

LOST IN DREAMS

EPISODE 12



BY NAUSICAÄ ENRIQUEZ

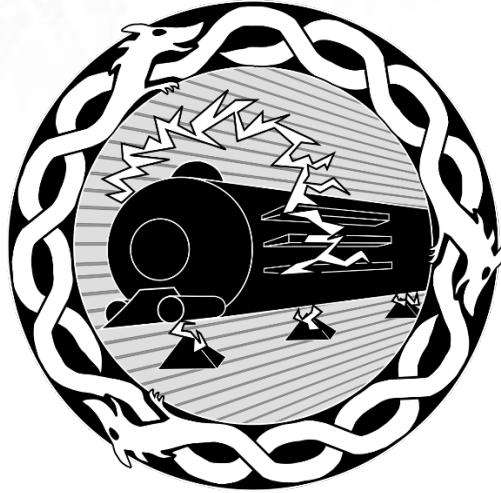
ACROSS EBERRON: CONVERGENCE MANIFESTO



LOST IN DREAMS

*CAN YOU NAVIGATE FAIRY-TALE INTRIGUES AMONG FEY AND LIVING
NIGHTMARES WITHOUT GETTING TRAPPED IN THE TALE?*

EPISODE 12 OF *CONVERGENCE MANIFESTO*



AN ACROSS EBERRON ADVENTURE

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INTRODUCTION

Welcome to *Lost in Dreams*, episode 12 of *Convergence Manifesto*, an Across Eberron adventure path. This adventure is the sequel to AE01-11: *Heart in Mourning*, [available on the Dungeon Masters Guild](#), using characters and story elements introduced in the previous adventure. This adventure plays best when used in conjunction with the [Wayfinder's Guide to Eberron \(WGtE\)](#) by Keith Baker. If your players are unfamiliar with either the Eberron setting or the DUNGEONS & DRAGONS game, you may wish to use this set of [1st-level pregenerated characters, tailor-made for Eberron](#).

Lost in Dreams is designed for five 7th-level characters to explore the diversity and themes of the Eberron Campaign Setting. Player characters will have a chance to explore the Fortress of Fading Dreams, a fey citadel trapped in the mortal world. Unlike its six sister citadels, the Fortress has an unusual link to Dal Quor, the plane of dreams, and now twisted fey rub shoulders with living nightmares in its halls. The heroes must navigate the shifting agendas of devious otherworldly beings in order to recover a powerful artifact.

SUMMARY

Using his recently acquired *Aethervane*, Provost Faurious locates the only connection between the material plane and Dal Quor, a feyspire called Taer Lian Doresh that exists simultaneously in both planes. The player characters are sent to retrieve a powerful artifact, the *Mind's Eye*, the petrified eye of a kalaraq quori. As the party enters the feyspire and negotiates with its eladrin lord, what are they willing to give up in return? Negotiations unveil a far deeper story, centered around the machinations of the Inspired of Riedra and the kalashtar they persecute. Can the characters navigate the shifting stories of nightmares and dream-touched fey for possession of the *Mind's Eye*? This adventure is split into the following scenes:

- **Scene 1.** The player characters learn of their mission to a place where reality and dreams meet.
- **Scene 2.** The party journeys through the eerie forest surrounding the feyspire, Taer Lian Doresh.
- **Bonus Scene 1.** Facing their fears may prove deadly.
- **Scene 3.** A fey knight challenges the party to a Wild Hunt.
- **Scene 4.** Entering the Fortress of Fading Dreams, the party encounters some of the feyspire's upper crust in the Night's Refuge cafe.
- **Scene 5.** Challenged to a fey duel, the party humiliates their foe and wins their prize—along with a mysterious blade.
- **Scene 6.** Assisting with a Harlequinade dress rehearsal, the characters deliver a secret message to counter a quori's agenda.
- **Scene 7.** While researching why the party is trapped in the story, they uncover a dark secret. A ritual to free a lost rebel quori turns into a flight (or fight) for the character's lives.
- **Scene 8.** The party changes the story, escapes the feyspire, and returns to Sharn.

RUNNING THE ADVENTURE

Lost in Dreams is a roleplay-focused adventure of nightmarish political intrigue for five 7th-level characters, designed to take approximately 4 hours of game time. Bonus Scene 1 and escaping with Moth can each add about 30 minutes to the game.

All monster stat blocks needed for encounters in this adventure are contained in **Appendix: Character Statistics**.

SAFE ADVENTURING

This adventure delves into an unpleasant brand of fairy-tale. While the *Convergence Manifesto* adventure path focuses mainly on Eberron's pulp aspects, quori and fey can be nasty and manipulative creatures, and the Fortress of Fading Dreams is a place of tragedy and vengeance. The NPC Moth bears similarities to a victim of abuse, the Inspired persecute the kalashtar by all-too-realistic methods, and the plot hinges on the captive Paranymp regaining lost memories.

All of this has the potential to make players uncomfortable or call up past trauma. At the start of the adventure, the table should reach a consensus on whether they are okay with these topics and the awareness that they might not be able to help every NPC experiencing trauma. Even once agreement seems reached, remain mindful that some players may not be able or willing to define their limits before they come up in play.

If any player is uncomfortable with the topics, the DM should change the story to accommodate, perhaps removing Moth or making it easier to help her, lowering the DC on the ability checks with Prince Pak, or making the Paranymp awareness of her memories but unable to do anything other than what the story demands.

If you do not already use a pause system during play, you are encouraged to implement one for this adventure (even if you choose to run a gentler version of *Lost in Dreams*). Determine a system that works for your group—perhaps an index card with an X on it, or simply saying the word “pause”—with which any player (including the DM!) can pause the action to express that they are uncomfortable or to ask if someone else is uncomfortable. Once the game is paused, any player can describe their needs to the rest of the group. If they don't have an explanation for why, none is needed. Perhaps the solution will be to quickly roll back the clock and retcon a previous action, or for the player to take some space and step away for a moment. If people have conflicting boundaries or needs, try your best to work out a solution. This system shouldn't be used to penalize other players for actions you dislike, nor is it necessarily a way to make a story where nothing bad happens—it's an agreement that if you feel uncomfortable, you can trust the other players to help you out of that. This is a game, after all, and we're here to have fun.

While running the adventure, look for the following formatting:

Text like this is intended to be read aloud or paraphrased for your players.

Sidebars like this contain rules reminders, reveal background Eberron lore, or point you to sources to learn more.

CAST OF CHARACTERS

In *Lost in Dreams*, the player characters travel to the Fortress of Fading Dreams, a fey citadel where living folktales are suffused with nightmares and mortals face their worst fears. The party encounters these unusual characters along the way.

MAJOR CHARACTERS

Shan Lian Doresh (SHAHN lee-AHN door-ESH). The immortal heart of the feyspire and Lord of the Fading Dream, Shan Doresh is a ghaele eladrin, an Archfey powerful enough to offer warlock pacts. He has narrative justification to lean on or break the fourth wall if desired. He refers to himself using the royal “we.” Shan has stopped seeking vengeance against the giants for sending Taer Lian Doresh into Dal Quor; their empires are shattered. Now, he seeks vengeance against those who betrayed him, or their descendants—elves, gnomes, and especially eladrin. His countless plots all come back around to this point—he has legions of dupes to harass the undreaming elves in the waking world, and crafts elaborate nightmares to assail gnomes and the non-elfen loved ones of elves.

Personality Traits. “Everything is a joke to Us. Words should flow trippingly off the tongue. Your feelings don’t matter.”

Ideals. “Revenge: A long, slow torment—not death—is the only just punishment for betrayal. Tradition: Mortals can’t learn their lessons if you make things easy.”

Bond. “The other fey citadels and their descendants betrayed Us to the giants who sent us into Dal Quor.”

Flaw. “We’re incapable of error.”

Viscount Sidgevinn (VAI-count SID-yeh-vin). Like all the eladrin of the Fading Dream, Sidgevinn is a wyrd—a fey being corrupted by nightmares from Dal Quor—but he outstrips them by far in bloodlust. Before the fortress was banished to Dal Quor, Sidgevinn ruled a small forest domain nearby on Thelanis; following the assault on the giants, Sidgevinn was homeless and powerless. Rather than resenting Shan for leading him into failure, Sidgevinn conceived a monstrous hate for the mortal world, and he urges Shan to ride out of the fortress in a conquering host. He would gladly cut Shan’s enemies to ribbons, but the archfey’s refusal to give him an elite position among his Knights of Terror rubs further salt in Sidgevinn’s wounds. The player characters are a perfect vent for his spleen.

Personality Traits. “I don’t conceal how much I hate everything. My victims’ fear doesn’t satisfy me, only hot blood on my blade. Courtesy is merely a tool to get me what I want.”

Ideals. “Conquest: We should rule the mortal world that hurt us, not sow tragedies! Loyalty: One must not refuse their liege’s commands.”

Bonds. “I miss my forest fiefdom more than anything else. Shan denied me my rightful place among his Knights of Terror and wasted my talents on the Wild Hunt.”

Flaw. “I can’t understand subtlety.”

Amdrashar (AM-drash-ahr). A hashalaq quori, Amdrashar has been the diplomatic envoy from the Dreaming Dark to the nightmare fey of Taer Lian Doresh since the feyspire was stranded on the Day of Mourning. She makes physical visits to the feyspire, rather than simply visiting as a spirit through Dal Quor, out of interest in the philters of the Fading Dream secretly produced by the Harlequinade there.

When on the material plane, Amdrashar inhabits her Chosen vessel, a woman of unnatural beauty. However, when the vessel enters the Fortress, Amdrashar is separated from her, and wanders free in her true quori spirit form, usually changing to appear a mortal visitor to the Fortress. In this adventure, the player characters also encounter Amdrashar’s empty vessel—long years of hosting Amdrashar mean she is effectively a copy of Amdrashar’s mind and personality, though the two do not share senses, and the vessel lacks Amdrashar’s more powerful psionic abilities.

Amdrashar has taken an interest in Prince Pak Seoyun over the past several years, directing humanitarian aid from Riedra to Seoyun’s fleet and currying her favor.

Personality Traits. “It’s okay that you can’t live up to how perfectly poised and courteous I am. I like to sit back and watch the action with a smile. And yes, I am *perfectly fine* with all these *rules* and *narrative conceits* and there is *not a problem*.”

Ideal. “Knowledge: The more I know about Taer Lian Doresh, the sooner the dominion of the Inspired will be secure.”

Bond. “Shan keeps secrets, and I intend to find them out.”

Flaw. “I can’t comprehend people who tell the truth up front.”

Moth. This hobgoblin of the once-great Dhaakani Empire has forgotten what name she originally had, and her perception of time is distorted by the feyspire, but she’s still aware that she’s lived far longer than a *ghaal’dar* ever should. If Moth leaves Night’s Refuge, she’ll lose her protection from the dangers of the feyspire and the forest outside, and while she’s capable in a fight, her endless dances keep her hovering at the edge of total exhaustion.

Personality Traits. “I crave real, mortal people to talk to. I’m tired, body and soul. The constant unreality of the Fading Dream disgusts me.”

Ideal. “Craft: Art and skill are two sides of the same coin; my dances are beautiful because they display how well I have trained my body.”

Bond. “My martial training is all I have from the waking world.”

Flaw. “At least I’m safe here.”

WYRDS

Shan Doresh, Lord of Taer Lian Doresh, has named his subjects “wyrd,” which means “the fated.” The touch of Dal Quor slowly transforms the fey inhabitants of this feyspire into nightmarish versions of themselves. Shan Doresh believes that eventually, *all* eladrin should be redeemed by this transformation.

The Paranymp. The Paranymp fills a role between treasurer and spokeswoman for the collective of Taer Lian Doresh, overseeing warlock pacts made with the Fortress. The Fortress uses the trappings of marriage when it solidifies pacts with a warlock, and the Paranymp acts as bridesmaid, representing the power of the Fading Dream. Mortal warlocks serve as the vanguard of the Fortress' recruiting force, and when they find promising candidates, the Paranymp begins to appear in their dreams, offering magical power to those already minded to hurt others, or deluding good-hearted souls into the creation of beautiful tragedies.

The Paranymp's past is a mystery to the other fey. Her enveloping robes lead some to suspect that she was previously a water nymph, concealing blinding beauty or its ruin; others believe she was a ghaele eladrin betrothed to a lord of the City of Silver and Bone when it still stood.

Personality Traits. "I am a model of restraint and decorum UNTIL YOU CRAWLING MORTALS IRK ME WITH YOUR INSIGNIFICANT COMPUNCTIONS AND HESITATIONS. Drama and posturing exhaust and exasperate me. I prefer a subtle implication to a barefaced statement."

Ideal. "Duty: I am a spokeswoman for the Fading Dream, nothing less and nothing more."

Bond. "I'm ill-disposed to the quori, but I can't say why, nor could I dream of challenging my lord."

Flaw. "I don't think I have any."

Over the course of the adventure, the party will uncover the Paranymp's true past. She is actually **Azai** (AHZ-eye), a rebel du'ulora quori lost in the kalashtar exodus (see A Note about Kalashtar Characters in Scene 1). Her memories are locked in the ancient blade *Ravar Cair Sanhai*, which grants the wielder the du'ulora's power to incite others to rage. Even without memories, she still retains a magical connection to dreams stronger than that of a fey, making her a perfect vessel for the Fortress' power. Once her memories are returned, her deeper personality emerges.

Personality Traits. "Despite what mortal tacticians might say, it is better to be loved than feared. My anger serves me, not the other way around. I give out constructive criticism even when it might not be asked for."

Ideals. "Duty: Dal Quor's current age is sick and twisted, and we have a duty to make it better. Bravery: Never give up, never surrender!"

Bond. "I am nowhere happier than among my fellow wandering dreams."

Flaw. "I tend to dismiss legitimate threats."

Mailin (MAH-ee-lin). Mailin is a wyrd gnome of the feyspire; their eyes are blank white and their skin is naturally patterned with mime makeup. Like all wyrd gnomes, their teeth are piranha-sharp. They do not speak verbally, communicating instead through a *minor illusion* of a chalked slate.

Personality Traits. "I really hate that I was born an optimist. I can't resist the opportunity for a truly groan-worthy joke."

Ideal. "Art: I'd rather be a bad actor trying to help people than a skilled actor trying to hurt them."

Bond. "I can see my home as it used to be and as it ought to be."

Flaw. "I can change the world myself."



Jeong (JUNG). Jeong (e's not giving out eir family name around fairies) lives in Tantamar; e's a human follower of the Path of Light and has Adaran and Lhazaar ancestry. E has volunteered to take the risk and drink the philter of the Fading Dream to scout out Taer Lian Doresh for the benefit of eir community. E's formed a friendship with Mailin, and eir ideas directed Mailin's desire to make the Harlequinade funny again. E rewrote the performance into its current metaphorical form, but doesn't want to risk eir neck, or the necks of eir community, by directly performing it.

Personality Traits. "Oh, no, my grotesque injuries that will not persist when I wake up, whatever shall I do? You don't get any more information than is strictly necessary. I do things over until I get them right and I expect others to do the same."

Ideal. "Nonviolence: This isn't a war that's going to be won with psychic blasts."

Bond. "My community is a weird tangle of nationalities, religion, and buckwild planar bullhockey, and it's the best thing in the world."

Flaw. "I doubt that my actions will amount to anything in the long run."

JEONG'S PRONOUNS

Rather than being referred to as a man or woman, Jeong prefers gender-free language. The following may help you familiarize yourself with Jeong's preferred address, known as Spivak pronouns, before the adventure begins.

- E ("ee") is the subject pronoun: "E smiled."
- Em ("ehm") is the object pronoun: "I waved at em."
- Eir ("air") is the possessive adjective: "Eir eyes are closed."
- Eirs ("airs") is the possessive pronoun: "The food is eirs."
- Emself ("ehm-self") is the reflexive pronoun: "E found emself."

Prince Pak Seoyun (PAHK SUH-yoon). The Lhazaar Principalities are carved up into the territories of "princes" (a gender-neutral term), captains of fleets which can shift between merchant, privateer, or pirate. Prince Pak Seoyun (Pak is her family name) is the governor of Tantamar and captain of the Pak's Pitbulls fleet. She carved out the Pitbull Principality over the past twelve years due in part to material aid from the Riedrans, who have positioned themselves increasingly in her favor. Like most Khorvairians, Seoyun views the Riedrans favorably and does not suspect the ulterior motives of the Dreaming Dark.

Amdrashar's vessel is showing Seoyun around the Harlequinade's rehearsal as a special guest; Seoyun thinks she's having a regular weird dream inspired by the recent performance, but she was given the philter of the Fading Dream specially so that Amdrashar, an agent of the Dreaming Dark, can influence her sympathies toward Riedra and fan her ambitions for future manipulation. Seoyun has good intentions, but like most, she doesn't know that the Inspired are evil.

Personality Traits. "I remember when I wanted to be an artist and can still speak the lingo. Get too close and you'll meet a conjured swarm of bees. I never smile if I can help it."

Ideal: Leadership. "You cannot let down the people who rely on you."

Bond. "The well-being of Tantamar and my fleet is worth everything to me."

Flaw: "I can't resist a crazy gambit."

Lena d'Orien (LAY-nuh duh-oh-REE-ehn). "Lena d'Orien" appears a human woman, but is in truth a guise used by Amdrashar, who uses her shapeshifting ability to inveigle herself with the party and not cast suspicion on the Riedrans. Her cover story is that she is a researcher with the Twelve, the institute that coordinates collaboration between the dragonmarked houses; as a member of House Orien, she is ostensibly visiting the Fortress to explore possible methods of transportation through the Region of Dreams in an attempt to undercut House Lyrandar.

Personality Traits. "My thoughts are too fast for my mouth and body to keep up with. I know I'm annoyingly cutesy. I can always see the wonder amidst the horror."

Ideal: "Knowledge: The more I know about Dal Quor, the sooner House Orien's position will be secure."

Bond. "Shan's keeping a secret, and I intend to find it out."

Flaw. "I can't comprehend people who tell the truth up front."

ACROSS EBERRON CHARACTERS

The following characters are recurring characters in the Across Eberron series.

Guild Handler Lhara (LAHR-ah). Lhara is a shifter with white hair streaked with black. Her skin is pale, she has blue eyes, and wears an eyepatch over the left. She holds a middling position of authority within the Clifftop Guild. Lhara is the characters' handler inside Clifftop and is trying to increase the guild's coffers and reputation.

Personality: "I am always calm, no matter what the situation. I never raise my voice or let my emotions control me."

Ideal: "Clifftop Adventurers' Guild. The Guild is my home and its members are my family."

Bond: "I will prove that Clifftop is the best group of skilled troubleshooters and that we can get any job done."

Flaw: "I am very sarcastic, and it can be difficult for people to tell when I am being serious."

Provost Nigel Faurious (NIGH-jel FAR-ee-us). The Provost is very focused on his work and is often lost in thought. He seeks to prove his theories on planar bodies and is willing to spend the money required to build his strange device.

Personality: "I am horribly, horribly awkward in social situations and have little patience for any conversation that doesn't have to do with my work."

Ideal: "No Limits. Nothing should fetter the infinite possibility inherent in all existence."

Bond: "My life's work is the study of planar bodies and their effects on Eberron. I must complete my work and be given the recognition I deserve."

Flaw: "Unlocking an ancient mystery is worth every coin of my family fortune."

CLIFFTOP ADVENTURERS' GUILD

Eberron, of course, has its share of organizations dedicated to the support and employment of exceptional individuals. Professional adventurers in good standing might be invited to join the Clifftop Adventurers' Guild (*WGtE* 150, *Sharn: City of Towers* 52), based in the Clifftop district of Upper Dura, Sharn. It was founded 150 years ago by a dwarf named Shekkal Korranor. The current leader is Sumara Korranor, better known among her charges as Summer.

The reputation of the CAG is well earned, and members are expected to uphold the Guild's virtuous principles. Their long-standing rivals, the Deathsgate Guild, have no such inclinations.



SCENE 1: DREAM JOB

"Planar scholars merely explore the act of dreams during sleep. The Adaran mystics speak of transforming the world. The Riedran ambassadors parade their use of dreams as a daily chronicle! But there are waking dreams: every comforting lie, every hope or wish or wild flight of fancy, every tiny gnawing fear that keeps us up at night. Shape what the mind's eye sees, and you shape reality."

-fragment of Provost Nigel Faurious's Convergence Manifesto

MISSION BRIEFING

The time has come for another mission with the Clifftop Adventurers' Guild, known for having higher concern for ethics and moral quandaries than the average cudgel-wielding goon or cast-first-and-ask-questions-later wandslinger (like those dastardly rivals at the Deathsgate Guild). Today, Guild Handler Lhara is once again calling on their most capable and seasoned adventurers to retrieve another artifact for the now-familiar Provost Nigel Faurious, a human scholar specializing in Eberron's planar system. Read or paraphrase the following:

Sharn's unrelenting rain hammers on the windowpanes as Lhara taps a set of House Lyrandar boarding passes into a neat pile. You sit in her office in the Clifftop Adventurers' Guild hall, your handler uncharacteristically glum. "Fury take that provost," she growls. "I perfectly understand why your sponsor wants me to literally send you into a living nightmare to recover his Six-cursed item, and think he's completely of sound mind."

Lhara is clearly being sarcastic and is displeased with the mission. Once the player characters have a chance to respond, Lhara offers clarification.

"Provost Faurious managed to track down a place where Dal Quor actually touches Eberron. He sent me a letter about it that frankly sounds like a fever dream itself, but if he's right, it's going to be bad no matter how you slice it. You ever wanted your dreams to come true? Including the ones that made you wake up screaming?"

What does Lhara know? Lhara will answer questions to the best of her ability, including the following.

- **Where are we going? What was in the letter?** *"You're going to a feyspire south of Tantarar, on the mainland of the Lhazaar Principalities to the east. It's called Taer Lian Doresh, which Faurious says is Sylvan for 'Fortress of Fading Dreams.' According to him, Taer Lian Doresh exists on Dal Quor and on Eberron simultaneously, which is unusual to say the least."* Upon a successful DC 25 Intelligence (Arcana) check, characters can recall the information in the Taer Lian Doresh sidebar.

- **What's a feyspire?** As Lhara talks, it comes back to you. "You don't remember? The wandering cities from the fairy tales getting stuck in the real world? I think it finally hit the chronicles in the fall of '94... The wandering fey cities that came and went as they pleased, as the story dictated, were *real*. They all came back on the Day of Mourning. The feyspires are stuck in one place now—there are three close to civilization, and reports of others; Faurious found one."
- **What's Dal Quor? Why is that coexistence unusual?** *"Dal Quor is the Region of Dreams, one of the planes of existence; we all visit its edges when we dream, but there are bad things in its depths. All the other planes brush with Eberron in places—those manifest zones you've visited on previous missions—but we didn't think Dal Quor had any. The provost used an... experimental device, the Aethervane retrieved during a recent Guild mission, to pinpoint a place where the planes actually overlap."* If an initiate of the shadow war supplies additional information about Dal Quor, Lhara doesn't dispute it.
- **What item are we being asked to find?** *"The provost called it the Mind's Eye. Supposed to ward off divination magic, and it apparently lets you do that elven sleep-trance thing." She laughs, rubbing her tired eyes. "Wouldn't mind that last power, actually! Faurious says it's the petrified eye of a dream-monster called an 'eyebinder,' which I'd imagine brings those happy dreams where you're the star of the latest Phiarlan show. He gave me a rough sketch; it looks like a chunk of rock with an eye carved into it."* Lhara slides the sketch across the table to show the party. Initiates of the shadow war know that an eyebinder is properly called a kalaraq quori. Taratai, leader of the rebel quori, was one, but so too are the lords of the Dreaming Dark.
- **How does Faurious know about all of this?** *Lhara shrugs. "Saw it in a dream? I think he just has way too much time on his hands and cross-referenced the entire folklore section at the Morgrave University library, judging by his perfectly-clear-and-entirely-readable-by-non-academics letter." She chuckles to herself.*

TAER LIAN DORESH

When the giant empires reigned in Xen'drik, they raided a feyspire for slaves; modern elves are the mortal descendants of the (comparatively) tiny attendant spirits of giant myth. The lords of Shae Doresh, the Spire of Dreams, sought revenge, arming their spire for war, but could not convince the other feyspires to sally forth from their defenses with them. Alone, Shae Doresh stood no chance, and the giants cast it into Dal Quor. Over the millennia it took for Thelanis to pull the feyspire back, the Spire became saturated with nightmares, befitting the current Dream of the Age. The denizens of the Spire retained their basic identities, but through a warped, nightmarish lens. Shae Doresh—now calling itself Taer Lian Doresh, the Fortress of Fading Dreams—eventually returned to Thelanis, and in its wanderings on the material plane, brought Dal Quor with it.

- **How will we get there?** *“House Lyrandar can take you most of the way; we’ve secured you boarding passes—an airship to Regalport, then elemental galleon to Tantamar.” She pushes the boarding passes across the table, along with a compass, the needle pointing to the northeast. “Faurious was able to enchant the compass to point toward the fortress, but the dense forest around it is uncharted. You’ll know which way you’re going, but you’ll have to navigate through the woods yourselves.”*
- **Why so anxious?** *Lhara’s pupils contract into slits. “My wife is... troubled by nightmares. I know a lot more about this stuff than is good for my peace of mind.”* Lhara’s wife Melikavash is kalashtar, and while Lhara doesn’t know everything about the shadow war, Melikavash wanted Lhara to make sure she knew the risks of being so closely involved.
- **How much does the job pay?** *“Always practical,” Lhara chuckles. “You’ll each earn a thousand galifars for your work.”*
- **Do you have any advice for us?** *Lhara tilts her head back and counts on her fingers. “Don’t eat the food if you want to come home... If the place itself puts you on conductor stones, you know it’s bad news... This is a place where you do want to look gift hippogriffs in the beak... Don’t give out your true name...” She lowers her head and looks you in the eyes. “And whatever they ask of you, it’s not worth it.”*

When the party is done asking Lhara questions, read the following (along with the advice from the last bullet above, if she hasn’t already given it to the party):

“One last word of advice?” She twists her wedding ring back and forth. “When dealing with dreams... watch out for things with more than two eyes. Or fewer than one.”

A NOTE ABOUT KALASHTAR CHARACTERS

This adventure includes references to the shadow war, an ongoing conflict between the kalashtar and the quori-led Dreaming Dark for the fate of Dal Quor. This conflict is not known to the people of Khorvaire at large, and if any heard of it, it would likely be dismissed as a fringe conspiracy theory. The kalashtar rarely share about this dream war, which they consider to be their own fight, not that of another race. They also do not wish to risk revealing their own identities and role in the conflict.

If any of the player characters are kalashtar, Adaran, or otherwise adhere to the Path of Light, it may be helpful to share the information in the Dal Quor sidebar with them. You can do this before the adventure begins or establish some way you can pass lore to them in-game—private notes, instant messages, or something similar—without letting the other players know.

If other non-kalashtar players have out-of-character knowledge about the conflict between the kalashtar and the Dreaming Dark, they may need a reminder that their characters would have no reason to particularly trust followers of the Path of Light, unless those followers have previously entrusted them with their secrets.

DAL QUOR & THE SHADOW WAR

Dal Quor is one of Eberron’s thirteen outer planes. Unlike the rotation of the other 12 planes that brings them into occasional contact with the material plane, Dal Quor was thrown off its orbit by the giants of ancient Xen’drik to protect against the threat of the quori, and no longer grows conterminous with Eberron. When mortals dream, their spirits visit the outer edges of Dal Quor, a place of continually shifting dreamscapes. Deeper in, however, is the heart of the Darkness that Dreams. This realm is home to quori, evil spirits of nightmare.

Nearly two millennia ago, a group of rebel quori fled the evils of Dal Quor. The 67 who made it to the material plane formed all-encompassing bonds with humans from the Sarlonan region of Adar. The descendants of these quori-bonded humans became the kalashtar race. They follow the Path of Light, a faith that believes that Dal Quor has not always been a place of nightmare, and that the next incarnation of what they call Quor Tarai, the Dream of the Age, will return to light. Through meditation and right action (or for some, direct war with the Dreaming Dark), they hope to bring about the turning of the age and the return of good in Dal Quor.

The kalashtar are hunted mercilessly by the Dreaming Dark, including the evil quori themselves, as well as the Inspired, those mortals they have possessed and turned into their puppets. The Dreaming Dark also uses dreams to control the populace of the Sarlonan empire of Riedra, siphoning their psychic energy in the hopes that it will keep the Quor Tarai from turning. The people of Khorvaire would find all this unbelievable, as they view Riedra as home to smiling ambassadors and hard-working commoners, and the source of generous aid during the Last War in the form of grain that kept many regions from starvation. The idea that the Riedrans are brainwashed and that the Inspired are possessed by evil nightmares would be considered crazy conspiracy theories.

For more information, see the *Eberron Campaign Setting* (16-17, 94, 220-222, 240), *Eberron Campaign Guide* (191-192), and the *Wayfinder’s Guide to Eberron* (54, 56, 62-63).



SCENE 2: DOWN THE RUSHY GLEN

Once the party has made any desired preparations, they journey across the continent to the Lhazaar Principalities. Read or paraphrase the following:

Your journey takes you far across Khorvaire, from Sharn on the southern coast to the Lhazaar Principalities in the northeast, and finally the town of Tantamar. It's a lively enough place, if far smaller and far colder than Sharn, but you don't have much time to enjoy it; you're Clifftop adventurers on the job, and right now that job is telling you to head south into the pines that grow as close and dark and bristly as a holiday party with family you hate.

A crow flies overhead, cawing loudly. Your tiny figures march into the deep woods, your tiny tracks the only things disturbing the white snow; you brought enough money to rent mounts in town, but the livery swore that neither horse nor white-feathered dinosaur would enter the forest if their lives depended on it. So, it's you, and your feet, and soon you and your feet both vanish beneath the roof of whispering needles.

The further you go into the forest, the misty snowy whiteness of the Whitepine Forest fades into gloom. The branches of the trees weave together to cut off the morning's light, and in the darkness, the branches hang lower than they have any right to. The susurrus of the pine needles seems to grow louder and louder until it drowns out all other sound—and then a cracking branch, the cawing of a crow, or the distant howl of a wolf sounds louder than the whispering and starts the cycle building again.

If the party has any special mounts or animal companions, narrate that they are visibly nervous, and that only the presence of the player characters soothes them.

NAVIGATING THE FOREST

Taer Lian Doresh is physically located more than 140 miles away from Tantamar, as the ominous crow flies, but the party will arrive within a day—the fey magic of the forest takes people where the story needs them to be. As the party navigates through the woods, have each player describe what their character is doing to help guide the group, making one DC 17 ability check (see the list below for some suggestions on checks that might be appropriate; characters do not need to be proficient to attempt ability checks). If the party includes a ranger whose favored terrain is forest, all characters' ability checks are rolled with advantage, as the ranger can easily navigate the mundane hazards, leaving only the magic of the forest to confuse the characters' sense of direction. If the party does not have a forest ranger, consider granting advantage on individual checks for other creative approaches, or even automatic successes for using resources such as casting the *speak with plants* spell on the pines.

POSSIBLE ABILITY CHECKS:

- **Charisma (Arcana).** If a character tries to trust blind luck, they have the right idea; while the feyspire is bound to a general location on the material plane, it can still move and shift about within the landscape. Knowledge of the arcane could inform a character that *not* trying to find the feyspire is the best way to find it, making it easier to trust blind luck.
- **Constitution (Athletics).** If a character goes in with sword, axe, and torch, clearing a path through the clustering pines, the branches fall easily, but every time they take their eyes away from a severed branch, it seems like two more have grown to fill its place. Rather than force and power, they need endurance and dedication to forge a path.
- **Intelligence (History).** A character might try to remember myths associated with the feyspire that could lead them toward the Fortress of Fading Dreams.
- **Intelligence (Navigator's tools).** Characters can navigate by compass, coordinates, and the all-too-brief glimpses of the dim sun overhead. A character with the Keen Mind feat has advantage on this check; compasses sometimes spin and fail around feyspires, but internal compasses are harder to fool.
- **Charisma (Performance).** A character might provide the party a tune to follow, making sure they stay together and drowning out the rustling pine branches. A bard with the Countercharm feature automatically succeeds on this check.
- **Wisdom (Survival).** Characters can call on ordinary wilderness navigation lore, discovering that this forest doesn't entirely behave by natural rules, and that you can walk in a straight line and still travel in a circle. To their surprise, the characters are traveling far faster than they should by rights be doing.

To accompany each one of the character's checks to navigate the forest, describe one terror of the forest that the party encounters, either by rolling on the Whitepine Terrors Table below (ignoring repeats), making up your own, or asking each player to come up with their own description of something that frightens their character during the journey.

If a character succeeded their ability check, describe the encounter as something that spooked the party but that they avoided without much effort.

If a character failed their ability check, describe the party's escape as much narrower, the terrors of the forest beginning to wear down their composure. For each failed navigation, each character must make a Wisdom saving throw with a DC of 10 + number of failures thus far. On a failed saving throw, the character takes 1d6 psychic damage as overwhelming fear batters their mind.

TABLE: WHITEPINES TERRORS

d10 Terror

- 1 **Banshees.** A keening, unearthly wail breaks through the trees, crying of vengeance and of fools too scared to right the wrongs done to them. Ghostly forms, like beautiful elves clad in mist, flicker in and out of your vision. You know, as certainly as you know that you are alive, that you are about to die.
- 2 **Cold spot.** The temperature plummets. Frost creeps over your bodies. Breathing is like swallowing a cloud of daggers. No woods should be this cold. Nowhere on Eberron should be this cold. You ought to dig yourself a warm grave to lie in.
- 3 **Deadfall.** You hear a sharp crack, and then the groaning of a tree trunk, as long and drawn out as the end of the Last War. A pine keels over, falling with dreamlike slowness; the branches broken off by its fall seem to be falling directly for you.
- 4 **Eerie statue.** There is a statue here—little more than a standing stone roughly worked into a massive, coiling shape. An eel, perhaps? One of the statue's eyes has been gouged out, but that doesn't make it any less able to watch you, no matter how far you run.
- 5 **Singing beast.** Something moves through the trees in the distance; while its form blends with the shadows of branch and needle, its eyes burn like tiny stars. Even from afar, you can hear its voice, like a House Phiarlan opera singer. Its song is unaccountably familiar.
- 6 **Snowstorm.** Snow flies up around you, and soon the world vanishes in white. It would be easy to believe that there is nothing outside the whiteness. It would be easy to believe that your entire life before this point was a dream. It would be easy to recognize the beautiful futility of everything.
- 7 **Stampede.** Deer thunder out of the trees, their hot breath wrapping them in fog. Their eyes roll in their heads; you're not sure if you should be more scared of the avalanche of hoof and horn, or of whatever it is they're running from.
- 8 **Wild Hunt.** You hear bells, and horns, and laughter like a schoolyard bully who believes they can do no wrong. Mounted figures move through the trees, flashing bright silver spears. Things like hounds, or perhaps humanoid creatures acting like hounds, run beside them on all fours.
- 9 **Wolves, perhaps.** Green eyes gleam in the depths of the forest, getting larger—no, closer. The shapes of huge black wolves become visible, but they make no sound as they move. You are being hunted. (Are you sure they're wolves? Is that a boar's humped back? A stag's antlers? A goat's shaggy beard? An elf's eyes? Your sibling's face, red with blood?)
- 10 **Wounded elk.** You see red blood, bright against the white snow. Each splash is at least the size of a gnome, and the trail seems to lead to a spot where the blood pours from the dark pines themselves... and then you see the elk, an enormous arrow in a dark flank the size of a building. The elk is as huge and awful as the end of the world, and it's looking right at you.

After the party's second ability check to navigate through the forest, if you wish to add a combat encounter, run Bonus Scene 1. Once every character has made one ability check and experienced the horrors of the forest, the party encounters the Rider in Scene 3.



BONUS SCENE 1: MANIFEST FEARS

If you have additional time and want to add a bonus combat encounter after the party's second ability check to navigate through the forest, read or paraphrase the following:

Faint shapes filter through the trees, collapsing and reforming into new half-finished forms like the flickering of a torch. They slide away from your vision when you look at them directly, but in the corners of your eyes, they skitter toward you, patient and inescapable—the fears that ruin sleep, the shapes that turn shadows hostile, the memories and regrets and possibilities you flee each day of your life, prolonging the illusion of comfort.

The party is quickly surrounded by five **Whitepines shadows** (one per character). Each focuses on a different character, using their first turn of combat to cast *phantasmal force* and manifesting the fears of any character who fails their save. They recast it whenever their target succeeds on their save or the shadow loses concentration.

After the shadows are defeated, return to Scene 2 for the remaining ability checks in the forest.

SCENE 3: THE WILD HUNT

After the final character finishes their ability check to navigate the forest, they reach a clearing, and within it, a fey creature. Read or paraphrase the following:

As you push through a curtain of branches that stroke your cheeks like hands reaching from behind, you come to the widest clearing you've yet seen. The setting sun hangs in the sky, red as a poisoned apple, sending shadows skittering through the trees. A giant night-black elk stands in the center of the clearing, its eyes lit with chilling blue. Atop it sits a humanoid figure, a smaller set of elk antlers rises from their helmeted head, stretching up to cradle the sun. The figure's face is in shadow, but as they turn toward you, their eyes glow the same blue as the elk's. The figure raises a horn to their unseen lips, the sound as painful as the sun flashing off a mirror—and then the elk and rider wheel, crashing away into the forest.

The rider is Viscount Sidgevín, a *wyrd* eladrin of Taer Lian Doresh, though they will not learn his name until later. He has declared a Wild Hunt, and the players must either become the hunters or the hunted. A character can determine the significance of the horn blast upon a successful DC 15 Intelligence (History) check; a warlock with a fey patron or a character proficient with the horn has advantage on this check. On a success, they recall that if they do not give chase, they will soon be chased themselves. If they succeed by 5 or more, they also recall that a Wild Hunt is called not for the quarry but merely for the thrill of the chase. Sidgevín would rather see the party slain where they stand, but he has orders to bring terror rather than death.

If the characters give chase, read the following:

The rider is a maddening quarry. They seem untroubled by the brush and snow that cling to your legs, but never get too far out of sight, turning to wheel and laugh at your heavy-footed pursuit. Whenever you get close, their form shifts and blurs before appearing further off into the woods. The wood grows darker and darker, and eventually you can see no more. The trees around you seem to vanish into steam. As you press on, the steam clears, and you come upon a wide glade, the moons just cresting the tops of the pines. In the moonlight, you see the spires of the Fortress of Fading Dreams rising before you, and the rider swiftly approaching its gates.

If the characters flee, read the following:

The rider pursues you mercilessly. When you find a hiding place, the sound of hooves drifts slowly past you, then stops, waiting for you to re-emerge. When you find a clear path from the trees, javelins streak down around you, wreathed in shadow. The rider calls out for your blood, and the quickly darkening wood does nothing to impede their sight, though for you the trees seem to vanish into steam. As you press on, the steam clears, and you come upon a wide glade, the moons just cresting the tops of the pines. In the moonlight, you see the spires of the Fortress of Fading Dreams rising before you. The elk bears down on you like a lightning rail, then gallops past, carrying its rider swiftly to the gates.

If the characters attempt to engage him in combat (or stand their ground instead of chasing or fleeing), all attacks miss him in this land where the story does not yet call for him to be wounded. Read the following:

The rider seems to vanish, and then you hear hooves coming from behind you. The elk bears down on you like a lightning rail, antlers lowered. The setting sun glares on the blade of the rider's scimitar as they swing at you... and with a loud *THUNK*, their blade lodges in a nearby tree. They take off their horned helmet, revealing the face of an eladrin man, more beautiful and cold than any mortal. The rage pouring from him is palpable. "You're no bloody fun," he snarls. "Come on, we haven't got all night." The trees around you seem to vanish into steam, which clears to reveal a wide glade, the moons just cresting the tops of the pines. In the moonlight, you see the spires of the Fortress of Fading Dreams rising before you, and the rider swiftly approaching its gates.

If you think the players will enjoy it, ask each one to come up with one insult that Sidgevín hurls at them during the chase. Let them know that he can insult them for things that he shouldn't be able to know, such as past failures great or small, or for a character's hidden irrational fears—the creatures of this place can use your fear against you.



SCENE 4: FADING DREAMS

As the Fortress rises before the characters, read or paraphrase the following:

Taer Lian Doresh is grand and beautiful, ringed by jagged tree-trunk watchtowers and topped with six spires that climb up to a teetering height. Flickering shapes dance atop the spires, like nightmares that dissolve upon waking, leaving terror without memory. A low moat stretches before the walls of the fortress, and the rider trots across the bridge, vanishing inside.

If the party attempts to circle the fortress rather than entering, read the following:

You walk, and walk, and walk. Either the fortress is much larger and much farther away than it appears, or it turns its entryway to face you.

When the party approaches the bridge, they see it is made of something that looks like black marble with an uncomfortable blurry quality to it. The character with the highest passive Perception notices anguished faces shifting in the stone. A DC 20 Intelligence (Arcana) or Wisdom (Insight) check reveals that the bridge is actually made of solidified fear.

When they cross the bridge, wispy shapes rise from the stone. Ask each player to name one regret that they see in the shifting steam, and to name one fear that they see in the water below the bridge. The regrets are harmless, but the fears are not: if a player character touches the water, they must succeed on a DC 17 Wisdom saving throw or take 1d6 psychic damage for every round they remain in contact with it. A successful DC 12 Intelligence (Arcana) check reveals it as an effect similar to the *phantasmal force* spell.

The gate is open when the characters approach. Once they cross the bridge and enter, read or paraphrase the following:

Inside the walls, you find more trees, but here they feel almost like a garden. The pines are light and airy, with longer, shaggier needles and a blood-red tinge to their bark, and they wave in the breeze like an actor waving at their fans. Here and there you see ruins, like ancient Dhakaani colonnades; mausoleums and statuary huddle in the depths of the forest. Amphitheaters fall down to pools that brim with hidden depths; low mounds with tiny apertures suggest the presence of gnomes. The sound of pipes fills the air.

A vague path winds through this park toward the center of the fortress. As you follow it, you realize that this garden is as alive as Tantarar, and about as large—hollow-cheeked dryads watch you from the pines, quicklings blur past on errands, and hags insult each other lovingly from mausoleum to mausoleum. Other figures catch your eye as well—a chain-shrouded creature in ancient Dhakaani armor, rage rising from it like steam; mortals from across the world unified only by the fact that they wear nightclothes; and a creature that scuttles across the path, all centipede and scorpion and headless torso full of watching eyes.

The scuttling creature can be identified with a successful DC 20 Intelligence (Arcana) check. An initiate of the shadow war automatically succeeds on this check. This creature is a *tsucora quori*, an embodiment of cunning and fear that forms the bulk of the population of Dal Quor. *Tsucora* are skilled at manipulating mortals by preying on their worst fears.

If the party attempts to leave the path, they find themselves immediately coming back upon it as they attempt to wander away. The story directs where the story wills.

If the party attempts to attack any inhabitants of the Fortress, they are immediately interrupted by an eladrin man, the Lord of the Fading Dream. Read the following:

A hand clamps around your wrist, clammy and iron-strong. You turn to see an eladrin man, dressed in modish clothes the ragged black of a crow's wing. A crown of dark iron sits on his head, its six spires the twisted shape of icicles; you can see the red welts the iron leaves on his skin. He has the heavy build of comfortable middle age, but he manages to project a lean and hungry look regardless. "Tut-tut-tut. Trying to fight a dream? You're either hungry, angry, lonely, or tired, and you can't remedy any of those with violence. Come, have a seat."

At your discretion, this creature might not look elven to everyone who sees him. For example, an elf might see him as giant-sized, a goblinoid might see a hobgoblin, a Talenta halfling might see a giant halfling with glidewing feathers for hair, and a kobold might see him as a creature like a dragonborn.

NIGHT'S REFUGE

Once the characters follow the path (or try to attack and are led by the crowned eladrin), they arrive in the Night's Refuge cafe. Read or paraphrase the following:

You emerge in the center of the park, where the sound of pipes is strongest. It resembles a cafe, though instead of the *everbright lanterns* you're accustomed to, it's lit by *dancing lights* in all colors of the sunset. The branches of the pines are strung on trellises to create an awning. Gnomes bus tables, laying out sumptuous feasts; eladrin sell more portable food and drink from stalls. All the creatures you saw through the park can be found here, speaking companionably and enjoying a pleasant evening; some of the nightclothes on display here range from old-fashioned to very ancient indeed.

If the characters follow the path and therefore haven't met the crowned eladrin yet, he rises from a nearby table, clasping the hands of the first character he sees and kissing them on the cheek. Describe him to the players using the description earlier in this scene. Then, regardless of how they got to the center of the park, read or paraphrase the following:

"We've been expecting you! Such *avid* dreams you have ... it does Our old heart good to see youth with some ambition. We trust the good Viscount gave you a merry chase here?" You see the rider seated at a nearby table, now unhelmed, his cold, beautiful eladrin face intently watching a half-masked hobgoblin perform a complex dance on a small stage in the center of the cafe.

The rider sits next to an uncomfortably ageless woman wearing the fashions of the Chosen of Riedra. "Welcome to the Night's Refuge cafe! Please sit, partake of Our refreshment! And allow Us to introduce the Viscount Sidgevin—" Sidgevin gives a seated bow, rolling his eyes— "and Ambassador Amdrashar." Amdrashar merely smiles.

Sidgevin glances meaningfully at the crowned eladrin, who snaps his fingers and says apologetically, "We'd forget Our own head next. And have! We are Shan Lian Doresh, Lord of the Fading Dream. We'd say We were at your service, but alas, words have meaning here."

What do the Fortress's denizens know? This is an opportunity for the characters to interact and ask questions, or to look around Night's Refuge. Here are some of the questions the party might ask:

- **Why were you expecting us?** "*Saw it in a dream, where else?*" Shan isn't particularly concerned with explaining further, but he has hopes that Provost Faurious' research will benefit his own ends—regardless of whether it can be made to enable a worthy tragedy or whether it will simply allow greater contact between Eberon and Dal Quor.
- **Why did you have Sidgevin chase us?** "*To 'teach me restraint,' snarls Sidgevin, making air quotes. Shan beams. 'Sidye here's a simple boy who likes hurting people. Such noble clarity of purpose! And it also displays a lack of subtlety that'll make sure he stays a viscount until he changes his outlook on life.'*"
- **Why are people wearing nightclothes?** "*Dreamers from Dal Quor,' says Amdrashar, 'such as me. If we dream of a fey citadel, the Fortress appears. Otherwise, the wyrds read through promising nightmares in their library, and bring the dreamers here to develop them further, or they bring a warlock back to hear their tales. Or they visit towns, pied and merry, and bring us here with sweet tonics in our sleep.'*"
- **Who are you?** Shan and Sidgevin will answer most questions about themselves honestly enough. Amdrashar is willing to share that she is a Riedran ambassador to the feyspire, but subtly deflects any attempts to inquire further, perhaps offering to share interesting information she has recently learned about the feyspire, or asking about the player characters. The characters are in fact speaking with Amdrashar's empty vessel, who is in essence a complete copy of her personality. See **Cast of Characters** for more information on each of them.
- **Where is the artifact, the *Mind's Eye*?** Whenever the party mentions the *Mind's Eye*, proceed to Scene 5 (You can return to Scene 4 afterwards to address any other questions the party might have).

FOOD & DRINK

If any of the characters examine the food, read the following:

Fruit covers the table, wildly out-of-season and on the verge of over-ripeness. The closer you look, the less you recognize any of the fruits—you can draw comparisons to apples or peaches or dates or limes, but their traits blend into each other. Delicate pastries hide between them, dusted with sugar and cinnamon; tiny meats on skewers—lamb, sausage, shellfish, eye of newt, pixie—spring up like a forest. Seeing you examine these refreshments, Shan pops a pastry in his mouth and grins in satisfaction, “It restores the weary traveler and tastes exquisite too! We assure you, sample Our food and you’ll be back for more.”

A successful DC 15 Intelligence (History) check recalls folktales of fey delicacies that refresh the body while calling the spirit back for more. The *detect magic* spell reveals an aura of conjuration and enchantment, and the *detect poison and disease* spell indicates the food is not poisoned. A DC 18 Intelligence (Arcana) check suggests that the food is not directly harmful and has regenerative properties, but those that eat of it will need strength of spirit to resist the urge for more.

If a character eats the food now or later in the adventure, they find it has some restorative properties, removing one level of exhaustion and restoring 2d4+2 hit points. Characters can only benefit from this once per long rest. However, any character who has eaten food in the Night’s Refuge cafe will have disadvantage on their Wisdom saving throw in Scene 8 when the party wishes to leave the feyspire. If the party casts *purify food and drink* before eating, this nullifies the disadvantage.

COMBAT IN THE CAFE

If a character attempts to initiate violence for any reason in this room, they hear a sound like shattering glass. A persistent *sanctuary* effect wards everyone inside the Night’s Refuge cafe, and characters must succeed on a DC 20 Wisdom saving throw or lose the attack or spell. Once a character has successfully followed through on a hostile action, they are no longer under the protection of this spell and other creatures can attack them with impunity, unless they somehow convince Shan to restore the ward to them.

However, Shan is happy to temporarily lift this ward for purposes of the duel with Sidgevin in Scene 5, as long as the party avoids engaging innocent bystanders.

A DANCING MOTH

Any character with passive Perception 15 or higher will notice that the dancing hobgoblin’s shoes are bloodied. If they ask about her for this or any other reason, Shan takes notice.

“Such a tragedy,” says Shan, who sounds delighted by the prospect. He points at the stage. “Our little Moth was the finest dancer of the latter days of Dhakaan, so We simply had to have her come here! And she danced faster than time, and all her loved ones died. It does Our wicked heart good to see her keep on dancing...” You can all see that the soles of Moth’s flat dancing-shoes are soaked in blood.

If the player characters want to interact with Moth (who only speaks Goblin and Sylvan), they can catch her during a break when she briefly rests and binds her bleeding feet. However, characters who display sympathy for Moth are exposing a big lever to pull around a throng of manipulative creatures.

If a character offers to dance in place of Moth, who constantly hovers at the edge of four levels of exhaustion, it will take two hours to finish a performance, and the dancer must succeed on a DC 16 Constitution saving throw or gain one level of exhaustion. In exchange, the player gains inspiration, and Moth heals a level of exhaustion through rest and the folkloric resonance of a kind deed. While one player character dances, the others can gain the benefits of a short rest.

If the party arranges (now or later) to try and help Moth escape, see the sidebar “Leaving with Moth” in Scene 8.



SCENE 5: SPIT AND TOUCH IRON

When the party inquires about the *Mind's Eye*, Shan summons a resident of the feyspire. Read or paraphrase the following:

Shan's perfect eyebrows lift in surprise. "Now there's a name We haven't heard in a while!" He snaps his fingers, and a white-robed figure appears behind him, gently luminous in the gloom. Her garments fall like snowdrifts, concealing everything but her tight-lipped frown and large, cold hands. She might be looking at you, but her hood covers her eyes—if indeed she has any. Her robes are trimmed with lace, but the frills are small and patterns simple, suggesting the bridesmaid rather than the bride.

Shan gestures to her grandly. "Gentles, meet the Paranymp, Our treasured treasurer! We'd love to give you your trinket, but alas, We are bound by rules."

"His Lordship's magic is not to be given out so lightly," she whispers, voice icy. "And there's no conflict in this story if you get what you want free of charge."

"She has a point, as much as We hate to admit it! Dear Paranymp, what would you say this is worth?"

In one palm, the Paranymp holds forth a rough stone object, carved with an eye, then balances her other palm beside it like a scale. "An **eye** is the usual repayment for an eye ... but if you're so minded to dole it out, then perhaps they can give us their oh-so-valuable **time**."

GIVING TIME

If the party seeks clarification on what the payment of time entails, read or paraphrase the following:

The Paranymp pauses. "Simply stay with us for enough time that people start to worry, and come looking... or, perhaps, you could surrender your past, wipe it away. Forget who you were."

Shan cuts in, "You could give us time as you! Hand over command of your flesh in the future, for but an hour at an undetermined time... when we want it, and ideally when it is least convenient for you."

If a character chooses to surrender their **past**, work with the player to determine the impact of this sacrifice. Perhaps it merely impacts roleplay, or perhaps the character might lose access to mechanical features from their background.

If a character chooses to give time from their **future**, on the other hand, there is no immediate consequence. The Paranymp gives the artifact they seek, and the party goes on their merry way. However, as DM, you now have a plot hook to impale your player on at a later time of your choosing.

GIVING AN EYE

If a character offers an eye, the player should understand that this will have a permanent mechanical impact on their character.

In addition to the character taking 3d6 slashing damage, they will henceforth have a -2 to ranged attack rolls and Wisdom (Perception) checks that rely on sight. If they are willing to proceed, the Paranymp will take it without hesitation. Read or paraphrase the following:

The Paranymp places her hand on your face. Her touch is cool and gentle, almost tender ... and then she stabs her fingers into your eye socket and *pulls*. With a rush of blinding pain, you can barely watch through your remaining eye as she carefully slips the orb into a pocket of her robes.

GIVING NEITHER: CHALLENGED TO A DUEL

In the likely case that the characters hesitate to offer these payments, the slight on Shan's "generosity" sends Sidgevin into greater heights of rage. He begins to rant at the party, integrating any complaints he can about the party's actions that he can spin into an excuse for a fight. As he challenges them to a duel, read or paraphrase the following:

Sidgevin leaps up. "You insolent DOGS! You refuse His Lordship's o'erwhelming magnanimity?! If you be so full of blood to spurn our honor, then surely you must be skilled enough to defend your own!" He overturns the table, leaping to perch on the edge with inhuman grace, then draws his black iron scimitar. "The Fortress demands its satisfaction!"

Shan bites into a meat-laden skewer. "A thought occurs. We'd also price that eye at making Sidye look like an ass."

You can't see the Paranymp's eyes, but you know with the certainty of dream-logic that she's rolling them.

Sidgevin challenges the party to choose a representative to duel him, one-on-one. He expects an "honorable" duel, and shares the following terms of engagement, which he grudgingly deigns to explain to their mortal minds if absolutely necessary.

COURTLY DUELING FOR THOSE WHO HAVE SLIGHTED THE FEY OF THE FADING DREAM

- "Let it remain a duel, not a triel, or we'll hold a trial."

A non-dueling character cannot openly attack or cast a hostile spell on a dueling character (though Sidgevin never says that non-dueling characters can't buff their allies...). Similarly, a dueling character cannot use any attacks, spells, or abilities that affect non-dueling characters. Concealed interference is technically against the rules, but only if you're caught...

- "Keep all appendages inside the vehicle at all times."

Movement outside the 30-foot-square dueling area is forbidden; a stable *dancing lights* effect appears to mark out the field of honor when battle is called.

- "No half measures, no regrets." No forfeits, no seconds.
- "Dying is messy and inconvenient; first blood will do."

The victor is the first to reduce the other below half of their maximum hit points.

HUMILIATING SIDGEVIN

As long as his opponent follows the rules, **Viscount Sidgevin** fights with one hand behind his back, holding his scimitar, *Ravar Cair Sanhai*, in the other. He will refrain from using his Multiattack action, instead making only one attack per turn. However, if the rules are violated by his opponent, or if the other party members noticeably intervene, he will stop limiting himself, using his abilities to the utmost until his opponent is reduced below half HP.

However, to win the *Mind's Eye* through combat, Shan expects Sidgevin to not only be defeated, but humiliated as well. To reflect this mechanically, whenever any character deals damage to Sidgevin, they may use their reaction to attempt a DC 15 Charisma (Performance) check to humiliate him. Upon a success, the damage type changes to psychic damage, which Sidgevin is vulnerable to. Along with each check, players should narrate how they use their abilities to make a fool of Sidgevin with attacks calculated to hurt his ego more than his body.

The spectators of this match have a role to play too. Whenever Sidgevin fails an attack roll or saving throw, one character can verbally taunt him, using their reaction to attempt a DC 10 Charisma (Intimidation or Persuasion) check. Upon a success, the next ally to attempt a Charisma (Performance) check to humiliate Sidgevin with their attack gains advantage on the check. Once a character has attempted a taunt, they may not do so again until every other spectating character has done so.

ENVIRONMENTAL EFFECTS

If you use the optional Environmental Elements rule from *WGTtE*, the following elements are present in this scene: Empty Chairs, Empty Tables, Drifting Lights, Sumptuous Delicacies, Startled Bystander, Hanging Branches.

WINNING THE EYE

Once “first blood” is reached, reducing one of the duelists below half of their maximum HP, the duel is over.

If Sidgevin wins the duel, all is not lost. Choices in the Fortress of Fading Dreams have very real effects, but it's not a place where failure tarnishes the outcome—instead, the logic of nightmares simply sets you back on the same terrifying path, repeating the duel over and over again. If the same player character duels more than once, they gain a level of exhaustion. However, after the first duel, the party also learns better what makes Sidgevin angry and gains advantage on ability checks made to taunt and humiliate him (canceling out any disadvantage due to exhaustion).

Once the party wins the duel, drawing first blood and humiliating Sidgevin (even if they broke the rules of engagement and ganged up on Sidgevin), read or paraphrase the following:

Sidgevin throws his scimitar to the ground in disgust. Shan picks it up. He hands it to you hilt first, along with the *Mind's Eye*, though he looks at Sidgevin, saying, “Well, now, Sidye, if you can't take care of your nice things, then you don't deserve them. Please, gentles, accept his blade, *Ravar Cair Sanhai*, with Our compliments, and wield it better than this braying fool.”

The party can safely take a short rest in the Night's Refuge cafe if they wish, allowing characters to attune to both items if they desire. However, the party should *not* be provided the item description for *Ravar Cair Sanhai* until Azai's memories are restored to her in Scene 7.

MIND'S EYE

Wondrous item, artifact (requires attunement)

This is the petrified eye of a dead kalaraq quori that was destroyed long ago. While the *Mind's Eye* is on your person, you receive the benefits of a *ring of mind shielding*. In addition, when you sleep, you do not dream, and are immune to spells and other magical effects that require you to dream, like the *dream* spell, but not to spells and effects that put you to sleep, like the *sleep* spell.



HEADING HOME?

With the *Mind's Eye* in their possession (along with Sidgevin's scimitar, *Ravar Cair Sanhai*), the party can return to questioning the Night's Refuge characters in Scene 4 if desired. Once done, they can attempt to go on their merry way out of the feyspire. However, when they attempt to leave, the path they take through the park winds around for a couple minutes, then leads right back to Night's Refuge. Read or paraphrase the following:

As you round another bend in the path toward the gates, you find yourself coming back upon the Night's Refuge cafe, where a gleeful Shan, stone-faced Paranymp, and inscrutable Amdrashar await, though Sidgevin has made his exit. "Oh, how terrible!" Shan cries. "It looks like you're part of a story now, and the Fortress won't let you leave. How dreadfully *exciting* when that happens!" Shan lifts a hand. "We know, We know, you're full of pesky questions, such as 'how do we get out' or 'what story are we in' or 'are we going to crumble into dust when we age'—relax! The answers don't matter! Eat! Drink! Watch a show! Socialize! You've been through so much; nobody's gonna miss you back home!"

If the player characters express they would rather not retire to a life of hollow and empty delights, Shan pouts.

"Well, if you *insist*, We suppose you could complete the story you're in... but it's so much more fun when you have to find the way out yourself. We'd point you to the Library of Nightmares, but that's *private*. Tell you what, the Harlequinade's rehearsing tonight. You'll find your way there—help them with their rehearsal, and the library will be alllllll yours!"

Shan isn't keeping them here to spite the party; he's bound by the laws of the feyspire, and literally *cannot* allow them to leave. That doesn't mean he can't take vindictive pleasure in it nonetheless. If the characters ask what the Library of Nightmares is, Shan answers with a smile:

"It contains a fascinating record of every nightmare ever experienced, and countless recipes for the creation of new ones."

As the party interacts with Shan, inform the character that holds or carries Sidgevin's blade, *Ravar Cair Sanhai*, that they feel intense sorrow and longing when they look at the Paranymp, rage and resentment at Shan, and bilious hatred and fear at Amdrashar's vessel. The bearer of the blade can attempt a DC 10 Wisdom (Insight) check. Upon a success, they realize the feelings are coming from the sword. Upon a failure, they learn nothing.

RAVAR CAIR SANHAI (BLADE OF THE IRON CROWN)

Weapon (scimitar), rare (requires attunement)

This blade was forged with the memories of the du'ulora quori Azai, one of the wandering dreams who got lost in the exodus from Dal Quor 1,800 years ago, and was the first source of the *crown of madness* spell for mortal users.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Whispers of Madness. While Azai's memories persist within the blade, it bestows the du'ulora's ability to infect creatures with indiscriminate violence on its wielder. While wielding the blade, you can cast *crown of madness* once, using Charisma as your spellcasting ability modifier. You can do so again when you finish a short or long rest.

Sentience. While Azai's memories persist within the blade, it is also a sentient lawful good weapon with an Intelligence of 1, a Wisdom of 18, and a Charisma of 1. It has hearing and darkvision out to 120 feet. The weapon can only communicate with its wielder by transmitting emotions, though it need not be attuned to do so.

Consuming Rage. If Azai's memories are restored and her pent-up emotions fill the blade, the Whispers of Madness and Sentience properties cease to apply. Instead, the blade bestows upon the bearer the du'ulora's ability to have a creature's rage consume them with flame. While wielding the blade, you can cast *searing smite* once as a 2nd-level spell, using Charisma as your spellcasting ability modifier. You can do so again when you finish a short or long rest.



SCENE 6: A NIGHT TO DISMEMBER

When the party is ready to find the Harlequinade, read or paraphrase the following:

The path leads you through a door into the Fortress proper, which creaks open of its own accord. The door opens onto a cavernous backstage, bustling with slender blackthorn dryads busy building sets and hunched gnomes with various levels of costuming rushing back and forth. If you look at anything for too long, you notice little worrisome details—blood on the props, spikes on the juggling pins, masks that laugh as you pass—and all the gnomes have sharp, interlocking teeth, like a piranha.

A gnome is suddenly at your sides, dressed as a mime. As they pantomime, the meaning registers in your brain—you're supposed to follow them. They lead you into a small dressing room lit by everbright lanterns rather than drifting motes, where a youngish, heavyset figure in nightclothes sits, leaning over the back of a chair. As e turns to watch you enter, you are surprised to see that in this tower filled with fey and immortals, e is human. "Jeong," e says without preamble, then nods to the gnome. "That's Mailin. And we need some people from the waking world who are willing to do something very stupid and very dangerous."

What do Jeong and Mailin know? These two characters are part of the Harlequinade. They are glad to answer the party's questions, which may include the following:

- **What's the Harlequinade?** *Mailin frowns, writing slowly on their illusory slate. "Bait in a trap. We go out wandering as a carnival across waking Khorvaire, promising the wild magic of the circus that goes deeper than any spell. The shows aren't... fun. Intense, but they're not fun. They sow terror and sorrow and just enough allure to make people come back the next night, and if they drink our refreshments, they come back here in dreams, where we can learn and prey."*
- **What's a dreaming mortal doing here?** *Jeong frowns. "What I can. These shows lure people into nightmares, and the biggest nightmares are those that pursue my people. So I have a drink when the Harlequinade comes to town, I visit the Fortress in my dreams, and I try to change the script, with my friend."*
- **Who are your people?** *"The Adarans. Well. The Adaran Lightbringers who live in the Lhazaar, but we say 'Adarans.'"*
 - The player characters would recognize the word Adaran. Common knowledge is that they're a Sarlonan group persecuted by the Riedrans and they don't talk much about themselves.
 - As Jeong mentions the Adarans, the player character carrying *Ravar Cair Sanhai* feels faint, fearful hope. If they failed the previous check to recognize the emotions as coming from the blade, they now automatically succeed on this check.

- **Why is Mailin trying to help change the script if they're part of the feyspire?** *"Because I'm a clown," they write swiftly. "There was a time when clowns were funny, or at least when comedy was about happy endings. What's the point of terrifying people without catharsis?"*
- **What do you need us to do?** *Mailin and Jeong share a glance. "The Riedrans are in it with the fey," writes Mailin. "And Prince Pak's slowly sliding into it with the Riedrans," says Jeong. "They bring her here, and whisper in her dreams, and we need you to whisper back. Tell her the Riedrans aren't her friends."*
- **What's the danger?** *"We're a fey creature bound by rules and a subpar sailmaker. We could do it on our own, but afterwards, they'd—" Jeong draws a finger across eir neck. "They'd make us wish we were dead," corrects Mailin.*
- **What if we can't act?** *"Practice makes perfect!" writes Mailin. "By which they mean, time stretches in dreams, and you can try this again as long as you like," says Jeong. "Pak's not going to notice, and the Riedran ambassador can't say anything about it without—" E stops. "Tipping her hand?" writes Mailin, and Jeong nods.*
- **What's the play?** *"We've based it off the basic harlequinade format," writes Mailin. "We have Harlequin, the hero; Columbine, the love interest; Pantaloon, Columbine's grasping parent; Clown, Pantaloon's bumbling assistant; and Pierrot, the tragic element."*

"And I added the metaphor," adds Jeong. "Harlequin is the Riedrans, the obvious attractive choice; Columbine is Tantomar, which they want; Pantaloon is Prince Pak, who controls Tantomar but is misled; Clown is the Fortress, who just helps the Inspired by being so focused on terror; and Pierrot is the Adarans, the better ally for Tantomar."
- **Why would you make the Riedrans the hero?** *"To keep it from being obvious!" Jeong says.*
- **What if we have no people skills?** *"We can always spin in an animal act!" writes Mailin. "Or you could help out with props and set backstage," says Jeong.*

THE SHOW MUST GO ON

When the party is done asking questions, they can divide up the roles for the play. Jeong and Mailin are willing to step in to fill one of the main five roles if some characters prefer supporting roles (the NPC performances serve a narrative role only and does not aid the players in succeeding on their ability checks). If the players want to strategize which character should fill each role, Mailin and Jeong can fill characters in on the demands of each role.

PLAY YOUR PART

After each character has a role, players should select one relevant ability check for their role and be prepared to describe how their character fulfills it. The DC to succeed upon each ability check is 17.

- **Harlequin.** Harlequin is clever and enthusiastic, whose skills in Dexterity (Acrobatics) and Charisma (Performance) help get them out of the sticky situations their behavior creates; a character can also use Charisma (Intimidation) to channel the subtle menace of the Inspired to help the metaphor feel more real.
- **Columbine.** Columbine provides the stakes and the analysis of the play; they rely on Wisdom (Insight) and Charisma (Performance), since they understand the situation best and always have a comment for others.
- **Pantaloon.** Pantaloon is short-sighted and trying to keep anyone from marrying their child and thus inheriting their legacy. They rely on Charisma (Deception) and Charisma (Performance) to keep up the role while subtly portraying Prince Pak.
- **Clown.** Clown is bumbling and ineffectual, but creates danger for the innocent lovers. As a mobile role, they rely on Dexterity (Acrobatics) and Strength (Athletics); they can also focus on danger with Charisma (Intimidation).
- **Pierrot.** Pierrot provides pathos and guides the main message of this play; they rely on Charisma (Deception) and Charisma (Persuasion) to get the message through while not being too obvious a cipher for the Adarans.
- **Animal Act.** An animal act relies on Wisdom (Animal Handling) and Charisma (Performance); Intelligence (Nature) can also be used to convincingly emulate an animal if you shapeshift into one for the act.
- **Propmaster.** A propmaster relies on Intelligence (any artisan's tools) as relevant to the props or set they're working on.

Aiding the Performance. Feel free to hand out advantage for clever use of spells and other resources, even if their RAW effect doesn't explicitly affect acting attempts. For example:

- A barbarian's rage can assist with Intimidation.
- Many Channel Divinity options can provide eye-catching special effects.
- A fighter's Action Surge, and the expendable options from the Arcane Archer, Battle Master, and Samurai, can create dazzling stage combat scenes, as can a monk's Flurry of Blows.
- A monk's Step of the Wind can set up remarkable tumbles.
- Nature clerics and druids with wild shape can all help with animal acts.
- Forge clerics and conjurers can create magical props.
- Evocation and illusion spells can be flashy, and there's a long tradition of both in Khorvairian theater.

Once characters are ready for the dress rehearsal to proceed, read or paraphrase the following:

The costumes fit you just a little too well, and you've memorized the words far better than one read-through should have allowed, but you're ready to run the dress rehearsal—a performance in its own right. Mailin and Jeong give you hasty thumbs-ups from backstage as you come out on stage and get the show underway. You see Amdrashar right there in the front row next to a stocky, muscular human woman. The human—Prince Pak Seoyun—has close-cropped graying hair and flowery tattoos, and watches calmly, Amdrashar whispering to her over the playbill.

If at least half of the player characters succeed on their ability checks, the play captures Seoyun's attention and she begins to realize what it's meant to communicate. She reaches for her pinecone-tipped staff and sends a swarm of bees toward Amdrashar's vessel. Amdrashar's vessel doesn't have the full psionic power of her hashalaq spirit, but she's powerful enough to cause a dreamer to wake up—the vessel snaps her fingers, and Seoyun and the bees vanish. But the party can take satisfaction in having planted a seed in Seoyun's dreams, which Mailin and Jeong can shepherd and turn it into action.

If less than half of the player characters succeed on their ability checks, the performance was unsuccessful. However, just as dreams may bizarrely repeat themselves, the characters can choose to all gain a level of exhaustion in order to act out the performance again, each character selecting a different ability check or role this time. If they choose to do so, the DC to succeed lowers by 5 for every attempt, as Seoyun starts to think her dreams nonsensical, undermining her confidence in the Inspired for the future. Upon successfully communicating with Seoyun after a first failed attempt, each character gains inspiration for their tenacity.

If the party prefers, they can abandon repeat attempts to communicate the message. They are still able to move onto the Library of Nightmares, but leave Jeong and Mailin resentful and Seoyun under Inspired influence.



SCENE 7: SLEEP PARALYSIS

After the dress rehearsal, regardless of whether the party communicated successfully with Seoyun, they can head backstage. Read or paraphrase the following:

Shan is waiting backstage with a bouquet of dead roses for each of you; it's nigh impossible to keep from pricking yourselves on the thorns. "You play your parts so well! Are you sure you don't want to stay on with the troupe?" He shrugs. "Well, you've earned your library memberships. Ms. d'Orien?"

A youngish human in a nightgown with delicate features and overlarge glasses steps out from behind a set, stumbling on a board—her dragonmark clearly grants more speed than grace. She holds out her hand. "La-Lena d'Orien, w-with the Twelve! I'm an... oneironaut? Exr-exploring alternate methods of transta-transportation! Shan has... graciously let me research the lir-library, and wanted me to sh-show you around."

"Lena d'Orien" does not exist, and Shan knows it. This is the hashalaq Amdrashar in a human guise, trying to avoid a link back to the Riedran ambassador while around mortals. She wants to get the party to do the dirty work of finding out Shan's secrets that pertain to the story they're caught up in. However, if Seoyun attacked Amdrashar's vessel during the rehearsal, Amdrashar suspects the party's involvement, and her plan is to silence them once they're done.

When the party is ready to follow Lena to the Library of Nightmares, read or paraphrase the following:

Lena sets off through the corridors of the fortress on a path that you could swear goes in circles, but nevertheless, you eventually end up at an impressive set of double iron doors wrought with the ram-horned, snarling face of a night hag. Lena puts her hand inside the night hag's mouth and pricks her finger, causing the hag's face to curl into an awful leer. The doors swing inward with an ear-splitting groan, and the labyrinthine library looms around you. Skittering headless things with crab claws, centipede bodies, and far too many eyes crawl over the shelves, and books with dark covers flap about screeching from shelf to shelf.

The creatures here are more of the tsucora quori. If the party did not previously recognize them in Scene 4 when entering the feyspire, a successful DC 16 Intelligence (Arcana) check identifies them now (or they can ask Lena about them, and she'll answer honestly).

Characters with a passive Perception 15, as well as the character carrying *Ravar Cair Sanhai*, notes that Lena's blood takes a few seconds to start flowing; *Ravar Cair Sanhai* transmits fear and hesitant anger when it sees this. Since a hashalaq has no blood, Amdrashar must manually mimic its appearance with her shapeshifting. If called out on it, she says it's because she knows she can't be hurt in the dream; a DC 20 Wisdom (Insight) check reveals this for a lie.



UNDERSTANDING THE STORY

As they enter the library, Lena announces,

“Wem-welcome to the Library of Nightmares!” She giggles at her attempt at a dramatic voice. “So, what’s your cote-connection to this story?”

Lena will begin to research the party’s connection to the story based on their answers, which might include the *Mind’s Eye*, *Ravar Cair Sanhai*, and perhaps Sidgevin. During the research process, unless a character succeeds on a DC 20 Wisdom (Insight) check to suspect her duplicity, Lena seems genuinely interested in helping the party. However, *Ravar Cair Sanhai* grows increasingly suspicious of Lena, and by the time the party finishes their research, the character who bears the blade has ample reason to distrust her (whether or not the rest of the party believes them).

If you wish to fill out the narrative of the party’s time in the library, you can ask each player about something creepy that happens to their character in the library, perhaps playing off the fears they encountered in the forest or the moat.

Eventually, the research is complete. You can choose to read or paraphrase the below text in segments, as if the information is discovered along the way, or you can read it all as one narrative:

As you research, knowledge filters into your brain with the certainty of narration. Lena helps you peruse the stacks, explaining with what might be exasperation that everything here is a metaphor for something else. Everything you’ve done ties into the story you’re in. You came here and got trapped: something else is trapped. You were looking for something once connected to a quori: you are looking for something now connected to a quori. You tried to turn a nightmare into a good dream: other nightmares can become good dreams. You have a sword in your hand that tugs at your emotions. And you remember Lhara’s words, to look out for creatures with more than two eyes, or fewer than one... Indeed, fewer than one, clad in white.

In this Library of Nightmares, time passes unmarked, the volumes filtering into your mind until you understand. They tell of a creature like a black blot of cold, calculated hate, fluttering on six mismatched wings, eye-tipped tendrils whipping around it. It is a quori, an incarnate nightmare, but she no longer wants to be one. She is searching for an escape route for her fellows in rebellion. In her flight, she finds the Fortress. But they stake her down with words, and their leader waves a blade that burns his hand, and her memories flow out of her and into the blade. She is ripped out of herself, and becomes a figure dressed in slithering white. The blade smolders. The Paranymp says, “I live to serve.”

Her name is Azai. Her memories are in this blade. Reunite them, and you earn your freedom.

Upon finishing their research, the characters realize the Paranymp, Azai, is a rebel quori, like those who bonded with Adarans many generations ago to form the kalashtar race. Any character that succeeds on a DC 20 Intelligence (Arcana) check recognizes her as a du’ulora quori (or “blackfury”), once one of the cold and calculating generals of the quori who sow rage and hate among mortals. An initiate of the shadow war automatically succeeds on this check.

THE RITUAL

Coupling their research with the flashes of understanding given as the feyspire leads them through the story they walk within, the characters instinctively know that the story calls for the following:

To free Azai according to the ritual they have found, the party will need the Paranymp present, as well as something **hopeful** to break her out, something **hollow** to contain the story, and something **hungry** to get it to stick.

- The characters already have something hungry—Sidgevin’s humiliation.
- The *Mind’s Eye* is something hollow—it’s a focus and won’t be altered by the ritual.
- If the party got a message to Seoyun during the rehearsal, or if they danced for Moth, they’ve earned something hopeful. If they did neither of these, the party can earn something hopeful by sending one of the party on a sprint to find Seoyun and deliver the message they failed to communicate earlier in the rehearsal; to do so, the character that seeks Seoyun out gains a level of exhaustion, as well as inspiration for their sacrifice.

After summoning the Paranymp, it will take 2 rounds to complete the ritual. To free Azai, one character must maintain concentration on the ritual for two rounds, using their action on their first turn to begin the ritual, and using their action on their second turn to attempt an Intelligence (Arcana) check to complete the ritual.

- The base DC for this check is 25.
- If the party succeeded in their rehearsal and delivered the message to Seoyun, the DC is reduced by 5.
- If the party danced in Moth’s place, the DC is reduced by 5.
- Casting *remove curse* on the blade reduces the DC by 5.
- Performing the ritual in a *magic circle* reduces the DC by 5.
- A warlock of the Archfey has advantage on the check.
- All of the above stack but cannot be repeated.

However, the character bearing *Ravar Cair Sanhai* has a feeling they can’t quite shake, an impression there might be another way—more painful, yet easier—to free Azai.

- If the character suggests stabbing the Paranymp with *Ravar Cair Sanhai*, they immediately feel a pulse of excitement. This is a bloodier yet effective way to restore her memories.

The party can choose to use either option to free Azai. The ritual takes two rounds and requires concentration, whereas if they think of stabbing the Paranymp, it is much quicker. Both will yield the same end result.

Feel free to adapt these rules if the players come up with another compelling plan. For example, perhaps the players decide to try deceiving Lena into stabbing the Paranymp with *Ravar Cair Sanhai* herself, which might require a successful DC 18 Charisma (Deception) check.

KEEPING SECRETS

Though Lena helped with the research, she might not put together the final missing pieces to realize the Paranymp was once a rebel quori (and still is, of a sort). If the party decides not to share their full research with her, have one character attempt a DC 18 Charisma (Deception) check, made with advantage if the party was successful in their rehearsal with the Harlequinade, which leaves Amdrashar distracted at the potential loss of Seoyun. Upon a success, the key pieces of research escape her notice, and Lena remains unsuspecting of the Paranymp's identity for now. Upon a failure, however, Lena realizes that if she kills the Paranymp, she destroys one of the rebel quori the Dreaming Dark has hunted for millennia.

Either way, combat is imminent. In a few moments, once Lena reveals herself as Amdrashar, a successful DC 20 Intelligence (Arcana) check can recognize her form as a hashalaq quori (or "dreamstealer"), the loremasters and lawgivers of Dal Quor, skilled empaths that tempt mortals to the cause of the Dreaming Dark. An initiate of the shadow war automatically succeeds on this check.

IF THE PARTY SUCCEEDS IN HIDING THEIR RESEARCH:

Upon a successful Deception check the party is momentarily able to put enough distance between them and Lena for a planning session. Lena tries to get within 60 feet of them so she can use her Intimate Knowledge Aura and figure out what they've discovered. Amdrashar would love to attempt to destroy the relatively powerless Paranymp instead of a released and angry du'ulora quori. However, due to the party's earlier success in deceiving her, she doesn't put together the pieces until the party has summoned the Paranymp.

If the party tries to summon or call for the Paranymp on their own, she appears uncomfortably close just behind them, seemingly from thin air. If they try to find Shan to summon her, he's just around the corner of the bookshelves, right where the story needs to be, and she appears at his finger-snapping. Once the party begins the ritual, Lena realizes their plan. Read or paraphrase the following:

Lena rises from the floor, her flesh unraveling into thousands of tiny tendrils like those of a jellyfish. The tendrils rearrange into a hollow robed form, hood full of blue light, and she calls in what you recognize as Amdrashar, the Riedran ambassador's, voice. "This'll be over quickly!"



The character concentration on completing the ritual is able to finish the first round before **Amdrashar** initiates combat, leaving them only one turn and a successful ability check to free Azai. If the bearer of *Ravar Cair Sanhai* is stabbing the Paranymp instead, this requires a single action, the attack landing automatically.

Roll initiative. If Amdrashar has higher initiative than the character concentrating on the ritual, they must succeed on any Constitution saves necessary to maintain concentration before their turn begins, or have to start the ritual over.

If the ritual is successfully completed, Azai is freed. Upon a failure, the party will have to battle Amdrashar without Azai's aid, but after defeating the hashalaq quori, can repeat the ritual and automatically succeed in freeing Azai.

ENVIRONMENTAL EFFECTS

If you use the optional Environmental Elements rule from *WGtE*, the following elements are present in this scene: Study Carrels, Flapping Books, Heavy Bookshelves, Old Fears, New Fears, Quori Goons.

IF THE PARTY FAILS IN HIDING THEIR RESEARCH:

Upon a failed Deception check, Lena realizes the rebel quori's true identity. She summons the Paranymp herself before the party can begin their ritual, bent on destroying the du'ulora. It only takes a thought for the Paranymp to unexpectedly appear from behind Lena, seemingly from thin air, following the demands of the story. Lena immediately transforms into the true form of **Amdrashar** and begins attacking the Paranymp. Read or paraphrase the following:

Lena rises from the floor, her flesh unraveling into thousands of tiny tendrils like those of a jellyfish. The tendrils rearrange into a hollow robed form, hood full of blue light. She charges at the Paranymp, tendrils snaking out of her sleeves and latching onto the Paranymp. The white-robed figure struggles with the black-robed thing; wherever the Paranymp tears away from the sticking tendrils, her robe shreds, exposing blue flesh marred with red welts. She screams in pain as the empty hood envelops her own head, and the blue light within the creature pulses from violet to red as blood drips from under the Paranymp's concealing hood.

Roll initiative. Once the party lands the first hit on Amdrashar, she releases the Paranymp (who runs to cower in a corner) and focuses her attention on attacking the party. When this happens, the party can either leave the Paranymp alone for now, or they can attempt to free Azai either through completing both rounds of the ritual or stabbing her.

FREEING AZAI

When the Paranymp's memories are restored, Azai is freed.

If stabbing the Paranymp restores Azai, read or paraphrase the following:

The Paranymp screams in anguish as the blade protrudes from her torso. Her robes stain black from the wound, beginning to bulge and ripple in an unseen wind until they explode into a dark six-winged blot, single eye staring balefully. Three eye-tipped tendrils whip around her, and despite her complete lack of humanoid body language, you imagine that Azai looks the happiest she's ever been.

A moment later, you see the many centipede-legged tsucoras that populate the library menacingly skittering over the shelves toward you. Azai rises, her wings fluttering, and a red light begins to burn in each tsucora's eyes. Some begin to turn on each other and tear each other apart; those closest to her swarm toward her, and her strangling tentacles cause them to burst into flame.

<You think you can handle one bad dream?> Azai says in your heads. Honestly, you think you can.

If the ritual restores Azai, read or paraphrase the following:

The Paranymp's robes slither and hiss around her, whipping into a coiling blur, then swelling into a dark blot. Six wings stretch from its form, single eye staring balefully. Three eye-tipped tendrils whip around her, and despite her complete lack of humanoid body language, you imagine that Azai looks the happiest she's ever been.

A moment later, you see the many centipede-legged tsucoras that populate the library menacingly skittering over the shelves toward you. Azai rises, her wings fluttering, and a red light begins to burn in each tsucora's eyes. Some begin to turn on each other and tear each other apart; those closest to her swarm toward her, and her strangling tentacles cause them to burst into flame.

<You think you can handle one bad dream?>

Azai says in your heads. Honestly, you think you can.

FIGHT OR FLIGHT

Once Azai's memories are restored, her instinct is to flee combat with Amdrashar, and there's no shame if the party chooses to run in accordance with her urging. They've successfully freed Azai and can focus on getting out of the Fortress. But if the party wants to stand and fight, Azai stays with them.

If the party chooses to fight, Azai casts *bless* upon the entire party, which she automatically maintains concentration on for the remainder of the battle. Otherwise, her presence in the battle is narrative only. Describe her as holding off swarms of many-legged tsucora quori while the party engages Amdrashar.

As Azai *blesses* the party, Amdrashar raises a tendrilled hand to what would be her temple if she had one, and manifests two **astral constructs** on either side of her. These creatures of pure ectoplasm immediately charge whichever character is posing the most immediate threat to the hashalaq. The constructs will fight to the death, but once Amdrashar is reduced to one-fourth her maximum hit points, she uses her action to teleport away from the feyspire to a safer region of Dal Quor. She will rejoin her vessel, and seek revenge on Azai and the party, another day.

IF SEOYUN IS PRESENT

If the party brought Seoyun with them to the library, she briefly joins in the fight against Amdrashar. Read or paraphrase the following:

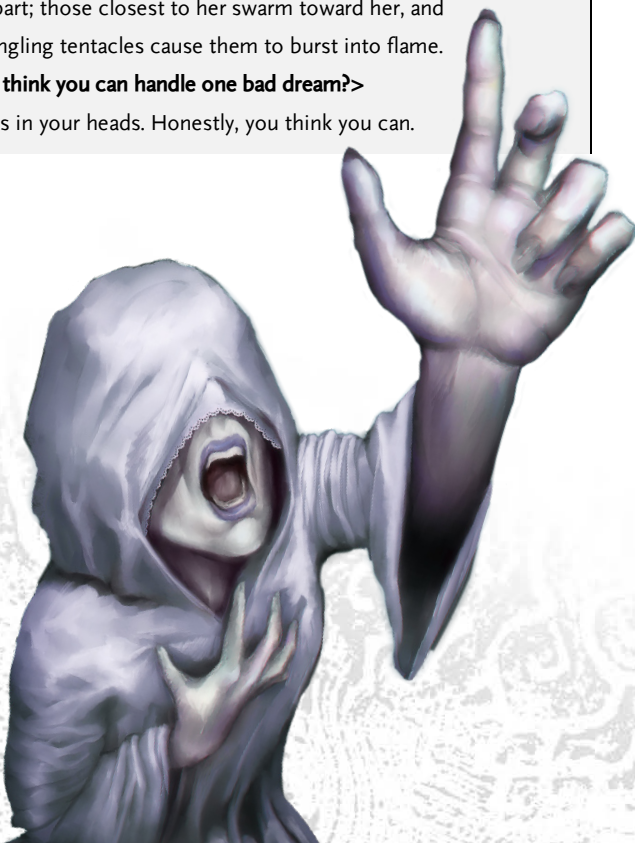
Seoyun's eyes go wide, and she clutches her pinecone-tipped staff, which glows green. Her form turns gray and sleek, and then a shark is swimming through the air toward the robed figure (and of course, a shark doesn't need water in a dream). She tears away at the creature's robe, then twists in sudden agony before vanishing. Many miles away, far out of your sight, Seoyun sits bolt upright in a hammock, covered in sweat and awake, before she settles back down into a thankfully dreamless sleep.

Amdrashar takes 22 (3d10+6) piercing damage from the attack, then spends her reaction to use Traumatic Feedback, regaining 12 (5d4) hit points.

If the party chooses to flee, read or paraphrase the following:

As the centipede-legged creatures pour toward you, Amdrashar's robed figure tilts and flies at you, books flapping up in its wake. She calls out to you in a patient, sinister voice: "There's no use running, little ones! Now be good and let me make the bad, bad dream go away!"

As the party flees the swift-winged Amdrashar, use the **Chases rules** on page 252 of the *Dungeon Master's Guide* along with the Library of Nightmares Chase Complications Table. Azai's presence is narrative only, and the player characters are the only ones that need to make checks to escape.



While Amdrashar can fly, the bookshelves extend all the way to the ceiling, preventing her from flying high above to spot the party. The passages turn and branch randomly; there's a turn every 10 x 1d12 feet, most of which have multiple choices. Amdrashar can sense the thoughts of creatures in a 60-foot radius around her, so the characters will need to be at least that far away before escaping her detection (except for the character who carries the *Mind's Eye*, which protects them from Amdrashar's senses). Once outside that range, the characters have advantage on Dexterity (Stealth) checks to escape Amdrashar, as the library shelves provide many places to hide.

THE ESCAPE

If the party is caught, they will need to defeat Amdrashar in combat before leaving the Library of Nightmares. She fights as in the Fight or Flight section above, but does not manifest any astral constructs. Read or paraphrase the following:

With the terrible inevitability of a nightmare, you find yourselves back where you began, surrounded by the centipede-legged creatures. "Didn't I tell you there was no use running? It's time for this 'wandering dream' to come back home."

If the party escapes Amdrashar, read or paraphrase the following:

You see the doorway ahead of you, and in a last desperate sprint, you hurtle through it. A pincer reaches through the door just behind you—and then the hag-headed door slams shut on it with an awful finality. Behind the doors, you hear Amdrashar scream in rage and frustration, caught in the story. A breathless moment, but she does not follow. The nightmare is over.



TABLE: LIBRARY OF NIGHTMARES CHASE COMPLICATIONS

d20	Complication
1	A tsucora quori grabs at you with its pincers. Make a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check to avoid its grasp. On a failure, you take 1d4 piercing damage and are grappled in place. To escape the grapple, either you or a creature who can reach you can use an action to make a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check, freeing you on a success. Each failed escape attempt deals 1 piercing damage to you.
2	You run through a swarm of tiny biting fears; treat as a swarm of wasps (see the <i>Monster Manual</i> for game statistics), except its type is fey and its attacks deal psychic damage. As you run, the swarm makes an opportunity attack against you (+3 to hit; 4d4 piercing damage on a hit), though it does not pursue.
3	Make a DC 10 Constitution saving throw. On a failed save, you are blinded by a sudden flurry of flying pages until the end of your turn. While blinded in this way, your speed is halved.
4	A series of slim books skitters quickly across the floor. Make a DC 10 Dexterity (Acrobatics) or Intelligence check (your choice) to navigate the series. On a failed check, the books create 10 feet of difficult terrain.
5	The books here are bleeding and crying, making the floor slick. Make a DC 10 Dexterity saving throw. On a failed save, you fall prone.
6	You come upon a series of flapping books with fanged covers. Make a DC 10 Dexterity (Acrobatics) check to get through the series unimpeded. On a failed check, you are bitten and take 1d4 piercing damage, and the books count as 5 feet of difficult terrain.
7	A tsucora quori bursts from the shelves, coiling and trying to set fear upon your mind. Make a DC 15 Strength (Athletics), Dexterity (Acrobatics), or Charisma (Intimidation) check (your choice) to get past it unimpeded. On a failed check, you take 2d4 psychic damage, and the quori counts as 10 feet of difficult terrain.
8	A terrified mortal dreamer blocks your way. Make a DC 10 Strength (Athletics), Dexterity (Acrobatics), or Charisma (Intimidation) check (your choice) to slip past the dreamer. You succeed automatically if you take a bonus action to comfort them. On a failed check, the dreamer counts as 5 feet of difficult terrain.
9	You nearly blunder into a black-robed, porcelain-masked wyrd gnome reading a book; make a DC 15 Dexterity saving throw or use 10 feet of movement to go around them (your choice). On a failed save, you take 1d10 force damage from a hurled blot of shadow.
10	You are forced to make a sharp turn as the shelves twist suddenly. Make a DC 10 Dexterity saving throw to navigate the turn. On a failed save, you collide with the shelves and take 1d4 bludgeoning damage.
11-20	No complication.

SCENE 8: ALL JUST A DREAM

Once the party leaves the library, whether Amdrashar has been defeated or merely escaped from, read the following:

Shan appears just around the corner, dejected but gracious, turning his crown over and over in his blistering hands. “Well done, heroes, well done. We’ll have to find a new treasurer now!” He grins. “You beat Us, and changed someone’s story. Impressive. And now, the back door’s right over there.” He jabs his thumb at an unremarkable door that appears in the opposite wall.

If the party has any unfinished business they wish to attend to (such as convincing Moth to join them—see sidebar—or eliminating **Amdrashar’s vessel**), they can do so now. They will face no other combat within the Fortress, other than any they initiate themselves, and can take a short rest if desired. When they’re ready to leave through the door Shan indicated, Azai hesitates. When the party asks what’s wrong, she simultaneously responds to all their minds telepathically:

<I... can’t leave. You came here from the waking world and will return there; I came here from Dal Quor, and have to return there, and... I’ll be found and destroyed. Unless...> She flutters uncomfortably. <I didn’t have... much short-term memory as the Paranymp, but Amdrashar—Amdrashar had a mortal vessel, correct?>

If any of the characters volunteer as a potential host (except for a kalashtar, who would be unable to serve as host to a second quori), Azai responds to them:

Azai’s tendrils reach out, then retreat. <It would have to be... a permanent fusion, or I’d still go back to Dal Quor when you dream. And if it’s permanent, you wouldn’t be able to dream again. But you could learn from me—I was a tactician, and a psionicist, and a treasurer of fairytales, and we’d... we’d change each other on a fundamental level. In a way, you would become me, and I you. But that’s so much to ask, and I don’t blame you if you think that’s a curse.> Her wings droop.

If a character is still willing to volunteer after this, let them roleplay the conversation with Azai, then read or paraphrase the following (ending with the character’s first name fused with the suffix “-azai.” For example, Lani might become Lanazai):

Azai’s tendrils encircle you, settling like a heavy blanket onto your shoulders—and then it’s only you there, looking down at your hands and knowing simultaneously that they’re the ones you’ve always had and that once, they used to be three tendrils tipped with eyes. This isn’t a second person in your head, it’s a fusion. You get her emotions and her memories, and she yours. She’s changed before—

her realization that she didn’t want to sow rage and hate—and again just now—she’s discarded the cruel bargains she’s facilitated for the past eighteen hundred years—and is ready to be something new. What shape do you make your new life, *[Name]-azai*?

Emphasize that fusing with Azai could alter a character’s personality, alignment (Azai is lawful good), gender identity, or (if both DM and player are willing) possibly even involve rebuilding with different class choices. In addition, the character permanently gains the boon of **Azai’s Host**.

BOON: AZAI’S HOST

A character that bonds with Azai gains the following boon:

- You sleep, but no longer connect to the plane of dreams as other creatures do. Instead, your mind draws from Azai’s memories while you sleep. As such, you are immune to magical spells and effects that require you to dream, like the *dream* spell, but not to spells and effects that put you to sleep, like the *sleep* spell.
- You can speak, read, and write the Quori language.
- When you make a Wisdom saving throw, you can use your reaction to gain advantage on the roll. You can use this trait immediately before or after you roll, but before any of the roll’s effects occur.
- You have resistance to psychic damage.
- Whenever you make an Intelligence (History) check pertaining to the history of Dal Quor, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

ANOTHER HOST

If none of the party feels ready to volunteer, there is a willing host in the Fortress—if asked, Jeong would host Azai without hesitation, seeing it as a duty to the family and the faith e shares with her. If the characters aren’t initiates of the shadow war and they haven’t made the connection yet to think of em, you can remind the party: *“Amdrashar was tied to the Riedrans, and the Adarans despise them. Perhaps the enemy of Azai’s enemy might prove a friend?”*

If Jeong agrees to become Azai’s host, read or paraphrase the following:

Jeong stares at Azai in wonderment for a long moment, then embraces her as well as a human can manage hugging a bloblike nightmare spirit. E smiles through eir tears, and says, “When we wake up, everybody’s going to be so happy to see you. Come back, lost sister. The dream really is turning.” Azai slowly circles Jeong with her tendrils, and Azai broadcasts her emotions, her fear turning, despite herself, into hope—and then the two are gone, as Jeongazai wakes up from the first and only dream of their new life.

LEAVING THE FORTRESS

Once Azai is safe, there's one final danger to worry about: whether the characters might have gotten sucked too far into repeating the story. As they attempt to walk through the door that leads from the Fortress to the forest outside, any character with a level of exhaustion must make a Charisma saving throw with a DC of 10, adding 5 to the DC for every additional level of exhaustion on top of the first. A character who's eaten the food of the feyspire has disadvantage on this saving throw.

On a success, the character is able to leave unhindered. They find their spirits lifted, and all levels of exhaustion the character accumulated are removed.

On a failure, the character has become notable enough to be part of the story, and will start to drift back to the Fortress in their dreams—suffering from magical nightmares (as with the *dream* spell) every night until they succeed on a DC 17 Wisdom saving throw against that spell. If a character fails on their saving throw to leave the feyspire by 10 or more, they are trapped within Dal Quor, physically incapable of leaving the Fortress. *Dispel magic* or *remove curse* can end either effect (treat both effects as 5th-level spells). *Banishment* can also allow a trapped character to return to their native plane.

LEAVING WITH MOTH

If the party offers to help Moth leave as they depart the feyspire, she is eager to do so, having lived far beyond her time in this bad dream. However, once it is time to leave, Moth is frightened (as per the condition) of all denizens of the feyspire. The party can bolster her spirits and remove her fear with a successful DC 15 Charisma (Persuasion) check, rolled with advantage if they danced in her place.

If she agrees to leave with them, she automatically succeeds on her Wisdom saving throw to leave the feyspire. However, the party is attacked along the path through the forest by two **dryads** and one **blackthorn dryad**, intent upon recapturing her. **Moth** will fight alongside the party to win her freedom. If the battle goes poorly for the party, the dryads have no intent of killing the party, only of retrieving Moth, and will leave them unconscious but alive as they return triumphant to the Fortress with their captive.

Once the party escapes with Moth, you as the DM have a couple options on how to resolve Moth's situation, as time passes slower on Dal Quor and faster on Thelanis. If you want to emphasize tragedy, Moth will dissolve into a cloud of moths and die as she journeys through the forest toward the wider world. On the other hand, if the players need some catharsis, Moth will unambiguously have a life ahead of her, although she'll still be a temporal fish out of water.

SWEET DREAMS

When everyone who can leave does so, read or paraphrase the following:

You walk through the door as Shan holds it open, out into the pale gold light of dawn in the forest—a forest that now seems so much friendlier than your trek last night. Shan whispers in your ear as you leave: “Sweet dreams.”

You find that Tantamar is, oddly, only an hour's uneventful walk outside of the forest, the Fading Dream's story altering distance for you one last time. You have a lot to think about on your journey back to Sharn, but before you know it, you're back in Lhara's office, the sky overcast but dry.

Your patron for this adventure, Provost Faurious, joins you in Lhara's office. When you set the *Mind's Eye* down on the table, he snatches it just a little too fast to be polite and shakes each of you frenetically by the hand. “You've accomplished more than you could ever possibly dream of!”

Faurious pauses for the host of possible witty quips with which the characters might respond, then continues:

“With this final focus, I only require a few more tests before my thesis is complete! My models have proved more accurate than I'd dare hope, and now the day I've dreamed of for so long approaches! Everything's converged on this moment—keep your eyes on the chronicles for my name!” He dashes out of the room, leaving an awkward silence.

Lhara clears her throat. “Well. There's also the thousand-galifar payout, if you're not stirred by the thrill of scientific discovery.”

Lhara pays each character the agreed-upon 1,000 gp for a job well done. If any characters died or got trapped in the Fortress, she also promises to pay for the funeral or memorial.

If the party informs Lhara that one of the characters bonded with Azai, her eyes go wide. “*I think my wife would quite like to have you over for dinner. Does Far work?*”

THE CONVERGENCE MANIFESTO

Now that Faurious has obtained twelve of the thirteen planar artifacts he seeks, his sky-high ambitions can finally be realized in Sharn's own Syranian manifest zone. Don't miss the riveting conclusion to *Convergence Manifesto* with AE01-13: *Sky Fall*.

APPENDIX: CREATURE STATISTICS

AMDRASHAR

Medium fiend (quori), lawful evil

Armor Class 13 (16 with *mage armor*)

Hit Points 75 (10d8 + 30)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	20 (+5)	18 (+4)	23 (+6)

Saving Throws Wis +8, Cha +10

Skills Arcana +9, Deception +10, History +9, Insight +8, Perception +8, Persuasion +10

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 18

Languages Common, Quor, Riedran, telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting (Psionics). Amdrashar's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *charm person*, *mage armor* (self only), *mage hand* (the hand is invisible), *teleport* (self only; on Dal Quor or in Taer Lian Doresh only)

3/day each: *bestow curse*, *cure wounds* (self only; 3rd level; 19 (3d8 + 6) healing)

1/day each: *inflict wounds* (6th level; 44 (8d10) necrotic damage), *magic missile* (3rd level; 6 missiles)

Intimate Knowledge Aura. Amdrashar has intuitive awareness of the emotions and thoughts of creatures within 60 feet of her. She learns the surface thoughts of all creatures in range—what is most on each creature's mind in any given moment—as well as their emotional states and basic needs (thirst, hunger, fear, joy, hostility, etc.). Amdrashar has advantage on all Charisma skill checks and Wisdom (Insight) checks against any creature within this area.

As a bonus action, Amdrashar can narrow this awareness down to a single target creature within 60 feet of her. If she does so, the target must make a DC 18 Wisdom saving throw. On a failure, the effect above ends and the target has disadvantage on attack rolls against Amdrashar, and Amdrashar has advantage on attack rolls against it. This narrowed awareness lasts until the target is incapacitated, it is ever further than 60 feet from Amdrashar, or Amdrashar takes another bonus action to end it.

Magic Resistance. Amdrashar has advantage on saving throws against spells and other magical effects.

Nightmare Awareness. Magical darkness doesn't impede Amdrashar's darkvision, and magic can't put her to sleep.

Shapechanger. Amdrashar can use her action to polymorph into a Small or Medium humanoid, or back into her true form. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

ACTIONS

Idyllic Touch. *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) psychic damage and the target must succeed on a DC 18 Wisdom save or be flooded by feelings of blissful ecstasy for 1 minute. While affected, the target can take no actions other than the Dodge and Disengage actions, and its movement is halved. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Wisdom Drain. *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. *Hit:* The target's Wisdom score is reduced by 1d4. If this reduces its Wisdom to 0, the target dies and Amdrashar immediately heals HP equal to the target's normal full Wisdom score. Otherwise, the reduction lasts until the target finishes a short or long rest.

Empathic Duplicate. Amdrashar targets one creature within 60 feet of her. The target must succeed on a DC 18 Wisdom save. If it fails, Amdrashar polymorphs into a Small or Medium humanoid that the target empathizes with—a loved one, a close friend, or even an injured child. Amdrashar's statistics, other than her size, are the same in this form. She reverts to her true form if she dies.

At the start of each of the target's turns, it must succeed on a DC 18 Wisdom save in order to attack Amdrashar during its turn, even if it is apparent Amdrashar isn't what she appears to be. Once a target succeeds on any save to resist this ability, it is immune to Amdrashar's Empathic Duplicate ability for 24 hours. If Amdrashar takes any violent action against the target or the target's allies that it can see, the effect ends immediately and she polymorphs into its true form.

REACTIONS

Traumatic Feedback. When Amdrashar is damaged, the opponent that damaged her takes 12 (5d4) psychic damage and Amdrashar reduces the damage she took by the same amount.

AMDRASHAR'S VESSEL

Medium humanoid (human), lawful evil

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Stealth +4

Senses passive Perception 16

Languages Common, Quor, Riedran

Challenge 1 (200 XP)

Cunning Action. On each of its turns, Amdrashar's vessel can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Amdrashar's vessel deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the vessel that isn't incapacitated and the vessel doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Amdrashar's vessel makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

ASTRAL CONSTRUCT

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	8 (-1)	11 (+0)	10 (+0)

Damage Vulnerabilities force

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages None (understands Riedran and Quor)

Challenge 1/2 (100 XP)

Mental Spurs. As a bonus action, the astral construct can move up to its speed toward a hostile creature that it can see.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.



BLACKTHORN DRYAD

Medium fey, neutral

Armor Class 16 (natural armor)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	14 (+2)	19 (+4)	20 (+5)	21 (+5)

Saving Throws Int +8, Wis +9, Cha +9

Skills Arcana +8, Nature +8, Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages Common, Elvish, Sylvan

Challenge 9 (5,000 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 17). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *dispel magic*, *entangle*, *plant growth*, *mind spike*

1/day each: *moonbeam*, *grasping vine*, *wall of thorns*

Magic Resistance. The dryad has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

ACTIONS

Multiattack. The dryad makes three attacks, using its vine staff, its longbow, or both.

Vine Staff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Dexterity saving throw or become restrained by twisting vines for 1 minute. A target restrained in this way can use an action to make a DC 17 Strength (Athletics) or Dexterity (Acrobatics) check, ending the effect on itself on a success.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Suppress Magic (Recharge 5-6). The dryad targets one magic item it can see within 120 feet of it. If the magic item isn't an artifact, its magical properties are suppressed for 10 minutes, until the dryad is incapacitated or dies, or until the dryad uses a bonus action to end the effect.

DRYAD

Medium fey, neutral

Armor Class 11 (16 with *barkskin*)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

Magic Resistance. The dryad has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 ft. of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be large or bigger.

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

MOTH

Medium humanoid (hobgoblin), neutral good

Armor Class 15 (unarmored defense)

Hit Points 32 (5d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	14 (+2)	15 (+2)	11 (+0)

Skills Acrobatics +5, Athletics +4, Performance +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Goblin, Sylvan

Challenge 2 (450 XP)

Spellcasting. Moth is a 2nd-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Moth has the following wizard spells prepared:

Cantrips (at will): *minor illusion*, *prestidigitation*, *true strike*
1st level (3 slots): *charm person*, *disguise self*, *expeditious retreat*, *silent image*

Unarmored Defense. While Moth is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

ACTIONS

Multiattack. Moth makes four attacks, each of which can be an unarmed strike or a dart attack. She can also use Shadow Jaunt once, either before or after one of the attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Shadow Jaunt. Moth magically teleports, along with any equipment she is wearing or carrying, up to 30 feet to an unoccupied space she can see. Both the space she is leaving and her destination must be in dim light or darkness.

WHITEPINES SHADOW

Medium undead, chaotic evil

Armor Class 10

Hit Points 42 (12d8 - 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	8 (-1)	12 (+1)	11 (+0)	18 (+4)

Saving Throws Wis +2, Cha +6

Skills Stealth +2

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Common, telepathy 120 ft.

Challenge 2 (450 XP)

Amorphous. The Whitepines shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the Whitepines shadow can take the Hide action as a bonus action. Its stealth bonus is also improved to +4.

Sunlight Weakness. While in sunlight, the Whitepines shadow has disadvantage on attack rolls, ability checks, and saving throws.

Innate Spellcasting (Psionics). The Whitepines shadow's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast *phantasmal force* at will, requiring no components.

ACTIONS

Wisdom Drain. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 6 (2d6) psychic damage, and the target's Wisdom score is reduced by 1d4. The target falls unconscious if this reduces its Wisdom to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Horrifying Visage. Each non-undead creature within 60 feet of the Whitepines shadow that can see it must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the Whitepines shadow is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Whitepines shadow's Horrifying Visage for the next 24 hours.

VISCOUNT SIDGEVIN

Medium fey (eladrin), neutral evil

Armor Class 16 (*elven chain*)

Hit Points 110 (20d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	12 (+1)	15 (+2)	12 (+1)	16 (+3)

Skills Athletics +6, Intimidation +6

Damage Vulnerabilities psychic

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant, Sylvan

Challenge 7 (2,900 XP)

Ravair Cair Sanhai. Sidgevin's scimitar attacks are magical, with a +1 bonus to attack and damage rolls (included in the attack). Additionally, he can cast *crown of madness* (DC 14) once and can do so again when he finishes a short or long rest.

ACTIONS

Multiattack. Sidgevin makes three attacks; two with his scimitar and one with either a scimitar or a javelin.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 1d6 + 4 slashing damage, and Sidgevin has advantage on opportunity attacks against that opponent until the beginning of his next turn. If he chooses, he can force the creature to make a DC 15 Strength saving throw; on a failed save, he can push the target 10 feet away from him.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 10 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bladesmoke (1/short or long rest). A 10-ft. cube adjacent to Sidgevin fills with dark smoke that solidifies into blades. Every creature in the cube must make a DC 15 Dexterity save or take 11 (2d6+4) points of slashing damage. The smoke lasts until the end of Sidgevin's next turn, and the area within is considered heavily obscured for all creatures except Sidgevin.

Dark Step (Recharge 5-6). As a bonus action, Sidgevin can magically teleport up to 30 feet to an unoccupied space he can see, and gains resistance to all damage until the start of his next turn. During that time, he appears like a living shadow.

Mounting Rage (Recharge 5-6). As a bonus action, Sidgevin can extend shadow tendrils of fury that solidify into blades. Every creature in a 10-ft. cube adjacent to Sidgevin must make a DC 15 Dexterity save or take 1d6+4 slashing damage and have disadvantage on attack rolls until the start of Sidgevin's next turn.

REACTIONS

No Quarter. If Sidgevin deals damage to an enemy with his scimitar attack that reduces the enemy to less than half of their maximum hit points, he can use his reaction to make another scimitar attack against that enemy.