



DREAMS IN THE WITCH ROOM

D*reams in the Witch Room* is a Fifth Edition adventure for a party of **four or five 1st-to-2nd-level characters**, and is optimized for **four characters with an average party level (APL) of 1**. Characters who successfully complete this adventure should earn enough experience to reach the 2nd level. The adventure takes place at The Sanguine Dawn Inn, a small tavern found in the village of Ostenwold in Northern Omeria. While this module assumes that the adventure is in the Legends of Omeria campaign setting, you can easily place it in any campaign setting of your choice. This is the first adventure in the cosmic horror adventure path, *Qua-Soko Unveiled*.

BACKGROUND

Five years ago, the witch Clarita Keeling was murdered in a room at The Sanguine Dawn Inn by a party of Aspaethan Witchhunters. Not only did Keeling practice the banned magic schools of conjuration, enchantment, and transmutation, but she was also a serial kidnapper and murderer. After she died on Aspaethan spears, Keeling's body was burned on a pyre a few hundred feet from the inn. Curiously, Keeling's bones disappeared from the pyre's ashes. The witchhunters vigorously searched Ostenwold for the dead witch's bones, but never recovered them.

Recently, a Pexian scholar with interests in aberrant-geometry named Walabras stayed at The Sanguine Dawn Inn. Having read about the witch, Walabras hoped to study the witch's old room. To his surprise, Walabras immediately noticed something unusual in the dead witch's room: its angles and dimensions defied physics. And at night, as he slept, Walabras dreamt of strange cyclopean cities filled with bizarre, elder things. These winged, barrel-shaped creatures worshipped colossal, great old ones whose shapeless forms boiled into iridescent, prolately spheroidal bubbles. Walabras

woke each morning in a cold sweat. The inn's purveyors took notice of Walabras' growing anxiety.

Walabras' dreams escalated. In one horrific dream, a formless man composed of dark shadow forced Walabras to add his name to an ancient tome made of writhing worms. After signing, Walabras' dream form traveled to the throne of a great, chaotic mass whose name Walabras immediately recognized: Black Tezcatlipoca, the Night Wind. There, Carlita Keeling's ghost, her rat-thing familiar Drace Lobo, and The Shadow Man joined Walabras. Under Keeling's command, Walabras was forced to be an accomplice in the kidnapping of an infant. Waking from the nightmare, Walabras discovered his boots covered in mud. Shortly afterwards, the Ostenwold town guard confronted Walabras at the inn and arrested him on suspicion of kidnapping the infant Bela Ungrimst.

Immediately, the Ostenwolders demanded justice for the missing Ungrimst child. Recognizing the unrest Walabras' presence caused the Ostenwolders, Regis Forlorne, the village's Captain of the Guard, tried and found Walabras guilty of kidnapping and murder. In three days time, Walabras will be hung by the neck until he is dead at the center of the Ostenwold market square.

THE DREAM

Parts of this adventure occur in a parallel dimension known as The Dream. In many ways, The Dream functions exactly like the Ethereal Plane. Creatures whose senses and abilities extend into the Ethereal Plane can affect The Dream (such as phase spiders and ghosts). See Part 5 for more details on traveling in The Dream.

OPTIONAL RULE: SANITY SCORES

Because this adventure deals with unknown horrors and gruesome realizations, you might incorporate the optional

Sanity score rules detailed in chapter 9 of the *DMG*. If you decide not to use this rules variant, ignore instances where the story calls for Sanity ability checks or saving throws.

PART 1 - INTRODUCTION

At the start of the adventure, read the following:

You arrive in the town of Ostenwold, a humble smattering of homes and farms along the river Ost. A quiet peaceful hamlet with little connection to the outside world, Ostenwold boasts a comfortable population of 500 some souls who live in and around the town proper.

You've been sent by the Dinzer magic guild, Secrets of the Righteous to investigate the kidnapping of an infant named Bela Ungrist. While kidnappings aren't a typical area of interest for the Secrets of the Righteous, the Secrets have high stakes in this crime. One of Odonburg's own, a Pexian scholar named Walabras, was recently tried and found guilty of kidnapping despite the absence of Ungrist's body. Still, not only was Walabras seen near the Ungrist home the night Bela vanished, but the mud found on his boots was the same black mud found in the Ungrist's fields. The town's Captain of the Guard, Regis Forlorne will execute Walabras in Ostenwold's town square at noon on Autumn Harvest—that's in three days' time.

The Secrets suspect that Walabras is innocent of the crime. Walabras claims that he doesn't remember kidnapping the Ungrist child. He also suspects that he may have been mind controlled by demons. While these claims seem far-fetched, the guild trusts Walabras.

If you can prove Walabras' innocence, the Secrets of the Righteous has offered to pay 100 gp as a reward.

Currently, Walabras is being held at the Eastwatch Garrison. And before his arrest, he was staying at the town's only inn, The Sanguine Dawn. The Secrets of the Righteous have arranged for you to meet the inn's general manager Estra Bloodoak as well as the Captain of the Guard, Regis Forlorne.

Once the characters have had an opportunity to settle into Ostenwold, they should start their investigation in one of two places: The Sanguine Dawn Inn or the Eastwatch Garrison.

PART 2 - THE SANGUINE DAWN

The town of Ostenwold was founded thirty years ago by Horst Blackfoot and Déulara Tauranis who spent their hard-earned gold to build The Sanguine Dawn Inn. At the time, the Dawn was the only safe resting place for travellers on the long march between civilised areas, and soon became a regular stopover for merchant caravans and travelling nobility.

Under Horst and Déularas stewardship, Ostenwold quickly

grew. Horst set up the Eastwatch Garrison to keep the area free from bandits and predatory monsters, before handing over the reins to Forlorne and starting his own smithy. Déulara took on much of the work of government, until Knotside noticed the growing importance of the town and sent their own representative. Déulara returned to her day-to-day work at the Sanguine Dawn, but many of the townsfolk still look to her as the rightful leader and seek her counsel behind the back of the new mayor.

In the day time, the Dawn is a quiet place for townsfolk, travelers, and adventurers to unwind. At night, the Dawn explodes with music and vitality as the Ostenwolders come together to drink away their daily woes.

Encounters in The Sanguine Dawn Inn are keyed to the maps of The Sanguine Dawn Inn found on pages 4, 5, and 6. Some of the location descriptions include a section on "Dreams in the Witch Room." Ignoring those sections, you can use The Sanguine Dawn Inn's details outside of this adventure and insert it into any campaign you like.

INVESTIGATIONS AT THE INN

The employees at The Dawn gladly grant the characters access to Walabras' room (see The Sanguine Dawn Inn below). Estra Bloodoak, a stern, half-elf woman, acts as the inn's manager. Despite her gruff look, she's kind and assists the characters any way she can. She openly admits that she is not the owner of The Sanguine Dawn. Instead, a woman named Déulara Tauranis acts as the owner. Déulara will meet with the characters if asked, but prefers to stay out of the way, working from the inn's private dining room (area 5)

The characters can also interview employees and regular patrons at the inn. A character who spends at least 1 hour speaking with patrons and employees can make a DC 10 Charisma (Persuasion) check. On a success, choose or roll randomly for one of the bits of information that they learn on The Sanguine Dawn Inn rumors table on page 3. If they succeed on a roll by 5 or better, they can learn two bits of information, and if they succeed on a roll by 10 or better, they can learn three bits of information.

GENERAL FEATURES

The Sanguine Dawn Inn is a two-story half-timbered building that rests in the shadow of Mount Camor. The ceilings on the ground floor are twelve feet high and braced with massive timbers rumored to have been laid in place by friendly hill giants (not true). The upper floor's ceilings are ten feet high. Nearly every room has windows which allow natural light to illuminate the inn during the day. Then, candles and torches keep the inn well lit in the evening.

Doors. Doors are seven feet high and made of thick, sturdy wood with metal hinges and locks. All of the doors upstairs and the door to the private dining room (area 5) are kept locked during most hours. As the Inn never truly closes, the outside doors are left unlocked.

A locked door requires a character with proficiency in thieves' tools to succeed on a DC 15 Dexterity check to pick. Alternatively, a door can be broken down with a successful DC 20 Strength (Athletics) check. The Dawn's doors have AC 15, 18 hp, and immunity to poison and psychic damage.

Staff. During the day, the inn is staffed by five employees,

THE SANGUINE DAWN RUMORS

d10 Rumor

- 1 Five years ago, a murder happened in one of the rooms upstairs. Supposedly, the woman was a witch. They say she still haunts those who stay in the "witch room."
- 2 Patrons claim they've seen a large rat crawling around the inn. It has the face and hands of a human.
- 3 The town of Ostenwold was set up by the retired adventurers Déulara Tauranis and Horst Blackfoot. Neither one is still involved in day-to-day politics anymore, but Déulara still manages the inn while Horst runs a smithy to the east.
- 4 The Dinzer scholar they imprisoned supposedly kidnapped the Ungrist's baby. I'm not surprised—he was acting very peculiar during his stay in the old "witch room."
- 5 Regis Forlone runs the Eastwatch Garrison. He's a mean spirit who's been known to have prisoners "go missing" under his watch.
- 6 Anyone who goes down into the inn's cellar claims that they feel electricity in the air. One of the inn's former employees swears they saw a spider made of lightning floating around down there.
- 7 The inn's owner, Déulara Tauranis works out of the private dining room in the room south of the tap room. That's where she meets with the citizens of the town who still look to her as the de factor leader.
- 8 The whole town has been on edge for months. Lots of strange things going on here. Many of Ostenwold's citizens are excited to see an execution, too, which is probably the reason why Captain Forlone fast-tracked Walabras' trial.

not counting Déularas who spends her time in the private dining room meeting with locals. Two servers work the bar and floor of the tap room while the inn's chef, Hahvuk Donkhem, puts together plates in the kitchen. The fourth employee is the Inn's housekeeper who tends to the upstairs' rooms. The fifth employee is the inn's general manager, Estra Bloodoak.

At night, the staff doubles: four servers/bartenders in the tap room, two housekeepers upstairs, and two cooks in the kitchen. Estra usually works the early part of the shift but takes off just at midnight. Hahvuk works through the dinner rush then starts drinking at the bar shortly thereafter.

Hahvuk and Estra are both lawful neutral human **nobles**. The servers and housekeeper are neutral human **commoners**. Déularas is a neutral elf **veteran**.

Patrons. In the daytime, there are 2d8 patrons present in the tap room, enjoying breakfast, lunch, or an early drink. Most of the patrons are **commoners**, but it's not unusual for **bandits, thugs, scouts, spies, nobles** (passing merchants), or **guards** (members of the local militia) to be found here. The upstairs rooms are usually empty by noon.

At night, the inn explodes. On any given night, there are 6d8 patrons in the bar, eating, drinking, and making merry. Most are still **commoners**, but the number of **bandits, thugs, scouts, and spies** increases significantly. As such, the Inn hires a **guard** to work the night shift to help out when things get bad. Fortunately, the Ostenwolders are good about self-regulating and handling "problem folks."

Room and Board. The Sanguine Dawn Inn qualifies as a modest inn. It costs 5 sp per night to stay in one of the inn's rooms (regardless of the number of beds in the room). A single meal at the Dawn costs 1 sp (3 sp for the day). Stabling a horse costs 5 sp.

Upstairs, nearly all of the rooms are booked by the late afternoon. The Inn only has two spots for horses in its stables, both of which fill up fast.

1 - FRONT PORCH

A wooden porch wraps the northwestern-facing front of The Sanguine Dawn Inn. Non-perishable supplies too heavy to run off with are stored here.

2 - TAP ROOM

The tap room is split into two distinct sections: the eastern tap room (2a) and western tap room (2b). Unless the tavern is unusually busy, the tap room's surfaces are kept relatively clean, even at night.

2A - EASTERN TAP ROOM

The eastern tap room always fills first as it's the one with direct access to the bar and privy.

2B - WESTERN TAP ROOM

Live music graces the western tap room six nights per week. There is no live music on Suruk. The only time there is music in the day time is during major celebrations.

2C - STORAGE

A small closet to the left of the bar holds the bar's cleaning supplies, extra tables, and non-perishable spirits.

2D - STAIRS DOWN

This landing divides the tap room and the kitchen. A flight of stairs leads down to the inn's basement, area 12.

2E - STAIRS UP

Stairs that lead upstairs to area 8 divide the bathroom and tap room. Linens, chairs, and other items too heavy to run off with are kept tucked under the stairs.

3 - KITCHEN

Stone plates and bowls full of comfort food fly out of this kitchen most hours of the day. Two hours before midnight, the staff shuts down, cleans up, and sets up stock for when the kitchen reopens at dawn.

Key to the Cellar. The key that opens the padlock to the cellar (see 7b) is kept hanging on a hook by the back door.

4 - BATH AND PRIVY

Tenants and patrons alike share this two stall bathroom. At



night, one can expect a 10-person deep line to the toilets that stretches out into the stairwell (area 4). Experienced lodgers know better than to evacuate before the inn gets crowded after dinner.

5 - PRIVATE DINING ROOM

Originally, this room was supposed to be used to host important nobles and merchants passing through Ostenwold. In the last decade or so, Déularas has converted the area into her office. As the de facto leader, Déularas spends her days meeting with townsfolk and addressing their concerns.

Secret Door. The bookcase on the eastern wall disguises the presence of a secret door. A character who succeeds on a successful DC 20 Wisdom (Perception) check notices that the door is there. Then, a successful DC 15 Intelligence (Investigation) check reveals that the door can be opened by removing a book titled *Rare Birds of Northern Omeria* by Duda Weysevain. The secret door hides a small compartment with a trapdoor. The trapdoor leads down to the inn's strong room (area 13).

Dreams in the Witch Room. Unbeknownst to most of the people who live in Ostenwold, Déularas Tauranis is a secret worshipper of Karakal, the god of fire. When the

Witchhunters of Aspaeth killed Carlita Keeling, Déularas stole the witch's bones and hid them in the inn. Those bones are still in a magical lockbox on the western wall. The lock box is *sequestered* against divination magic and it is *arcane locked*. Attempting to open the box without a key requires a successful DC 25 Dexterity check using proficiency in thieves' tools. Similarly, a DC 30 Strength check using a tool like a crowbar is needed to break the box open. The box is immune to damage. Removing Keeling's bones and destroying them is the only way to permanently destroy Keeling. See Part 5 for details.

6 - SOUTHERN GARDENS

The inn's chef Hahvuk Donkhem tends to the gardens on the southern-facing side of the building.

6A - HERBS AND SUCCULENTS

Smaller plants are kept in easily accessible window boxes near the kitchen's rear door.

6B - VEGETABLE GARDEN

Hahvuk's vegetables, the stars of his dishes, are grown in this garden. A hen named Bangle waddles around the garden, keeping it free of harmful insects.



7 - EAST SIDE

The eastern side of the building has two main points of interest.

7A - STABLES

The inn boasts two covered stalls for horses. The horses are tended to by Estra Bloodoak.

7B - CELLAR DOOR

Deliveries enter the inn through its cellar door. The door is kept chained and padlocked most of the day. The only key to the padlock is kept hanging on a hook in the kitchen (area 3).

8 - UPSTAIRS

At night, it's not uncommon for customers who want to escape the noise downstairs to flee to the booths and quiet sitting places of the upstairs hallway. Estra prefers that only customers paying for rooms at the inn use this area.

9 - DÉULARAS' CHAMBERS

The inn's owner Déularas claims this room as her own. The room offers a large, Queen-sized bed, writing desk, and bookshelf. Additionally, it's the only room with its own

fireplace. Both doors into this room are kept locked even if Déularas is in the room.

It's rare to find Déularas here in the daytime, as she prefers to work out of the private dining room (area 5). If anyone tries to break into this room, Déularas responds aggressively.

Treasure. Déularas keeps Sunderer, her trusty *+1 greataxe* beside her bed. A locked chest on the wall (it has the same stats as the doors) contains 200 gp, Déularas' *+1 splint*, a heavy crossbow, a steel case containing 30 crossbow bolts, and a backpack that contains the contents of an explorer's pack as well as two *potions of healing*.

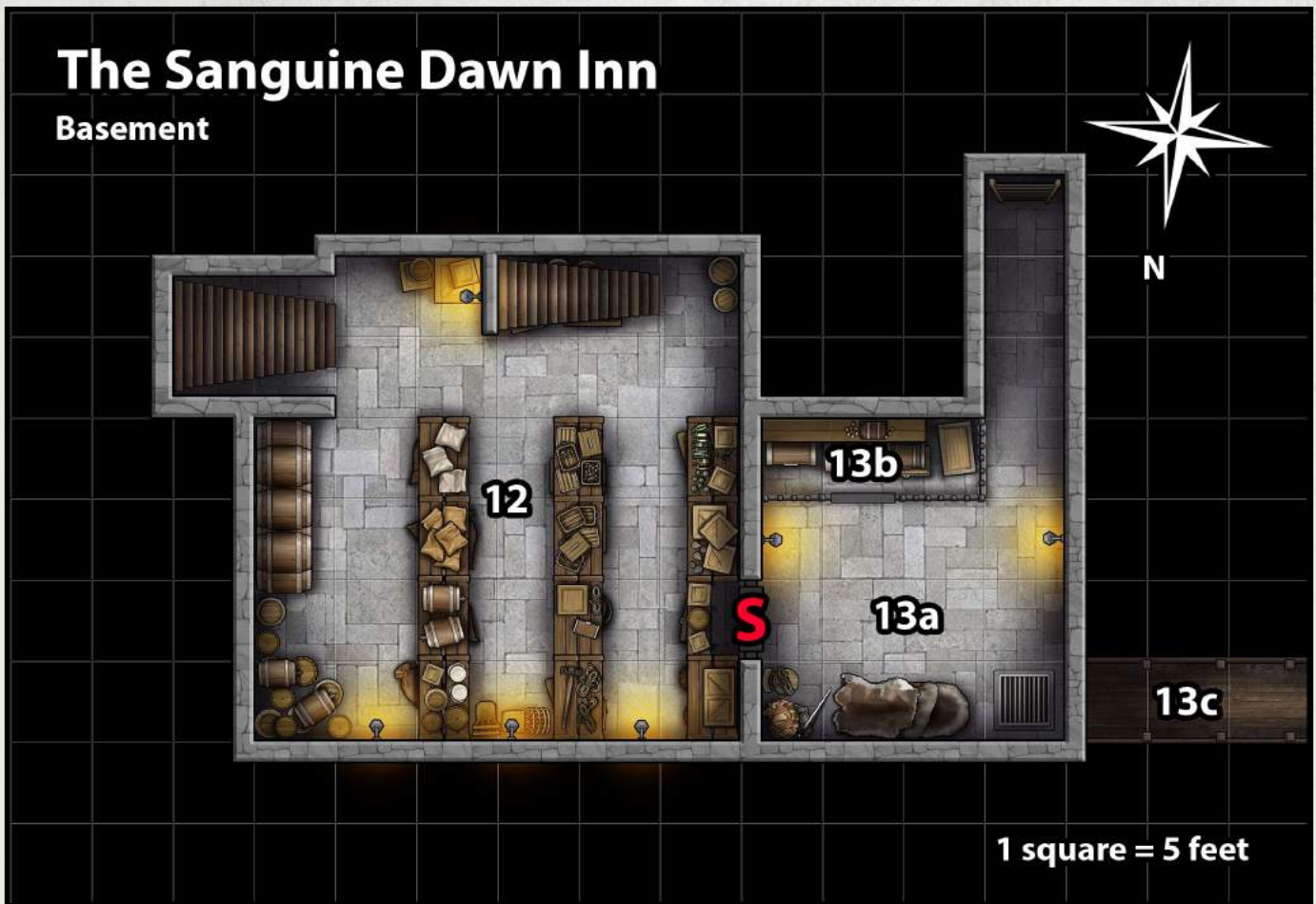
10 - ROOM OF THE DEAD WITCH

If you aren't running the Room of the Dead Witch adventure, this room is a normal room at The Sanguine Dawn, no different than those detailed in area 11.

Dreams in the Witch Room. At first glance, this room doesn't appear to be much different than the rest of the rooms at The Sanguine Dawn Inn (see area 11). However, a character who succeeds on a DC 20 Wisdom (Perception) check notices that the room's dimensions and angles seem to defy natural geometry. Upon this bizarre realization, have the character make a DC 10 Sanity saving throw. If the character fails, they are afflicted by a form of short-term madness (see Chapter 8 of the DMG for details).

The Sanguine Dawn Inn

Basement



1 square = 5 feet

Five years ago, the witch Carlita Keeling rented this room at The Sanguine Dawn Inn. During her month-long stay, Keeling posed as an entomologist, claiming to study the butterflies in the area. In reality, Keeling was a worshipper of the ancient evil god Black Tezcatlipoca. Secretly, she started to cast conjuration spells which bent and altered the dimensions of the room. These transmutations granted her access to a dimension parallel to The Real called The Dream. There, Keeling could make direct contact with her dark god. Keeling kidnapped Ostenwolders, dragged them to The Dream, and sacrificed them to Black Tezcatlipoca.

The witchhunters who tracked and killed Keeling never discovered the changes she made to the room. She protected her incantations with the *arcana's magic aura* spell. Over time, the masking illusions faded. A character who performs a *detect magic* spell in the room detects the faint presence of conjuration, illusion, and transmutation magic. An *identify* spell cast on the walls or floor of the room reveals that the *arcana's magic aura* spell is still present, but fading. The spell masks the presence of an invisible portal that connects any creature that sleeps in this room to The Dream.

At some point while the characters are investigating this room, one of the characters (your choice, or the one with the highest passive Perception score) feels as if something is watching them. Carlita Keeling's **rat-thing** (see the Appendix) familiar, Drace Lobo watches the characters from The Dream version of this room. Lobo reports the presence of the characters back to her mistress.

If and when the characters decide to sleep in this room,

refer to Part 5 for details on what transpires.

11 - INN ROOMS

The inn has seven rooms available for tenants. At night, it's rare that the rooms are vacant, and even more rare when a single tenant rents a room for longer than a single night. Most lodgers at The Sanguine Dawn Inn are transients.

Each room contains one or more beds, a footlocker, and usually a desk or wardrobe.

12 - CELLAR

The cellar is loaded with supplies used by all parts of The Sanguine Dawn Inn's business. Unlike the building above, the cellar's floors and walls are made of dressed stone blocks. The only way into the cellar is through the narrow stairway that leads up to area 2d or by the wider staircase that leads outside, to area 7b. The latter exit is kept locked from outside.

Dried goods, casks of ale and wine, building supplies, linens, tools, and more can be found here.

Secret Door. The westernmost shelf masks the presence of a secret door that leads to Déularas' strong room. Finding the door requires a successful DC 20 Wisdom (Perception) check. Then, a character who succeeds on a DC 15 Intelligence (Investigation) check discovers that pulling twisting the lid of a small barrel kept on the shelf unlocks the door.

13 - STRONG ROOM

All of the inn's earnings are stored here in Déularas' strong room. Only Estra, Hahvuk, and Déularas know about this room, although some of the inn's employee's suspect it exists.

Dreams in the Witch Room. The strongroom is guarded by a minion of Karakal summoned by Déularas' to protect the inn's treasure. The minion remains in The Dream and is invisible to creatures who can't see into The Dream or the ethereal plane. If anyone other than Estra or Déularas attempts to enter the strongroom without one of them present, the creature attacks.

The minion uses the **will-o-wisp** stat block, except that it is a Medium elemental, it has 5d8 hit dice (its hit points are unchanged), and it can use its action on each of its turns to enter The Dream (Ethereal Plane) from the Material Plane, or vice versa. If the minion is destroyed in The Real, it is also destroyed in The Dream and vice versa.

The first time a character sees the minion, they must make a DC 10 Sanity saving throw. On a failed saving throw, the character is frightened for 1 minute. The character can repeat its saving throw at the end of each of their turns, ending the effect on themselves with a success. A character who succeeds on their saving throw or the effect ends for it, does not have to make Sanity saving throws when confronted by minions of karakal ever again.

13A - GO BAGS

In case Déularas and her staff need to flee and Déularas can't reach her chambers upstairs, she keeps a second go-bag here. The bag contains the contents of an explorer's pack with two potions of healing. There is also a suit of nonmagical splint mail, longsword, and a short sword, kept here, too.

A narrow corridor at the south side of the strongroom connects the storeroom to the hidden compartment in the inn's private dining room (area 5).

13B - CAGE

After each shift, Estra counts the till, bags the profits, and places the deposit in this cage. The cage is made of iron bars. The door is kept locked and only Estra and Déularas have the key to get in. Picking the door's lock requires a successful DC 18 Dexterity check using proficiency in thieves' tools, or can be broken open with a successful DC 23 Strength (Athletics) check. The cage has AC 18, 25 hp, resistance to piercing damage, and immunity to poison and psychic damage.

Treasure. Currently, the cage holds 1,050 cp, 2,500 sp, 1,000 gp, and 30 pp in various chests and bags. It goes without saying that stealing this treasure will make a bitter enemy out of Déularas and her allies.

13C - ESCAPE ROUTE

There is a grate in the northwestern corner of the room that hides the presence of an escape route. The escape route is a 5-foot-high, 5-foot-wide earthen tunnel braced by wooden timbers. The tunnel's west end emerges in a grassy knoll 60-feet west of the inn; the exit is hidden by a camouflaged trapdoor.

PART 3 - THE EASTWATCH GARRISON

A short walk from the inn, Eastwatch Garrison houses the local guard barracks and jailhouse. The half-elf Captain of the Guard and Justice Keeper, Regis Forlorne, is a by-the-books militant type who demands perfection from his recruits. Forelorne is a lawful evil half-elf **veteran**; as a half-elf, Regis has darkvision out to 60 ft. At any given time, the garrison is operated by 10 **guards**, all under Forlorne's command. For a full map and more information on the Eastwatch Garrison, check out [Tom Cartos' Patreon](#).

Hardly a man of values, Forlorn accepted a bribe from the Secrets of the Righteous to allow the characters to meet Walabras. He only allows the characters thirty minutes to speak with Walabras and not a minute longer.

INTERVIEWING WALABRAS

Walabras (NG male human **noble**) is a Pexian scholar who specializes in aberrant geometry. When the characters first meet him, it's clear that his stay in the garrison has not been an easy one. Forlorne and his men have been working him over to uncover the location of the missing Ungrist child. His left eye is swollen shut, he has multiple abrasions and cuts on his nose and cheeks, and he's even missing a few teeth. Furthermore, Forlorne has been intentionally starving Walabras, only feeding him a few moldy scraps of bread each day. When the characters meet Walabras, he has only 1 hp and two levels of exhaustion.

Walabras tells the characters all he knows. Unfortunately, his trips to The Dream and meetings with Carlita Keeling are hazy (learn why in Part 5). Here is what he remembers:

- The room where he stayed at The Sanguine Dawn Inn is unnatural. Anyone who sleeps in the room will find themselves instantly transported to a parallel dimension Walabras calls The Dream.
- Walabras suspects that the spirit of a dead witch named Carlita Keeling is trapped in The Dream.
- With the help of her familiar, a horrific human-faced rat named Drace, and a man composed of pure shadow, Keeling used enchantments to force Walabras to capture the Ungrist child and bring it to The Dream.
- Keeling will sacrifice the child to her dark god, Black Tezcatlipoca, on the night of Autumn Harvest.

Although Walabras fears for his life, he fears more for the Ungrist babe's wellbeing. Unless the characters travel to The Dream and save the child, Keeling will kill the baby on the night of the Autumn Harvest, the day before Walabras' scheduled execution.

PART 4 - GETTING TOO CLOSE

At some point during the characters' investigation, they are accosted by a group of six masked strangers. Where this happens is up to you, but likely, the encounter occurs on a side street, the woods, or anywhere away from prying eyes.

The group consists of six **bandits**. The bandits were given orders to confront the characters and attack them, but not kill them—their employer wants only to scare the characters

away from the investigation. If any of the bandits are killed, the group's morale breaks and they take off in multiple directions. They aren't getting paid enough to put their lives on the line.

If the characters capture one or more bandits, an interrogation reveals that the bandits know very little. They truthfully claim that they were paid 10 gp each by someone named "Mister Morose." Mister Morose only gave the bandits a description of the characters and where they could be found. From there, he told them to "scare them away, but don't kill them. Tell them that if they don't stop investigating the Ungrist kidnapping, bad things will happen."

Should the characters report the bandits to the local authorities, Forlorne jails the bandits, but lets them free after 24 hours, claiming that all the evidence the characters have against the bandits is hearsay and not worthy of a just trial.

Plus, Forlorne is secretly the one who paid the bandits to attack—wearing a disguise, of course. Forlorne has nothing to do with the Ungrist crime. He simply wants an "easy win" with Walabras' execution, which has made him quite popular with his fellow Ostenwolders. He recognizes that the more the characters search for the truth, the more complicated the case gets.

PART 5 - DREAMS IN THE WITCH ROOM

Eventually, the characters should recognize that the room where Walabras stayed at The Sanguine Dawn Inn holds the answers that they seek. Estra gladly allows the characters to stay the night in the room for free—she hasn't been able to rent it since Walabras' arrest.

As soon as a character falls asleep, they enter The Dream. Characters who do not require sleep (such as elves) cannot enter The Dream this way and must find a way to fall unconscious before they can travel to the alternate dimension.

THE DREAM EFFECTS

The Dream appears as a luminous, hazy dimension that overlaps The Real. Much of The Dream appears to be a reflection of The Real, however, it's imperfect. Walls, doors, and floors might be in the same place that they are in The Real, but furniture, people, and other small, easily-moved items are largely absent.

CREATURES IN THE DREAM

Most creatures enter The Real from their dreams. While traveling this way, only the creature's consciousness is there.

While in this form, a character gains temporary hit points equal to 10 times their Charisma modifier (minimum of 10). While in The Dream, the character also gains a bonus to their AC, ability checks, saving throws, and attack rolls equal to their Charisma modifier (minimum of +0). Although movement functions the same way in The Dream as it does in The Real, creatures with positive Charisma modifiers gain a flying speed (hover) equal to their normal movement speed.

These benefits last until the character wakes and exits The Dream. Creatures who travel to The Dream via a *plane shift* spell or a rare portal physical portal that allows access do not gain the aforementioned benefits.

While their dream form travels through The Dream, a character can wake by one of the following methods:

- The character loses all of the temporary hit points. If this happens, the character must make a DC 10 Sanity saving throw. On a failed saving throw, the character gains one level of exhaustion.
- A *banishment* spell is cast on the character's dream form, at which point the character returns to their body in The Real.
- The character's dream form uses its action to make a DC 10 Wisdom check. On a successful check, the character wakes. Eight hours pass in The Real.

All damage that a creature's dream form takes in The Dream is psychic damage, regardless of the source. Furthermore, spells and other effects that deal actual psychic damage deal double damage to the dream forms of living creatures.

A creature's dream form does not require air, food, water, or sleep, regardless of the time they spend in The Dream. However, their physical forms may still require these necessities while the creature's dream form travels through The Dream.

TIME IN THE DREAM

Time moves much slower in The Dream. Each hour that passes in The Real feels like a day in The Dream. A comatose character traveling in The Dream who remains asleep for three months might feel as if they were trapped in The Dream for nearly six years.

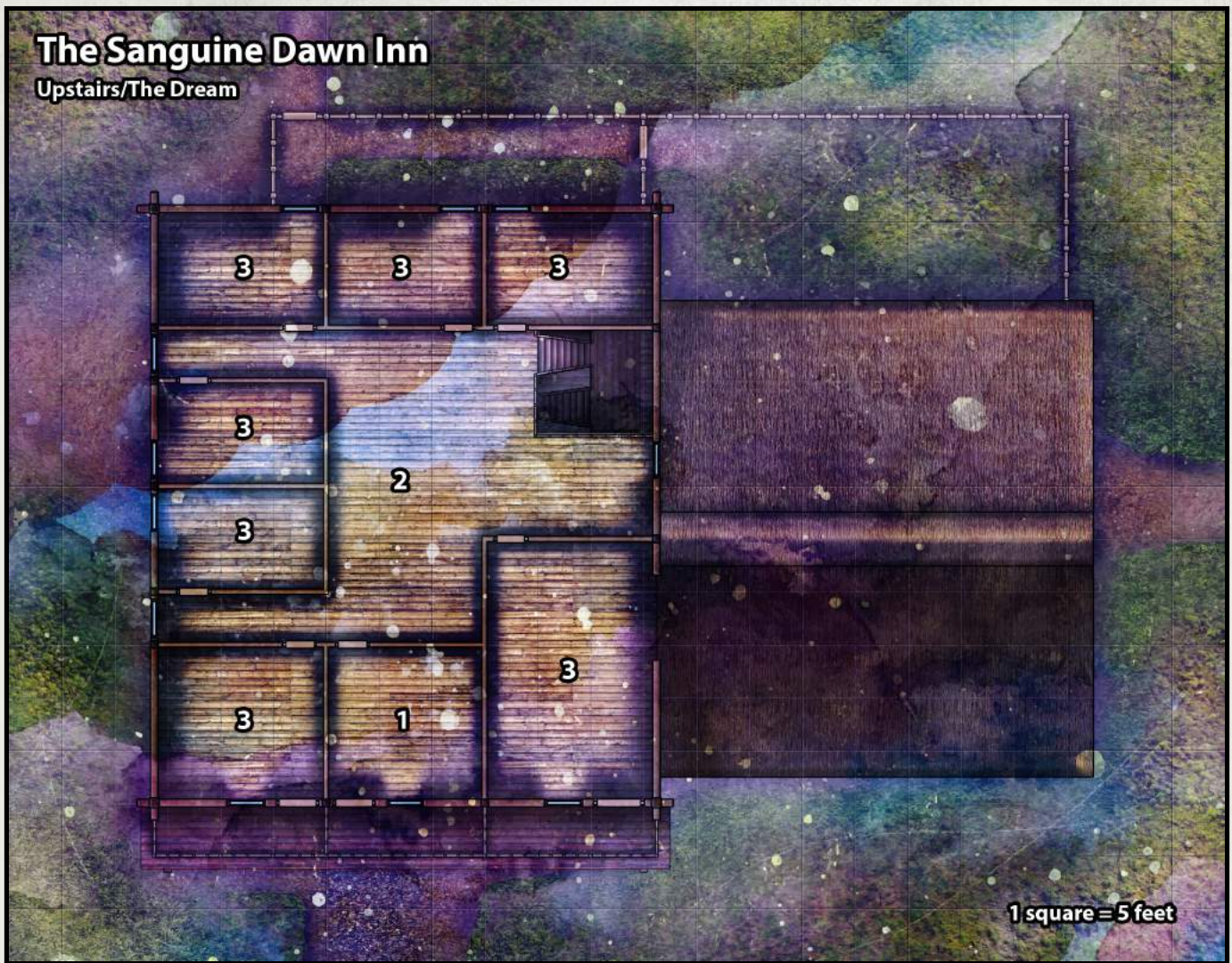
OBJECTS IN THE DREAM

Weapons, gear, and other items close to the characters travel with their consciousness into The Dream and appear as part of that character—sometimes literally. For example, a fighter who often wields a long sword might find the sword's blade has replaced their hand. A paladin who rarely removes her armor might appear only as the armor with nothing inside. Wizards who favor fire-based magics might appear on flames in The Dream. The changes are only visual and have no effect on game mechanics.

Items taken from The Dream by a creature's dream form do not materialize in The Real unless the creature uses their action to imbue the object with part of their consciousness. To do so, the creature makes a DC 15 Charisma check. The DC increases by 2 for each size category above Tiny the object is. On a success, the object becomes imbued with part of the creature's consciousness for as long as they maintain concentration (as if concentrating on a spell). When the creature wakes, the object appears in their hands in The Real.

DISTANCE IN THE DREAM

The Dream somewhat mirrors The Real, but distances are affected by the amount of dream energy present in a given location. Areas where dreamers are usually found have similar dimensions and distances that they would in The Real. Thus, The Sanguine Dawn Inn looks similar to the way it does in The Real, albeit free of much of its furniture. However, an empty field or forest where dreams are rare might be distorted beyond recognition. Even a 100 square-foot field might stretch for miles in all directions in The



Dream.

LIGHT IN THE DREAM

Despite the absence of a sun and other heavenly bodies, most of The Dream is illuminated by some unknown source. The unusual terrain glows with ambient pink, purple, and blue light. Unless stated otherwise, creatures can see normally in The Dream as if they were in bright light.

Creatures with truesight can see into the Material Plane from The Dream and vice versa.

MAGIC IN THE DREAM

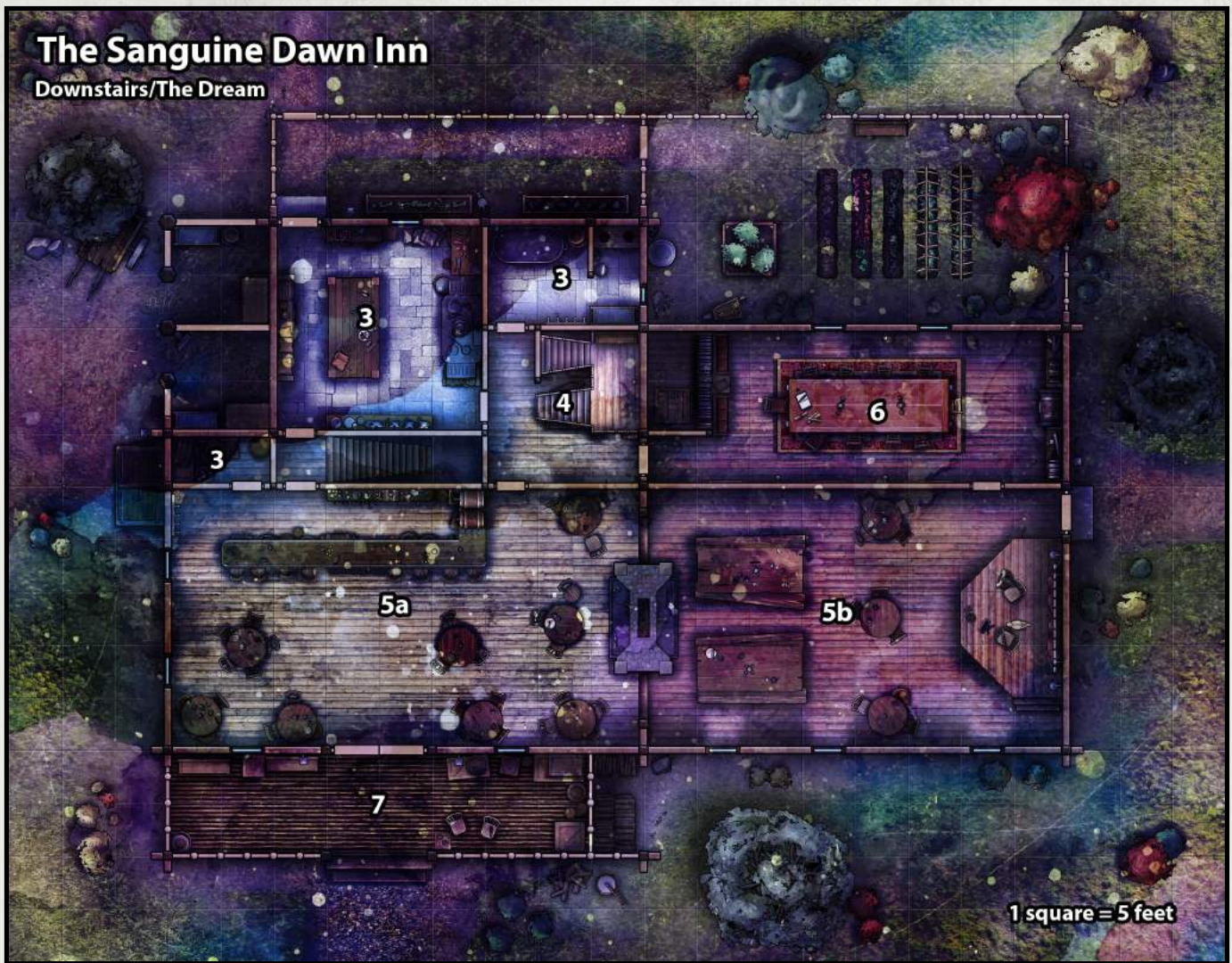
Most spells function the same way in The Dream as they do in The Real, but with a few notable changes.

- Spells that deal damage cast by creatures in their dream form deal psychic damage instead of the damage typical for the spell, and dream form creatures take psychic damage from spells that deal damage cast in The Dream, regardless of the spell's normal damage type.
- Spells that heal or regain hit points cast in The Dream have no effect on creatures in their dream forms, but do affect creatures that are physically present in The Dream. Similarly, spells like *lesser restoration*, *greater restoration*, and *regeneration* have no effect on creatures in their dream forms.

- If the *banishment* spell is cast on a creature's dream form in The Dream, the target's dream form is dismissed and the creature's consciousness immediately returns to its body.
- Spells that conjure and summon creatures have no effect when cast by a creature's dream form. Creatures physically present in The Dream can cast these spells as normal.
- When a creature in The Dream casts *dream*, all Wisdom saving throws made against the spell are made with disadvantage.
- Thanks to The Dream's ever-changing nature, subtract 10 from all mishap checks made when casting *teleport*, regardless of the caster's familiarity.

THE SANGUINE DAWN INN (THE DREAM)

The characters awake in the The Dream version of The Sanguine Dawn Inn. Immediately, they should recognize that they are in an alternate dimension. If this is a characters' first time traveling to The Dream, they must make a DC 10 Sanity saving throw or enter a daze. The daze lasts for 1 hour of The Dream time. While dazed, the character can't take reactions and they have disadvantage on all of their ability checks.



More or less, The Dream version of The Sanguine Dawn Inn has the same general features as The Real's Sanguine

Dawn Inn, albeit all of its furniture is missing. There are also no patrons present, although, creatures with truesight can see the patrons and missing furniture as if they were there. None of the doors in the inn are locked, and the secret doors are clearly visible in this realm. Note that this may betray the locations of the inn's secrets which the players may wish to address during their return to The Real.

Characters who gaze out a window or open one of the inn's doors discover that the inn is stranded on a floating moat over a great, luminescent canyon of dream stuff thousands of feet below. Unusual creatures of all types drift through the air, most of which aren't interested in the characters.

The following encounters are keyed to the The Dream version of The Sanguine Dawn on pages 9, 10, and 11.

1 - ROOM OF THE DEAD WITCH

The characters first appear in the dead witch's old room. If they listen at the door, they will hear the sounds of the spawn of the outer gods in the hallway outside.

2 - LARVAE OF THE OUTER GODS

Three larvae of the outer gods (see the Appendix) drift sleepily through the room. The three creatures immediately

take an interest in the characters and approach with intent to alter their forms.

3 - EMPTY ROOM

There is nothing of interest in this room.

4 - STAIRWELL

The first time the characters enter this area, they can hear Calrita Keeling's proselytizing in area 5b. Once they travel beyond this area, if they aren't careful, the characters will alert Keeling to their presence.

5 - TAP ROOM

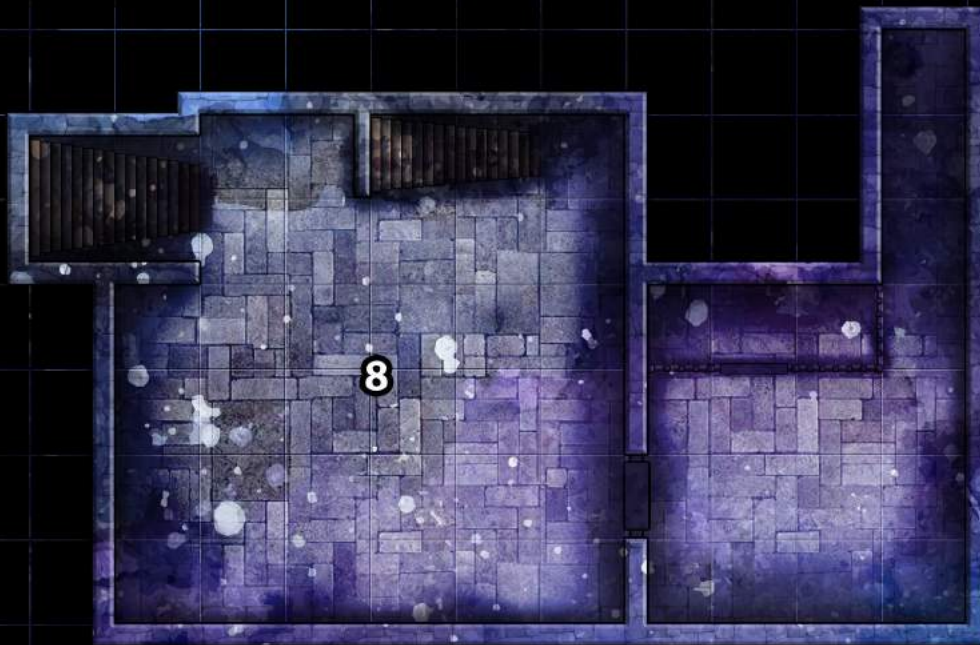
The tap room is empty. Not even the bar remains. In area 5b, the permanent dream form of Clarita Keeling stands on an empty stage. At her feet lies Bela Ungrist in her physical form. The child wails in fear as Keeling draws a curved dagger from her robes.

A hunched-over figure composed of dark shadows watches from the corner of the room. The luminescent prevalent throughout The Dream loses its majesty near the shadow man as his very presence seems to alter The Dream's substance.

As soon as Keeling sees the characters, she snarls in defiance and turns her magic against them. Keeling is a

The Sanguine Dawn Inn

Basement/Dream



1 square = 5 feet

neutral evil **cult fanatic**. Like the characters, she exists only in dream form in The Dream. She has a flying speed of 30 feet and gains a +2 bonus to her AC, saving throws, and attack rolls. Keep her hit points the same—however, if her hit points are reduced to 0, Keeling does not return to The Real. Instead, her dream form returns in 24 hours with all of its hit points. Only by destroying Keeling's bones (see area 5 of The Sanguine Dawn) will the characters permanently end Keelings' reign. Her CR is 3 (700 XP).

Joining Keeling is her **rat-thing** familiar (see the Appendix), Drace Lobo, in its physical form. Drace stays hidden at the start of combat, but then looks for opportune moments to rush in and attack. If Drace takes damage, the rat-thing flees into a hole in the wall and doesn't return.

The shadow man watches the encounter but does not engage. Whatever it is, it is immune to all damage and conditions. It almost seems as if the creature is nothing more than an illusion. Still a creature that starts its turn within 5 feet of the shadow man that can see the shadow man must make a DC 15 Sanity saving throw. On a failed saving throw, the creature is afflicted by a form of long-term madness. When the battle ends, the shadow man vanishes.

6 - THE DARKNESS

A blob of dark, writhing energy hovers over the floor right near the door. If a character looks closely enough, they can see Carlita Keeling's screaming face within the blob. Witnessing this requires a DC 10 Sanity saving throw. On a failure, the character is afflicted with a form of short-term madness. The energy is emitted by the presence of

Carlita Keeling's bones.

If Keeling's bones are removed from its location in The Real or destroyed, the blob is not present. Destroying Keeling's bones is the only way to permanently destroy the witch.

7 - THE NIGHT WIND

Characters who step out onto The Sanguine Dawn's porch in The Dream get their best look at the maddening landscape of The Dream. Somewhere beyond a distance immeasurable, an unholy abomination bellows. Its writhing, black tentacles twitch among the pink and amber clouds. It stares back with a solitary, burning eye—Black Tezcatlipoca, the Night Wind stirs!

Any character who witnesses Black Tezcatlipoca from this vantage point must make a DC 20 Sanity saving throw. On a successful saving throw, the character is frightened for 1 minute. The character suffers the effects of the frightened condition even if they cannot see Black Tezcatlipoca. On a failed saving throw, the character is afflicted by a form of indefinite madness.

8 - CELLAR

Like much of The Sanguine Dawn, the cellar is empty. However, the presence of Déulara is obvious now that the shelves are missing. Déulara's **minion of Karakal** (see area 12 of The Sanguine Dawn Inn for details) still haunts this area. Unable to tell the difference between The Real and The Dream, it attacks creatures who attempt to pass the threshold to the "strongroom" side of the cellar. Destroying the minion in The Dream destroys it in both The Real, too.

AFTERMATH

The only true way to defeat Carlita Keeling is to recover her bones from the lockbox in the inn's dining room and destroy them. Once destroyed, Carlita's dream form becomes vulnerable. Even if her dream form isn't destroyed, she withdraws, knowing that she must come up with a new plan.

If the characters return the Ungrist babe to her family, the family is grateful. The Ungrist's elder, Brandon, awards the characters 50 gp for their efforts and promises them a favor. Should the characters fail to locate the Ungrist babe, the town continues mourning.

Only by finding the child and returning her to her family will Captain Forlorne release Walabras from the Eastwatch Garrison, thereby liberating him from his fate at the Ostenwold gallows. If this happens, Forlorne asks the characters to join them for the occasion, all the while warning them that he'll be "keeping both his eyes on Walabras and the characters at every turn."

When Forlorne and the characters arrive at Walabras' cell, they discover something horrible: Walabras is dead. Not only that, but there is something punching its way out of Walabras' chest. After a few seconds, the half-human half-rodent head of Drace Lobos peers out of Walabras' ribcage, covered in blood, snarling—it shrieks in its tiny voice "Black Tez! Black Tez! The Night Wind stirs!" Any character who witnesses this terrifying event must succeed on a DC 12 Sanity saving throw or become affiliated with a form of short-term madness.

Disgusted, Forlorne attacks and kills the vile creature. Ω

The adventure path continues in Part 2 of Qua-Soko Unveiled: Fist Fights with Ghouls.

CREDITS

This adventure was brought to you by these amazing folks:

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Special thanks to all our patrons, the folks in the DMDave network, and Wizards of the Coast for making the coolest game in the world and letting us borrow their rules.

APPENDIX

This adventure features two new monsters: rat-things and larva of the outer gods. Both of these monsters are detailed below.

LARVA OF THE OUTER GODS

Small aberration, chaotic neutral

Armor Class 10

Hit Points 13 (3d6 + 3)

Speed 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	12 (+1)	5 (-3)	7 (-2)	3 (-4)

Saving Throws Wis +0

Damage Immunities cold, fire, thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities petrified, prone

Senses darkvision 60 ft., passive Perception 8

Languages understands Deep Speech but cannot speak

Challenge 1/4 (50 XP)

Maddening Aura. The larva of the outer gods emits an aura of transmutation magic 5 feet in all directions. At the start of the larva's turn, each creature within 5 feet of the larva must succeed on a DC 11 Wisdom saving throw or become charmed by the larva. While charmed in this way, the creature is incapacitated. Each time the larva or the larva's companions do anything harmful to the target, it can repeat the saving throw. Otherwise, the effect lasts for 1 minute, until the larva is destroyed, or the target starts its turn 5 or more feet away from the larva. A creature that succeeds on its saving throw or the effect ends for it is immune to the larva's maddening aura for 24 hours.

Actions

Multiattack. The larva makes two attacks with its tentacles.

Tentacles. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) necrotic damage and the target must make a DC 11 Constitution saving throw. On a failed saving throw, the creature takes one level of exhaustion. Once the target reaches 6 levels of exhaustion, it dies and instantly transforms into a **gibbering moulder**. The transformation of the body can be undone only by a *wish* spell.

LARVA OF THE OUTER GODS

Spawns of the strange, formless gods that hover at the center of the Cosmos, larvae of the outer gods can take any of an infinite number of weird shapes and conformations. The form detailed on page 12 represents the most common type of larva. Larva approach humanoids with unbridled curiosity and are rarely dangerous.

Immortal Nature. The larva does not require air, food, drink, or sleep.

RAT-THING

From afar or in poor lighting, rat-things look more or less like large, dark rats. Upon closer inspection, however, their small, humanoid hands and distorted human heads betray their horrible nature.

Rat-things are crafted by hags, sorcerers, and other spellcasters of the dark arts from the remains of dead cultists. Effectively immortal, rat-things will live forever so long as they are not killed.

RAT-THING

Tiny monstrosity, neutral evil

Armor Class 10
Hit Points 22 (9d4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	10 (+0)	12 (+1)	13 (+1)	5 (-3)

Skills Arcana +3, Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages Common, Deep Speech
Challenge 1/2 (100 XP)

Innate Spellcasting. The rat-thing's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material or somatic components when it does:

At will: *vampiric touch*
1 day/each: *contagion*, *dream*, *fear*, *stoneskin*

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the rat-thing attaches to the target. While attached, the rat-thing doesn't attack. Instead, at the start of each of the rat-thing's turns, the target takes 1 piercing damage.

The rat-thing can detach itself by spending 5 feet of its movement. A creature, including the target, can use its action to detach the rat-thing.

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