

SANCTUM OF DREAMS

HOME BREW

We walk a path where dreams have killed

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MAP 1.1 SANCTUM OF DREAMS

1 square = 5 foot

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ADVENTURE PRIMER

Sanctum of Dreams is a 5th Edition adventure for **4-6 characters of 1st-level** and is **optimized for a party of four characters**. This adventure sees the party investigating a ruined temple, seeking answers to a rise in undead attacks and to discover the fate of another party of adventurers who went before them but never returned. Although this adventure is part of the larger *A Plague of Madness* adventure series, you are free to place it into any setting that you like.

BACKSTORY

The small village of Widekirk, sits on the northeast coast of the Isle of Osonora. It is a quiet place with only one interesting landmark, the Sanctum of Dreams. The Sanctum was once the underground estate of a dwarven noble. As legend tells it, the noble angered a powerful mage who cursed the noble and all his household with magical slumber, each of them sleeping until their bodies withered and died. In recent weeks Widekirk has suffered from an undead problem.

To tackle this problem, the villagers need help. A group of five adventurers answered the call and visited Widekirk and entered the ruins. Only one of them returned to the village, dead and reanimated as a zombie.

The source of the undead is, in fact, a powerful artefact, the Staff of Necromancy that resided with the remains of the dwarven lord. When the first set of five adventurers came upon this scene, one of them, the apprentice wizard Khulgath, was driven mad with avarice. Seizing the Staff, he murdered his companions and seized the ruins as his lair.

ADVENTURE SUMMARY

A local priest Munde Vindrison offers the party their first job. The characters follow the trail of another group of adventurers that leads them into the Sanctum of Dreams, a disused, dwarven nobleman's home carved out of the rock of the nearby hills. There they must find the source of the undead attacks and discover the fate of the adventurers who went before them.

ADVENTURE HOOK

As a new band of adventurers, the party is in need of work. The village of Widekirk is offering gold to discover the source of the undead and put a stop to it. On the road to Widekirk, the adventurers come across their first patron, a local farmer and minor priest, Munde Vindrison (LG male dwarf **acolyte**). Read or paraphrase the following:

UNDEAD ATTACK!

On the road ahead you make out a disturbance. A damaged cart somewhat blocks the road, its horse stumbling to the ground. Several other figures move towards the cart. A monster attack! As the horse whinnies loudly in terror, the man, a bald dwarf wearing homespun clothing, scrambles for the temporary safety of a short escarpment. Roll for Initiative!

ENCOUNTER

The dwarf, Munde is under attack by two **skeletons** and two **zombies** are currently eating the remains of his horse Goliath. The zombies, so intent upon their meal, will not attack unless they are attacked first, but the skeletons will turn their attention on the PCs as they pose a bigger threat. If any of the party is knocked unconscious, Munde will leave his spot and scabble down to heal them. Once the party defeats the undead, Munde will slide down the escarpment and thank the party.

Read or paraphrase the following:

FIRST TIME HEROES

"Oh thank you, thank you. You saved my life and no doubt."

The dwarf takes a moment to shake the hand of each member of the party and they note Munde wears a leather necklace with a small bunch of wheat tied to it. "My name's Munde, Munde Vindrison and I live in Widekirk, might you be heading that way?"

Another devotee of the goddess or a character that rolls a DC10 Intelligence (Religion) check will recognise the amulet Munde's wearing as that of a devotee of Miuna (goddess of agriculture).



WIDEKIRK

Widekirk is a small, coastal village of roughly one hundred residents, most of whom live on the outskirts of town on farmsteads. The majority of the people here are dwarfs and humans in almost equal measure, but there are also a number of halflings. The only oddity is a copper dragonborn, Sadita who runs the local blacksmiths.

DEVELOPMENTS

Once the party reaches town, Munde thanks them once again and pays for them to stay at the local inn for the night. He encourages them to explore the village and then meet him at the Inn for some food and the promise of a job.

Once the characters have finished exploring and meet with Munde, he asks them to investigate the Sanctum of Dreams and find and deal with the source of the undead. If they are successful he'll pay them 50 gold pieces. Munde is no expert, but he knows the local legends and will share what he knows with the characters. If the characters agree, Munde agrees to meet with them the next day and lead them to the entrance of the Sanctum.

THE ELF IN THE FOOD

The local inn is owned and run by Gery Arcourt (LG human **commoner**). It has three rooms and sells only locally brewed ales. Gery was the most recent victim of an undead attack, the zombie of one of the earlier adventurers broke in and bit him before he was able to escape. Munde, the local priest, healed his wound and they haven't seen the zombie again. When he returned he found that his lock box and much of his coin was gone.

SHRINE TO MIUNA

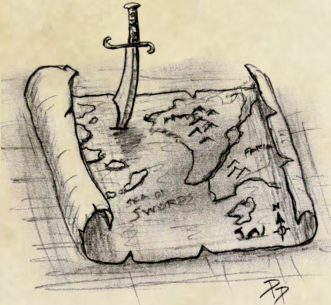
Munde Vindrison cares for this small shrine to the goddess of agriculture. The shrine itself is little more than an open space for worship and an altar with offerings of foodstuffs. Munde has a small home at the back.

BLACKSMITHS

The local blacksmiths is owned and run by Sadita (LG dragonborn **commoner**). The villagers have little need for weapons or armour and so most of the smith's time is occupied repairing tools and shoeing horses. He does sell a small selection of simple weapons and can make repairs to armour and sharpen weapons.

THE SNEAKY CARAVAN

The General goods store is run by Erris (NG halfling **commoner**). Characters can purchase adventuring gear here, with the exception of items that cost more than 25 gp.



THE SANCTUM OF DREAMS

Nestled beneath the hills near the coast, the Sanctum was once the underground estate of a local dwarven nobleman, Lord Axebreaker and for many years it was just that, until the last Lord Axebreaker angered a travelling wizard.

The locals avoid the Sanctum as an unholy place and its story has been mostly forgotten. Nature took hold and decades of degradation collapsed many of the tunnels and rooms. Digging out these tunnels would take a whole crew of miners weeks to achieve. The tunnels that remain, however, make up what was once the level of the estate closest to the surface and contains what was once the noble's great hall, court and treasury.

GENERAL FEATURES

The decades have not been kind to the Sanctum and water seeps into it, filling the lower levels and sections of the top layer. The descriptions relate to map 1.1.

Ceilings. Ceilings are 10 feet high unless otherwise noted.

Doors. Interior doors are made of wood reinforced with iron bands. They have no locks nor keyholes. It takes a successful DC 15 Strength (Athletics) check to break down a door.

Floors. Cracks and uneven flagstones conceal a dirt floor underneath.

Light. Area 1 has a little light filtering in from outside. The rest of the complex is dark unless stated otherwise. Any read aloud text assumes that the characters have their own sources of light or darkvision.

Walls. Walls are carved from the limestone. The walls are carved into continuous hexagonal patterns.

1 - ENTRANCE HALL

One of the few areas that has remained mostly intact, the entrance hall was once a grand space. The walls were lined with tapestries and hung with busts of hunting kills. Now all that remains are piles of detritus and filth.

ENCOUNTER: ANIMATED STATUE

In the room's centre stands the life-size statue of a forgotten dwarven lord. It will remain inert unless a creature attempts to open either door or attempt to damage it (use the **animated armour** stat block). If destroyed, the statue will reform in 1d6 days.

STONE DOORS

The doors leading into area 7 are practically identical. Read or paraphrase the following when a character investigates either door.

STONE DOORS

This large stone door is completely unblemished, despite the muck and detritus that surrounds it. It has no handle or hinges that you can see. Tracing the edge you find no seam or even the slightest crack or gap within which to wedge so much as a fingernail. The centre of the door however, is a sunken hexagon with ancient dwarven runes tracing its edge.

Anyone proficient in dwarven can make out a few words “battle... troll... axe” The runes tell the tale of one of the Axebreaker lords and hold no clues as to how to open the doorway.

The doors are magically reinforced and sealed. Attempting to force the door open will only result in a disembodied voice laughing at the fruitless attempts. Only a *wish* or *disintegration* spell can open them without a keystone.

2 – GUARDROOM

This area was once a guardroom that housed six dwarven guards and blocked passage further into the complex. Now all that remains is piles of wood, pottery and animal droppings.

ENCOUNTER: SKELETONS

Khulgath has also left two **skeletons** here. The skeletons will attack any intruder.

TREASURE

Stood in the corner of the room is a small, battered wooden chest that contains 1700 copper pieces. Khulgath left the chest here in the hopes of discouraging further exploration.

3 – FLOODED HALL

This area, once a lord’s feasting hall, is almost completely flooded with nearly three feet of water, stealth checks made while wading through water are made with disadvantage. This is also the site where Khulgath betrayed his fellow adventurers. Sten Kirion was only injured and managed to drag himself to the relative safety of area 5.

ENCOUNTER: ZOMBIES

Khulgath tested the *staff of necromancy* on the bodies of the adventurers and left them here to guard entry into area 4. Under Khulgath’s orders, the two **zombies** are floating as lifeless bodies and will only animate if attacked or a creature attempts to open the door into area 4. A successful DC 14 Wisdom (Medicine) check is needed to recognise the zombies for what they are and the zombies will gain a surprise round if their ruse remains undiscovered.

TREASURE

Hidden beneath the water is the pouch of one of the dead adventurers. Dark and filled with water, this pouch is practically impossible to find. If, however, the pit trap is triggered in area 4, the receding water reveals the pouch. It contains a potion of healing, 10 gold pieces and a strangely-shaped carved stone, decorated with the same hexagonal pattern as the walls, this is one half of a keystone needed to enter area 7.

4 – NOBLEMAN’S COURT

The pathway slopes down into this room and you are now in five feet of briny water. The stonework in the room is carved into frescoes of battles. Once upon a time they must have been stunning, but time has robbed them of their lustre. Across from the entrance sits a grand seat, carved directly from the stone. Seated atop the throne are the bones of a shorter humanoid, probably a dwarf. Strangely, the skeleton

seems almost peaceful, as though he died in his sleep. On the wall behind the throne is a carving of two axes meeting blade to blade, the one on the right breaking the left.

The skeleton is all that remains of the Lord of the Axebreakers. Beneath the water are the few remaining skeletons of his court. In the centre of the room is the Lord’s last line of defence, a trapped floor.

TRAPPED FLOOR

Any character that touches any part of the throne or the dais it stands on triggers the trap. A ten by fifteen foot section of floor drops open, leading into a 20 foot deep pit. Despite the years of degradation. Any creature within this area of effect must succeed on a DC 15 Dexterity saving throw or fall into the pit below, taking 3 (1d6) bludgeoning damage and falling prone. Water then begins filling the trap and any creature standing in the water and not already in the pit, must succeed on a DC 10 Strength saving throw or be knocked prone and carried 5 feet closer to the pit by the rushing water.

Once the trap is triggered, the water from areas 3 and 4 will fill the pit. This will take three rounds.

5 – BEDROOM

TRAPPED DOOR

Escaping Khulgath’s betrayal, Sten Kirion tried to leave the Sanctum but was hounded by the wizard’s undead and so sought refuge deeper in the complex. Finding area 5, Sten has barricaded the door as best he can and set a hunting trap inside the room. The door is unlocked but wedged shut and requires a DC 16 Strength (Athletics) check to force open. Any character that does so will step immediately into the steel jaws of Sten’s trap taking 2 (1d4) piercing damage and being restrained. To escape a character must succeed on a DC 13 Strength (Athletics) check to force the trap open.

INHABITANTS

The room is mostly empty but for the remains of a bed, armchair and piles of wood that must have once been furniture. Sten is injured, tired and hungry and is suffering from three levels of exhaustion. He is also half-mad with fear and sickness. If the characters feed Sten and promise to help him escape the Sanctum, he will tell them everything that happened and give them his piece of the Keystone.

STEN KIRION

Use the **guard** stat block for Sten with the following changes:

- Sten is a lawful good human and speaks Common
- Sten carries no weapon or shield

DEVELOPMENTS

If the trap is triggered and the ghoul in area 6 is still alive, it attacks the restrained character.

6 - BEDROOM

SECRET DOOR

This room was once the secondary treasury of the Axebreakers and as such is extremely well hidden. Only a successful DC 18 Widsom (Perception) will notice the variation in the stonework and then only a successful DC 18 Intelligence (Investigation) check will locate the small release to open the door.

ENCOUNTER: GHOUL

If the characters set off the trapped door in area 5, the **ghoul** hears the sound, opens the secret door and attacks. If the party access this room without triggering the trapped door leading to area 5 then they will gain a surprise round on the ghoul.

TREASURE

Much of the rich carpets, scented oils and unguents that were kept in this room have rotted or solidified with time. A few items remain, however. A silver statue worth 15 gp and a jewelry box worth 10 gp can be salvaged.

7 - TREASURY/TITHE STORE

After dealing with his companions, Khulgath used a keystone to enter the treasury of House Axebreaker and has since made it his camp.

ENCOUNTER: KHULGATH THE BETRAYER.

Khulgath the Betrayer (see appendices) is protected by a **zombie** and **skeleton**. Khulgath is ultimately a coward and will try to use his magic to escape, casting *sleep* and leaving his undead to fight. In the unlikely event that the party defeats or captures Khulgath, he carries the *staff of necromancy* and another keystone. Khulgath features in the next part of *Plague of Madness*, however, so you'll want to try to keep him alive.

TREASURE

Khulgath has been gathering the treasure and has accumulated a tidy sum of gold and gems worth 88 gp.

CHARACTER ADVANCEMENT

Characters advance to Level 2 once they've successfully chased off or defeated Khulgath.

ADVENTURE CONCLUSION

With heart, soul and steel the adventurers have dealt with Khulgath and have stopped the undead attacks. The villagers of Widekirk are grateful and will pay the party the promised 50 gold pieces. Sten Kirion is also very grateful and considers himself indebted to the adventurers. He has no wealth of his own but he does promise them he can repay them with an introduction to a far richer patron than the people of Widekirk. The details of this can be found in *The Ebonstone Shrine*, part two of *A Plague of Madness*.



APPENDICES

A - MAGICAL ITEMS

THE STAFF OF THE NECROMANCER

Wondrous Item (Staff), artefact (requires attunement by a spellcaster of evil alignment)

Made almost five hundred years ago by the archmage Shanitor the Failure this staff oozes dark, necrotic energy. It was created to raise undead armies.

The Staff is, however, only as powerful as the creature who wields it. To unlock the Staff's true power the wielder must unlock certain prerequisites:

- The wielder can cast the *chill touch* cantrip at will.
- The wielder can cast the *animate dead* spell once per day, animating or controlling one additional creature.
- Prerequisite: Level 4. The wielder can cast the *create undead* spell once per week.
- Prerequisite: Level 8. The wielder can now cast the *create undead* spell once per day.

B – NPCs AND MONSTERS

Khulgath the Betrayer

Medium Humanoid (high-elf), lawful evil

Armor Class 11 (14 with *mage armour*)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, History +5, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish

Challenge 1/2 (100XP)

Fey Ancestry Khulgath has advantage on Saving Throws against being Charmed, and magic cannot put him to sleep.

Special Equipment Khulgath carries the *staff of the necromancer*.

Spellcasting Khulgath the Mage is a 2nd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Khulgath has the following wizard spells prepared:

Cantrips (At will): *chill touch*, *firebolt*, *mending*, *prestidigitation*.

1st level (3 slots): *disguise self*, *mage armour*, *shield*, *sleep*.

Actions

Chill Touch. *Ranged Spell Attack:* +5 to hit, range 120ft, one creature. *Hit* 4 (1d8) necrotic damage

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

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

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