corpse and a long crooked nose, is dressed in a black grave-digger's coat and top hat.

WHEN THE DWELLER IN DREAMS IS REDUCED TO HALF HEALTH

The Dweller in Dreams shakes violently, dropping the net and clawing at his skin. Black pools of vile stinking liquid disgorge from the figure and the skin and clothing drop to the ground with a wet splat. Before you now is a purple and black pulsating mass that floats on motes of black, sparkling energy. Numerous black tentacles constantly undulate back and forth from this mass. You hear noises in your head like a thousand voices screaming all at once. A voice speaks above the noise, and a red eye appears in the center of the mass. “The Dweller in Dreams has come. Give us a taste of your fear!”

The Dweller in Dreams (true form): Init +3; Atk void bite, +6 melee (1d6) or tentacle grapple or spell, +7 spell check; AC 15; HD 6d10; HP 60; MV 40'; Act 1d20; SP tentacle grab seized and cannot attack, DC 16 Str check each turn to break free or take 1 point damage and minor corruption, Spells; SV Fort +4, Ref +2, Will+4; AL C.

A purple and black pulsating mass that floats on motes of blackened energy. Numerous black tentacles are constantly undulating back and forth. When it speaks there is a central eye that appears in the center of the mass.

The Dweller in Dreams knows the following spells: *cantrip, charm person, magic shield, magic missile, scare* and *summon purple horror*.

If the Dweller in Dreams is reduced to 0 hp, it explodes in a shockwave that knocks everyone down. Nothing is left of it. If there are any purple horrors still alive will disappear with their master. The Dweller in Dreams is not dead – it may return in a later adventure, and can act as a patron to PCs or NPCs alike (see **Appendix A**).

With the Dweller in Dreams now gone, the darkness fades away. As you leave the attic, dawn breaks through the trees. It's a new day. Although the dream world has faded away, you can almost sense it, still lurking beyond the threshold of the waking world. Shall you ever venture there again? Although the Dweller in Dreams is gone, you cannot even be certain that it was truly destroyed....

CONCLUDING THE ADVENTURE

Silas Grimm awakens and is extremely grateful. He offers up rewards from his chest. Each PC will receive 100 gp. The group as a whole will receive 10 gems worth 50 gp each, and a wizard scroll of a first level spell (randomly rolled or chosen by the judge.)

Grimm wants to know if the PCs have seen his daughter, Amelia, while in the dreamscape. He will offer further reward if the party will find her and will give them a special locket of hers to help them with their quest. Once everyone has left the house, he will burn it down and retire to parts unknown, unless the PCs choose to seek his daughter.

FURTHER ADVENTURES

1. In **Area 5 - Library** there is the map found in a book that could lead to any number of quests (perhaps a map to *CE 6 - The Crimson Void*).
2. The PCs may be enticed to find out what happened to Amelia (Silas Grimm's daughter)
3. The PCs may try to find a way back into the dream world to rescue the PCs that had died but are still sleeping in the real world. Perhaps Esmerelda can help with this?
4. The PCs may wish to pursue the Dweller in Dreams to its home plane. Again perhaps Esmerelda can help?

APPENDIX A: NEW PATRON

The Dweller in Dreams

The Dweller in Dreams is a demon from the Dreamlands. It feasts on fear created in dreams and nightmares of children and adults. The Dweller forges dreamscapes where it enters through the dark places of the real world striking fear into the hearts of all who dream. It revels in capturing dreamers so it may feed on their fears until there is none left. Followers of the Dweller in Dreams are tasked with delving the depths of ancient knowledge to discover methods to invoke fear and dreams.

Invoke patron check results:

- 12-13 **Darkness.** For the next turn the caster is shrouded in darkness. +1 AC. Hide in Shadows +20%
- 14-17 **The Dark Places.** The caster and any allies within 20' may teleport to the nearest shadow within 100'.
- 18-19 **Sleep.** An enemy of the caster must make a DC10 Will save or fall into a deep sleep for the next 1d4 hours.
- 20-23 **Consume Fear.** The caster is consumed with an extreme need to cause fear and panic. Cause fear in 1d3 creatures for 1d3+CL rounds, they must make a DC 10+CL Will save or flee in fear. Each round will add that many bonus HPs to the caster.
- 24-27 **Transform.** As result 20-23, but caster is also aided by 1d6 Purple Horrors.
- 28-29 **Purple Horror horde.** The Dweller in Dreams opens a swirling black portal where 1d12 Purple Horrors spew forth. They will aid the caster for 1d6 turns.
- 30-31 **Portal to Dreamlands.** The Dweller in Dreams opens a portal where the caster and any allies may walk among the Dreamlands.
- 32+ **Invoke Dreamscape.** A black mist surrounds an area of the casters choosing (100' wide), all targets within fall into a deep sleep unable to be awakened by any normal means. They will be pulled into a dreamscape controlled by the caster for one night.

Patron Trait

- 1 **Fearful.** The caster becomes “jumpy” at even the slightest noise. Before casting any spell the caster must successfully roll a DC 10 Will save to get over their fear. This effect lasts 1d3 days. If this effect is rolled again, the DC goes up +2 and the number of days advances one dice type.
- 2 **Afraid of the Dark.** The caster must successfully roll a DC 12 Will save to enter an area or room with darkness or large shadows. If this effect is rolled again, the darkness follows the caster. If the effect is rolled a third time, darkness surrounds the caster and they must successfully roll a DC 15 Int check or fall into a deep sleep for 1d3 days.
- 3 **Quest.** The caster is sent on an errand to retrieve an item. Judge’s choice, within 1d6 days of travel. If this effect is rolled again the difficulty and days of travel increases as the judge sees fit.
- 4 **Friend or Foe.** Any allies near the caster appear to them as monster(s) from their worst nightmares. The caster must successfully roll a DC 12 Will save or flee in terror for 1d3 rounds. If this result is rolled again, the DC goes up +1, and the duration goes up one die step.
- 5 **Haunted.** The caster constantly sees black tendrils of shadow writhing at the edges of their vision. The caster must successfully roll a DC13 Int check to concentrate before casting any that requires a target. If this effect is rolled again, the difficulty goes up +1 each time and the caster also begins to hear voices in their head.
- 6 **No Sleep.** The caster is unable to get a decent night’s sleep because of night terrors. The caster will be unable to rest well enough to recover any hit points. This effect lasts 1d5 days. If this effect is rolled again, the caster will temporarily lose 1 Stamina. If the effect is rolled a third time, the caster will lose 1 Stamina permanently.

Patron Spellburn

- 1 **Drained.** Black tendrils sprout from the ground attaching to the caster’s head and neck draining the amount of spellburn.
- 2 **The Hard Way.** Purple Horrors appear and rip flesh from the casters legs and arms doing the amount of spellburn in damage. Must be healed normally.
- 3 **Scared to Death.** Sees a vision of their death. The caster’s hair turns white and for each point of spellburn the caster ages 10 years. Spellburn as normal.
- 4 **Face the Fear.** The caster peers into his own nightmares resulting in exhaustion hence, stat loss the amount of the spellburn.

SUMMON PURPLE HORROR

This spell allows the caster summon and control a purple horror minion of the Dweller in Dreams. They are fierce loyal servants that delight in causing fear much like their master. A Purple Horror appears as a squat humanoid with deep purple skin, four bulbous yellow eyes, a large gaping maw with nasty pointy teeth, lanky arms, but over-sized hands with claws.

Level: 1

Range: 30'

Duration: Varies

Casting time: 1 round

Save: None

Manifestation: Roll 1d4: (1) a purple and black geyser erupts from the ground, then a purple horror crawls out; (2) a purple blob forms on the ground, then a purple horror claws it way out; (3) a vertical swirling purple and black portal opens and a purple horror steps out; (4) the caster throws a purple ball of light that explodes into a purple horror.

Corruption: Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) caster becomes a purple horror under the judge's control for 1d3 rounds.



- | | |
|-------|--|
| 1 | Lost, failure, and patron taint. |
| 2-11 | Lost, and failure. |
| 12-23 | The caster may summon one purple horror to a point within 30' to serve them for 1 round. |
| 24-31 | The caster may summon 1d3 purple horrors to a point within 30' to serve them for 1d3 rounds. |
| 32+ | The caster may summon 1d6 purple horrors to a point within 30' to serve them for 1d3 turns. |

NIGHTMARE VISAGE

This spell allows the caster to transform into a thing of nightmares. The caster's body will bend, twist, and mutilate into a monstrous form, of jagged bones, bulging eyes, and slack jawed mouths with vicious teeth dripping ooze. For the caster there is also a certain amount of pain after the spell ends. Fear caused with the Nightmare Visage spell gains favor with the Dweller in Dreams.

Level: 2

Range: 30'

Duration: Varies

Casting time: 1 round

Save: Will

Manifestation: Roll 1d4: (1) black veins crawl under the casters skin exploding into the nightmare form; (2) giant worms wriggling under the casters skin chewing their way out; (3) the caster is surrounded by swirling black motes of energy; (4) the caster is drawn into a pool of shadow on the ground and crawls out in nightmare form.

Corruption: Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) caster becomes a purple horror under the judge's control for 1d3 rounds.



- 1 Lost, failure, and patron taint.
- 2-11 Lost, and failure.
- 12-23 Allows the caster to change physical form into the twisted stuff of nightmares. One victim then must successfully roll a DC12 Will save or be frozen in terror. Duration of the spell is 1 round.
- 24-31 Allows the caster to change physical form into the twisted stuff of nightmares. This affects 1d3 victims that must successfully roll a DC15 Will save or be frozen in terror. Duration of the spell is 1d3 rounds.
- 32+ Allows the caster to change physical form into the twisted stuff of nightmares. This affects 1d6 victims that must successfully roll a DC18 Will save or be frozen in terror. Duration of the spell is 1d5 rounds.

PORTAL TO THE DREAMLANDS

This spell allows the caster to open a portal to the dreamlands, the home plane of the Dweller in Dreams. The caster will be able to travel into the Dreamlands while in the waking world, unlike others that get pulled into the Dreamlands, or enter it willingly.

The Dreamlands territories connect to other planes and dimensions, from the most peaceful to the very dangerous, provided the caster can get past its guardians. The Dreamlands have connections to the physical world in the darkest places wherein the caster may exit the Dreamlands and re-enter the physical world.

Level: 3 Range: 30' Duration: Varies

Casting time: 1 round **Save:** None

Manifestation: Roll 1d4: (1) a swirling black vertical circle; (2) a door or window nearby glows red; (3) a pool of purple and black water 5' from caster; (4) a deep shadow on the ground pulls the caster into it.

Corruption: Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) caster becomes a purple horror under the judge's control for 1d3 rounds.



- 1 Lost, failure, and patron taint.
- 2-11 Lost, and failure.
- 12-23 The caster may open a portal to the Dreamlands. Only the caster may enter the portal. It will stay open for 1d3 hours.
- 24-31 The caster may open a portal to the Dreamlands. The caster and 1d3 allies within 20' may enter the portal. It will stay open for 1d3 hours.
- 32+ The caster may open a portal to the Dreamlands. The caster and any allies within 20' may enter the portal. It will stay open for 1d5 days.

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