

 **MONKEYDM**

ENDLESS REVERIE



5TH EDITION ADVENTURE

UNVEIL A CRUEL WEB OF LIES AND ILLUSIONS

MONKEYDM

THE ENDLESS REVERIE

THE ENDLESS REVERIE IS AN ADVENTURE DESIGNED FOR 4-6 LEVEL 4 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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PLOT HOOK:

The small community of Misaal is rarely heard about. It's a place where elves live off the land, mostly calm and unbothered. Recently, local government has tried to integrate the community within the infrastructure, hoping to one day even turn it into a full-on village or town. They originally agreed to giving some of their crafts and crop to the kingdom, but then they started complaining about it. Although they gave very little. Recently, the entire grain supply of the community has stopped. And nearby settlements are scared. Of course, they were a little tucked away and a little solitary in nature, always talking about how elves should live off the land. They might have turned the wheel around, becoming a full-on cult. You've been directed towards a dwarf who might have more information.

0. LIEUTENANT TYLIN BLACKBOOTS

As your party approach the dwarf he turns around to angrily greet them.

He is the person in charge of receiving the shipments, a dwarven lieutenant (**Veteran stats**) by the name of Tylin Blackboots, he will pay the party handsomely (200 gp per head) if they take care of the village, telling them the empire is not to be messed with.

TYLIN BLACKBOOTS

Information: Tylin is an angry old chap, with black leather boots with soles of pure iron and spikes at the tips, with which it is said he kicked people in the bits during combat. His hair is tied into a long and messy series of ginger-brown braids, which look filled with all sorts of beads and bobs. His beard is just the same in color and design.

1. THE COMMUNITY OF MISAAL

1.1. SINUOUS PATH

Read this:

'Going towards the community, the journey takes quite a good while. It's nestled away in between a vast canopy of large pines and oaks, so it is difficult to track.'

Choose an expedition leader, they must succeed a **DC 13 Wisdom (survival) check**, on a failure the party gets lost in the forest. This will lengthen the journey by a full day, requiring to sleep outside. If they do, roll 1d4, during the corresponding shift (1 on the die equals to 1st shift and so on) **1 Nightmare** will attack the party.

Read this:

'After a bit of messing about on the way there, the track becomes almost clearer due to the occasional marking on the trees in elvish. It's quite obvious that the community has tried its best to hide itself from the rest of the world. The pathway isn't the greatest.'

If they examine the surrounding nature with a either a **DC 18 Intelligence (Nature) or Intelligence (investigation) check**, they'll notice that some of the leaves look unnatural, almost illusory. All of these leaves happen to be out of reach. If the party does touch them, they are indeed illusions.

1.2. SLEEPY VILLAGE

After a bit more traveling, read this:

'Only when you reach the village, the reason for the hiding feels quite understandable. The entire common is incredibly beautiful, prosperous and well-built and although you can't say it looks opulent, it does look devoid of poverty. The only issue is that, for the most part, the village is deserted. There seems to be no one... Anywhere'

The village has beautiful wooden houses with moss rooves, small and large alike. Wherever players go, the doors seem to be open, but the homes look minimalist in design on the inside. In every house, seated on small tatami mats, there are elves, fast asleep in their trance. Shaking them, harming them or even healing them has no effect. They are in an endless trance.

Players who are proficient in can try to succeed **DC 15 Intelligence (investigation) check**. On a success, wherever the party looks, the entire village seems to be picked clean. There's no food, no findings, nothing. It's almost like everyone got up and left, and yet they are all entranced, not moving, not eating, in stasis.

Regardless of the outcome, after the party investigates a few houses and rattle about, making noise, they will hear shouting from a small house. A scraggy old man starts approaching them. He's smiling, and his eyes are white, quite obviously blind. This is Rajlin the Old. He looks shamanesque and does a bow when he sees the party. He will be kind to the party and answer any of their questions.

RALJIN THE OLD (DRUID)

Information: Rajlin seems to be unnaturally slim, even for an elf. His skin has darkened and grown old, with plenty of wrinkles and pockmarks. His hair is scraggy and thin, but goes all the way down to his ankles. He wears very few clothes, and a lot of his skin is marked by paint, looking half-way dried. His eyes give off a stifled intensity, although taken away by age, but he does have a sage-like aura. You reckon he's most likely been alive close to 700 years or so.

Read this:

'I KNEW I HEARD SOMEONE! Welcome, welcome... You see, in elvish, we say Ish-nu-ala!' Rajlin laughs. 'Of course, I understand not everyone speaks elvish... Some of our own didn't before they got here. They were estranged from their own kind you see. No matter, now. Everyone left me, I think. I can tell by your smell you are not of our own. You see, I'm the only one who hasn't ascended to the great dream.'

Rajlin explains that the community had lived beautifully, until the kingdom came and started taking food from them. (*Note: That kingdom can be re-flavoured to whatever you wish to*). At some point, distress started spreading. This all stopped when one of the villagers, an elven woman by the name of Latha, suggested they go to the lake of clarity, their main place of worship, to seek guidance. Guidance came to them in the form of elven spirits, which advised them to enter a trance deeper than ever before, by drinking the water of the lake and then entering their trance. They all did except him, because he felt something was off about Latha. He would hear her feet four times, because his hearing is so good. He also smelled her smell was different. He was the only one who didn't trust her.

If the players ask, he can take them to the lake of clarity.

2. THE LAKE OF CLARITY

Read this.

'Slowly but surely, using nothing but a large stick and his smell, Rajlin leads you towards the lake of clarity. It's quite beautiful, with a certain lair of mist around it.'

Once any player moves towards the lake or touches the water.

'You notice a few lights rise from the water, almost like little fireflies at first, but then they begin to grow a little. you see Rajlin begin to smile. He looks at the lights. "I can sense the spirits once more... Maybe they weren't Latha's lies after all." The spirits then begin to crackle with powerful lightning and you begin to feel a little unease. Then the spirits begin to approach.

The spirits are **2 Will-o'-Wisps**. They will begin to attack the party. After the first round of combat, noticing the spirits dislike the players, Rajlin will also attack them, fearing they are "corruptors come to take him away". He will then trip, fall head first in the water, drink some by accident, fall asleep and not wake up, afflicted like the other elves.

After the wisps are killed, the mist begins to dissipate. The lake is now examinable. If the players cast *Detect Magic* or succeed a **DC 15 Intelligence (arcana check)** or higher, they'll discover the lake seems to be in some way magical, Enchantment school of magic mainly, but a faint air of Conjuraction can be sensed at the the bottom of it.

If they decide to drink the water, they will instantly feel compelled to go to sleep, or trance in case they are elves. This will bring them into the Dreamland (Chapter 3). If they instead choose to swim to the bottom, they will find a magical gateway, leading them to Chapter 4.

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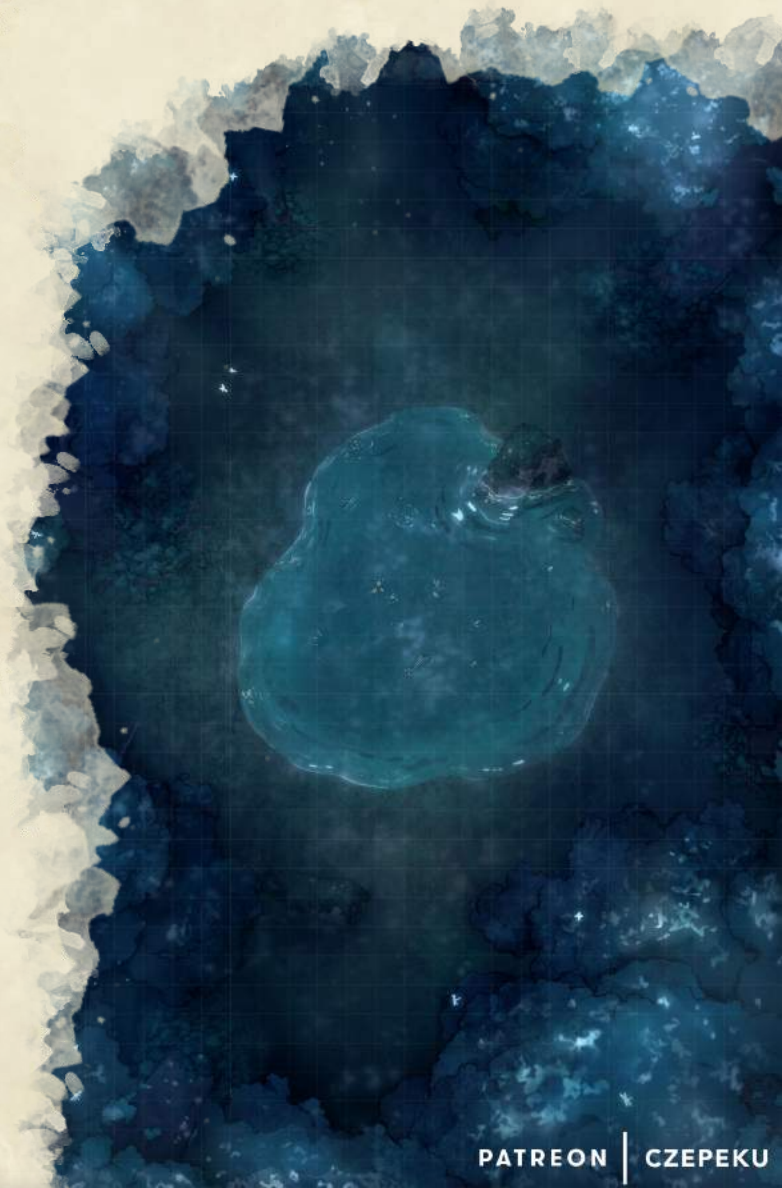
3. THE DREAMLAND

Read this.

'As you slowly drift off to sleep, you feel your body move at unnatural speeds. Your mind begins to quickly drift in between images at an unprecedented rate. You quickly shift and move, your eyes glance off rapidly and then, when you open them, you find yourself in a land of pure utopia. It's oversized, filled with all manner of unnatural beings and everyone around you is filled with joy. Happiness is abound and there is nothing else here. You feel that to be true.'

Right when entering the Dreamland, all players must make a **DC 13 Wisdom saving throw**. If they fail, they are under the effect of a *Geas* spell that says "You must be happy at all times while within the Dreamlands." If all players happen to fail, you can choose one to succeed, in order to keep the adventure going. Once here, players must break out.

MAP 1: THE LAKE OF CLARITY



All the people inside the Dreamland can make anything appear by wishing it. If they wish for gold, it suddenly appears out of the sky. They believe this is an utopian dream, but they are unaware they control it. The players must discover that they can wish anything into existence (for instance, water!), then turn the dream into a nightmare. If they turn the dream into a nightmare for the elves, they break out. There are **4d8 +5 elves** inside in total. If they manage to turn it into a nightmare for all of them, they will summon the wrath of Latha. What is nightmarish for the elves is determined by the DM. If you are uninspired, you can roll on this table:

d6	Dream
1	Spiders
2	Drowning
3	Fiends & Demons
4	Death of loved ones
5	Broccoli
6	One or more Tarrasques

MAP 2: DREAM LANDS

If they ignore the elves, they can only escape by turning it into a nightmare for THEMSELVES. This can also reveal great backstory elements! If a player feels scared of the Dreamland or a nightmare within it, they instantly wake up alone in Map 3.

If either the wrath is triggered or if they wake themselves all up, you can start chapter 4.

4. THE GARDEN OF ABUNDANCE

The players will find themselves in the hall of Latha, a Hypnosphinx who had charmed and profited of the Community. She has filled her lair, hidden away in a parallel dimension, not far off from the village, with all matters of riches and foods.

4.1 IF CHAPTER 3 WASN'T SKIPPED

Read this:

'As you all wake, you find yourself in what must have been a beautiful Zen Garden of sorts. Your body seems sleepy and sore, with your back feeling most of the damage, with your lungs feeling filled with water. You find yourself next to a beat-up, semi-conscious Rajlin.'

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Rajlin will explain he coughed up the water by chance, began to feel something wasn't right and saw you all fall asleep, so he dragged you to the lake to wake you up with water, unfortunately, he dropped you in and you went through the portal. Noticing there is a portal, he dragged you all in, one by one. Once he himself got through, he was assaulted by Latha. She then emerges out of the darkness.

Read this:

'You all see as from the large pagoda in the distance emerges a half-female body, with the lower half baring an almost lion-esque physique. This figure eyes you, angrily chuckling. "You all really thought you could outsmart me. You and your futile kingdoms... I was nice to you, really. I found a way to gather all the riches I would need, without ever bothering anyone outside that community, but then you all... No matter. Adventurers like you will keep coming. And I will keep tricking you and ripping you to shreds." Latha then, without wasting a second, lunges towards you, no moments spared. Roll for initiative.

MAP 3: LATHA'S LAIR



4.2 IF CHAPTER 3 WAS SKIPPED

Read this:

'As you all wake, you find yourself in what must have been a beautiful Zen Garden of sorts. The surroundings are almost unnaturally lush, with all manner of riches and gems everywhere. It looks a little too similar to the forest you were in previously, but it's got a magical tint to it. You all see as from the large pagoda in the distance emerges a half-female body, with the lower half baring an almost lion-esque physique. This figure eyes you angerily, before chuckling. "You all really thought you could outsmart me. You and your futile kingdoms... I was nice to you, really. I found a way to gather all the riches I would need, without ever bothering anyone outside that community, but then you all... No matter. Adventurers like you will keep coming. And I will keep tricking you and ripping you to shreds." Latha then, without wasting a second, lunges towards you, no moments spared.'

5. BOSS FIGHT

Latha is a hypnosphinx, meaning that she uses her illusions to fight, and that she fights dirty, sending her illusions to attack while she stays away, she might even try to use her pitiful flying speed to gain some form of advantage.

If you are running this adventure with 4 players or less, simply play her as written in the statblock.

If you are running this adventure with 5 players, she will start the fight while concentrating on a *major image* spell in the form of a **bulette**.

If you are running this adventure with 6 players, she will start the same as if you had 5 players but she gains this trait: **Cunning Illusionist**. Latha has advantage on concentration checks made to maintain concentration, in addition she can maintain concentration on two spells at once if at least one of these spells is from the illusion school of magic.

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HYPNOSPHERIX

Large monstrosity, lawful neutral

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	14 (+2)	16 (+3)	19 (+4)

Saving Throws Con +6, Wis +6
Skills Arcana +5, Perception +6, Religion +8
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 16
Languages All
Challenge 5 (1,800 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Living Illusions. The illusions that the hypnosphinx creates are tangible. When it cast the spell *major illusion* to create a creature, if the creature created is that of a CR 3 or lower it becomes real. The illusion rolls its own initiative and can attack anyone of the sphinx's choosing. The living illusion however only has 1 hit point and its AC is equal to 14, but has all the other statistics of the creature it's modeled after. It vanishes if the sphinx loses concentration.

Magic Weapons. The sphinx's weapon attacks are magical.

Spellcasting. The sphinx is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following cleric spells prepared:

Cantrips (at will): *sacred flame, minor illusion, thaumaturgy*
1st level (4 slots): *command, detect evil and good, detect magic*
2nd level (3 slots): *mirror image, zone of truth*
3rd level (3 slots): *dispel magic, hypnotic pattern, major image*
4th level (1 slot): *hallucinatory terrain*

Actions

Multiattack. The sphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Roar (2/Day). The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

First Roar. Each creature that fails a DC 14 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Roar. Each creature that fails a DC 14 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is stunned and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. CONCLUSION

After finishing the boss fight and defeating Latha, you exit the dreamrealm and the goods burst out in a pool at the lake's edge. The villagers are thankful and, due to your intervention, begin cooperating with the empire once more.

[Grab the maps by clicking here](#)

THANK YOU !

A big thank you to the reddit community, as well as all of those who follow and support me, without you I couldn't have brought this project to life.

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And now onto the next project...

Cheers !

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A MASSIVE THANK YOU TO ALL MY PATRONS !

