

The Dreamgate

By,
Cameron Wright

Party Level: Level 1

Duration: 2-3 hours

The information in italics is meant to be read aloud to the players.

Quick Overview

The dreamgate is a powerful fortune telling device owned by the Dreamgate Caravan. This adventure is about saving members of the Dreamgate Caravan who were abducted in the night by a vampire named Darian. As an act of revenge, Darian, a now sour customer, has kidnapped some of the members and has hidden them in the nearby Frostwind Keep so he might turn them into vampires, building his following and, in turn, enacting his revenge. Players should stop the vampire before he harms others and save those he's taken before they're turned.

References

Please refer to the Monster Manual for the stats on the following creatures:

- Giant Bat
- Wolf

Please refer to the APPENDIX for stats on various characters and homebrew items. Some references, like spells and other item descriptions, may require the Players Handbook or Dungeon Master's Guide for reference.

Characters in this Adventure

This section will detail the main characters in this adventure. Familiarize yourself with these characters and their traits so you can better portray them to your players. There are other minor characters in this adventure, such as the other half a dozen or so caravan members, but they tend to stay to themselves and don't play any sort of major role.

Hoff the Caravan Guard

Appearance: Human male in his 40s. Short black hair. Scar across his right arm. Wears leather armor and carries a fine steel spear. Walks with a limp and has a bandage covering part of his right leg.

Personality Traits: Considerate. Intelligent. Leaderly.

Alignment: Neutral Good.

Motivation: He used to be in the military but retired. Took a job to protect the Caravan on their way to Orrinshire to make extra money. Has an old family apple orchard outside Orrinshire and plans to use the money he makes from this job to hire help and start selling apples with his daughter.

Lucille, Hoff's Daughter

Appearance: Human female teenager. Long black hair. Wearing a red shirt with an image of a dog sewn on the front.

Personality Traits: Intelligent. Incorruptible. Forgiving.

Alignment: Neutral Good.

Motivation: Has been moving around with her dad taking odd jobs after her mother passed. Excited to work at the family apple orchard in Orrinshire. Secretly wants to join the military like her dad.

Frans, the Caravan Leader

Appearance: Older male dwarf. Long red beard that has multiple braids. Wears a black suit and scrunched top hat. Cracked knuckles from brawls.

Personality Traits: Greedy. Dishonest. Stubborn.

Alignment: Neutral Evil.

Motivation: Purely in it for the money. Doesn't care what the outcomes of the dreamgate are on his customers. Pretends to care about people. Dreams of opening a casino.

Crelista, the Dreamgate Operator

Appearance: Red female tiefling with two long tan horns that curl into a circle. Less than 5 feet tall. Long black hair. Wears a black silk dress and a golden medallion of Beshaba. Carries a crooked black wand.

Personality Traits: Excitable, Blunt, Sly

Alignment: Chaotic Neutral

Motivation: She gets a cruel sense of satisfaction knowing that she is instilling false confidence into people using the dreamgate. At the same time, she doesn't feel that bad about it because some people do go off to live better lives after using it. She is in this for the thrills and the money.

Brownhoof, the Wizard

Appearance: Elvish female. Short brown hair. Large green eyes. Wears a purple dress and a black wizards hat. Fair skin. Wears a green emerald necklace.

Personality Traits: Sincere, Cooperative, Devoted

Alignment: Lawful Good

Motivation: She is traveling to Orrinshire to follow on a lead about some terrible Goblins that may be trying to destroy the Great Tree in the Forest of Greenspirit, her home. She just finished capturing a nasty necromancer who was using forest animals to harass villagers. Knows that the dreamgate is a trick, but doesn't know the harm it could cause so she keeps it to herself.



Darian, the Vampire Spawn

Appearance: Older male human turned vampire. Short patchy white hair that is combed over. Red eyes. Very pale skin. Skin is scarred in multiple places. Wears a black leather jacket and big black boots.

Personality Traits: Walks with a limp. Narcissistic. Unforgiving. Resourceful.

Alignment: Chaotic Evil

Motivation: Vows to turn the whole Dreamgate Caravan into vampires so they can experience his pain. The dreamgate made Darian believe he could find a magic gem that could save his sister, Caroline, who is trapped in the Feywild. After exploring several dangerous dungeons, his last one ended with a vampire turning him into a vampire. He then realized that the dreamgate was actually a scam and wants revenge.

How the Dreamgate Works

The dreamgate is a magical fortune telling machine that is transported on a large wooden and golden canvass covered cart. This service cost 100 gold pieces to use. There isn't much inside the wagon tent except a multicolored cushioned surface for people to lie down on. Each person that uses the machine is instructed to lie down for 10 minutes before the magic works. After the 10 minutes, they start to see visions of their future. The visions are so real, it feels as if they are transported there briefly. These visions often show things that person desires and how to get it. Some people see themselves rich. Some people see themselves bringing a family member back to life. Some see themselves falling in love. The visions vary from person to person.

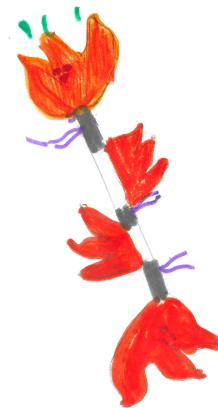
Actually, this is all a scam made up by Crelista and Frans. The dreamgate is not a fortune telling machine at all, but a space for Crelista to use her illusory magic and trick people into seeing what they want to see. When the participant lies down for 10 minutes, Crelista uses that time to investigate the mind of the person and find out what they desire so she can craft a realistic illusion. Frans leads the caravan and finds people to use the dreamgate and Crelista uses the illusory magic that makes it work. The illusions are so real and so tailored to the individual that most everyone believes the "fortune telling" to be real.

Darian the Vampire

Most people who use the dreamgate live life as if the fortune telling is real and even go on to make their "fortunes" real while others fail hopelessly trying to pursue a future that may never happen no matter how hard they try. For Darian, he paid to use the dreamgate and saw a vision of a glowing green gem in a dungeon that he could use to save his sister. His sister was sent to the Feywild by a powerful demon a few years ago. After the vision, he spent five years with a hired crew searching many dangerous ruins and dungeons with no success.

In the last dungeon he searched, about a year ago, some vampires ambushed his group and turned them all into vampires. Since then he has had to live a terrible life in darkness, and in a new body that needs blood to stay strong. He has fueled his new diet by feasting on random wanderers. He is strong, so sunlight does not harm him at his current stage. He despises everything about his new self and has vowed revenge on the Caravan after realizing that the visions couldn't possibly be real and all that time spent searching had been wasted.

Darian has spent the last several weeks tracking the caravan and has finally found a spot to ambush them as they slept. One night, he made his move and kidnapped Frans and Lucille in the night. He has hidden his captors in an underground section of an old fortress named Frostwind Keep deep in the woods. He plans on turning all the members of the caravan into vampires so they can know the pain of the new life he has been forced to live.



Darian keeps a powerful magic item with him called the **Staff of Harming** (See Appendix) that he found deep in a volcano dungeon that was being protected by a powerful dragon. The staff has flames that emit on either end portraying faces of demons. These demons whisper in the mind of the user and corrupt them into evil deeds.

Chapter 1 – Frans and Lucille are Missing

On the 16th day of the month of Flamerule, the blazing sun of midday shines through the tall trees as you walk down a muddy path with no clear destination in mind. Eventually you hear a string instrument playing a sad and slow tune. You come to a clearing on the right side of the road where a caravan of three wagons are parked in a semicircle around a large fire. There are a dozen people sitting gloomily around the fire dressed in colorful show outfits, although stained from several days of traveling.

When the players enter the camp, they will be approached by a cautious Hoff. He will be using his spear as a walking stick to support his hurt leg but will aim it at them if threatened. After talking a bit to the party, he will inform them that they have recently had two members of their caravan taken and needs their help. He will inform the party that the caravan leader, Frans, was taken as well as his daughter Lucille. He tried search in the nearby woods but fell and injured his leg.

He pleads for the party to help him and says he promises to pay them 200 gold pieces for their troubles. He asks the party to investigate the area and discover what happened to the missing people.

Questioning the Caravan Members.

The players will be able to question the members of the Caravan to get as much information as possible before heading into the woods. The members won't reveal anything useful unless the players pass a **DC 15 Perception** or **DC 15 Intimidation** check to extract information. Below is a list of the caravan members and the useful information they know.

Hoff. He knows that Frans is a nasty and greedy guy and isn't surprised that someone took him. He has no idea why someone would take his daughter. A **DC 20 Persuasion** check will convince Hoff to tell the party that he knows Crelista performs some magic on the dreamgate every time it's used.

Hoff has seen this sort of shady behavior from lycanthropes such as werewolves, vampires, or other similar creatures when he was working in the military. He tells a story about a band of werewolves that kidnapped part of his squad during the night when on patrol during the Battle for Red Mountain, a vicious battle defending against a necromancer.

Crelista. She knows that the dreamgate is a fake but does not immediately reveal how it is fake or how it actually works. If the players succeed in a **DC 20 Persuasion** or **DC 20 Intimidation** check then she will reveal that she is the one who is casting the illusion magic on those who enter the dreamgate and the operation is a scam for money.

If she is prodded into trying to remember any previous customer that stands out, she will remember a man named Darian who told a story about trying to save his sister who is trapped in the Feywild. He looked so sad. She spun an illusion that made him think if he found a special green gem that he could bring her back. She feels slightly bad about that now, but he looked so happy coming out of the dreamgate.

Brownhoof. She knows that the dreamgate is not inherently magical and must be activated by some other illusory method. She doesn't know who or what would be causing the illusions. She will offer to come with the party if convinced.

Chapter 2 -The Wilderness Trek

This chapter will involve navigating through the dense and dark Tiverden Forest. Navigating through this forest will require a series of checks that will have a certain consequence if not met. The success of these challenges will be determined by the average of the rolls between all the players.

Challenge 1 – Finding the tracks

First they must find tracks to follow. They can do this by succeeding on a DC 15 Nature check or a DC 15 Survival Check.

[Success] – They find the tracks and proceed to Challenge 2.

[Failure] – They run into a hostile wolf before finding the tracks.

Challenge 2 – Crossing the Ravine

Players will need to make their way down a steep ravine and back up again. Players can do this by succeeding on a group DC 15 Athletics Check.

[Success] – They make it safely across the Ravine and proceed to Challenge 3.

[Failure] – They trip on sharp rocks taking 1d4 piercing damage

Challenge 3 – Avoiding Danger

Players will need to navigate across a field without alerting the nearby howling wolves. Players must succeed on a DC 15 Stealth check or alert the wolves.

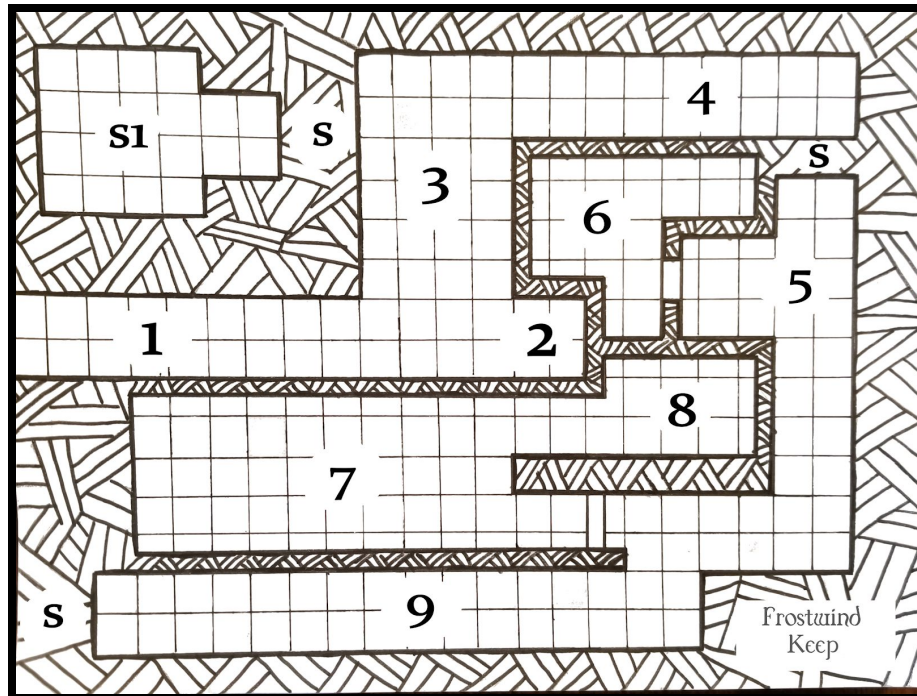
[Success] – You pass by undetected and make it to the entrance of Frostwind keep.

[Failure] – A couple of wolves ambush the party.

After the three challenges, the players will make their way to the front of Frostwind Keep. The part of Frostwind Keep that is above ground is barely standing. Only a few piles of rubble remain and are very worn from the weather. Succeeding on a DC 15 Investigation check will reveal the stairwell that leads to **section 1** of the dungeon. Read below for the dungeon details.

Chapter 3 - Frostwind Keep

The following section details the interior of Frostwind Keep and the movements of Frans, Lucille, and Darian. Be sure to read ahead and familiarize yourself with the keep and the movements of the other characters before proceeding so you can better run the encounter.



Dungeon Description

Darian will secretly be following the party the entire time they are searching the dungeon. He will only strike when they discover Frans in section 9.

Lucille escaped before being dragged into the keep. She stayed hidden until help arrived, then rushed back to grab her father's spear. If the players come into serious trouble, she will use the spear and try to throw it at one of the vampires. See APENDIX for Lucille.

The only source of light in this dungeon are everburning candles that are spread in a circle around the Dragon Burial Urns. The walls and ground are made of stone. The ceiling can reach up to 20 feet tall in most spots. The keep smells of rusty metal and sewage. The sounds of skittering rats and the flapping of bats wings can be heard. Occasionally one may hear the moaning of spirits that reside here. The walls have carvings of human kings on crowns and depictions of battles in vast fields against terrifying creatures.

Section 1. This long hallway has a couple skeletons lying on the floor, hands and feet stretched out. One of the skeletons is

grasping a sapphire hidden from view but can be seen with a DC 15 Perception check. One of the skeletons has a satchel that

contains Thieves Tools. Two unlit torches hang from the walls.

Section 2. This area has a collapsed table covered in spider webs. If the players approach this area, they will gain the attention of Ella the Sprite who has her leg pinned by a fallen torch. Players must succeed on a DC 15 Medicine check with a clean piece of cloth to wrap Ella's injured leg. If freed, she will tell the party that she saw a pale man dragging a covered body towards section 4 where she also heard a heavy sliding door. Afterwards she will fly off.

There is a small locked wooden box that contains x2 Potions of Healing. This box can be open by prying forcing the lock open (DC 15 Strength) which will trigger a poison gas trap. When triggered, everyone must succeed on a DC 15 Constitution saving throw or take 1d4 poison damage. This is a gas that affects everyone in a 10-foot radius around the box. Unlocking the box by Succeeding a DC 15 Dexterity check with thieves' tools does not trigger the trap.

Section 3. This area has a large circle stone tablet, 10 feet in diameter, embedded in the floor with an image of a dragon carved into it. A DC 15 History check will reveal that this is a stone Dragon's Burial Urn containing the remains of a dragon. A DC 15 Strength check with a blunt instrument can be used to break through the stone lid of this urn. Inside the urn is mostly ash except for a Hat of Disguise (Uncommon Magic Item).

Hanging above the urn hanging on the ceiling are x3 Giant Bats (CR 1/4) that will attack if disturbed. Players can sneak past the bats by succeeding on a DC 15 Stealth check, otherwise they will alert the bats.

Section 4. This area has many scattered books on the floor and two tall knights in armor standing against the eastern wall. If

the players investigate the books, and succeed on a DC 15 Investigation check, they will find one of the books is hollowed out and has one of the Keys of Power (Copper) used to unlock the chest in section 7. Succeeding on a DC 13 Investigation check will reveal a lever that will open the sliding stone door leading to section 5 behind one of the knights in armor.

If the players search through the books, they can find a book titled "Undead Creatures". This book will give advantage on a History check to discover information on the **vampire weakness** trait found in the APPENDIX in Darian's stat book.

There is a green and blue striped snake on the far east side wearing a sapphire ring with a gold band fit around the base of the snake's tail. This is a Ring of Protection (Magic Item). Succeeding in a DC 15 Stealth check will allow one to get close enough to grab the ring, otherwise it will escape through a small hole in the wall.

Section 5. This room has a 3 feet tall green frog statue in the southwest corner of the room. This magic statue has its mouth open. Scattered on the floor are x6 Tiny Obsidian Bug Figurines. Feeding all six to the frog will cause it to temporarily come to life and spit out a Key of Power (Silver) and a brass key, with the word "dragon" written in Elvish, that unlocks the door to section 6. The door leading to section 6 is locked but a player can peer into it through the keyhole with a DC 15 Perception check.

The hallway to the south has a hidden pressure plate that runs the width of the hall. Players can notice the trap by succeeding a DC 20 Perception check. If activated, it will shoot darts out of small holes on the far south wall towards the players. Players must then succeed a DC 15 Dexterity saving throw or take 1d4 piercing damage. The far south wall also has a skeleton sitting against it and holding a health potion.

Section 6. The door to this room is a locked iron door. This door has a keyhole that one can see through with a DC 15 Perception check. This room is lit with many everburning candles. Inside this room is another 10-foot diameter stone Dragon Burial Urn along with dozens of old decorated pots with lids and dragon designs. Each pot is filled with smelly dark liquid. Players can learn that this is liquified dragon scales, used in potions, by succeeding on a DC 15 Nature or Medicine check.

Players can find the Key of Power (Gold) hidden in the liquid at the bottom of one of the pots. Breaking into the urn will require a DC 15 Strength check with a blunt instrument. Inside this urn, besides the ash of a dragon, is a sheathed Sword of Vengeance (Uncommon Cursed Magic Item).

Section 7. The metal door into this room is unlocked. This room has a statue of a man standing up and extending his arms out holding a stone chest that has three key holes. One is copper, one is silver, one is gold. This chest requires all three Keys of Power to unlock (Copper, Silver, Gold). Once opened, this reveals a sapphire ring with a carved silver band called the Ring of Frost Wind (Magic Ring) that can be used to cast the spell *Ray of Frost* as a cantrip. Also, while wearing this ring and holding a melee weapon, that weapon becomes enchanted with the effect of adding 1d6 cold damage. The weapon also sheds falling snowflakes.

Section 8. The entrance into this area is trapped with swinging blades. Players must succeed on a DC 15 Dexterity saving throw to jump past the blades or take 1d6 slashing damage. If the players use the Ring of Frost Wind to cast the spell *Ray of Frost* on the blades, causing them to start to freeze and slow down, the blades will freeze up and halt to a stop.

Section 9. The entrance to this area is obscured by a 20-foot-long by 10-foot-wide illusion of fallen rubble that stacks to the ceiling. Players who pass a DC 15 Intelligence saving throw can recognize that it's an illusion.

Players who succeed on a DC 20 Perception check will hear whimpering further down the hall. This is the whimpering of Frans who is tied and bound. Sounds can be heard clearly through the illusion. Players who succeed on a DC 15 Arcana check may recognize the illusion. Walking through the illusion does not harm the players. Frans, who is bound to the chair squirming with a bag over his head, is on the far west side on the other side of the illusion. His mouth is gagged to prevent him from yelling. The party can't see that Frans has been bitten by Darian on his side and has been turned vampire and is under the control of Darian now.

When Frans is freed, he will thank them for freeing him, and act innocent until Darian is in position to flank the party and attack them. Then, Frans will show the party his fangs, and attack them. Frans will try to delay the attack until Darian is in position to attack them from behind.

Secret Room (s1). The only way to get into this room is to find the loose stone that sits snugly into the wall. The only way players might find this room is by actively looking for a secret passage in the wall and by succeeding on a DC 20 Investigation check. If the stone key is found, and it is removed from the wall, part of the wall will slide into the ground allowing access to the room. Inside the room is a pile of approximately 1000 gold pieces and a Driftglobe buried under the coins (Magic Item). Players who succeed on a DC 15 Arcana check will know this item can be used to cast the daylight spell

APPENDIX

STAFF OF HARMING

Rare, Cursed Magic item, Staff

Effect: The Staff of Harming is a +1 Magic Staff. This staff has two charges that can be used to cast *Charm Person* as an action. The spell save DC for this is 12 (Wisdom). These charges refill at dawn.

Curse: This staff influences the user to perform Chaotic Evil acts. Once per day, a player holding this staff must succeed on a DC 15 Wisdom Saving throw or change alignment to Chaotic Evil for 12 hours. On a success, the player's alignment stays the same.

Description: This staff emits a flaming head on either side that whisper into the mind of the user and influence the user to perform Chaotic Evil deeds.

FRANS – VAMPIRE MINION

AC: 14

Hit Points: 27 (4d8+8)

Speed: 25 ft.

STR 14(+2) DEX 14(+2) CON 14(+2) INT 16(+3) WIS 8(-1) CHA 10(+0)

Skills: Perception +3, Stealth +4

Senses: Darkvision 120ft, Passive Perception 12

Languages: Common

Challenge: 1/4

Vampire Weakness. The vampire can't enter a residence without an invitation from one of the occupants. Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water. Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed. Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Claw Attack. *Melee Weapon Attack.* +5 to hit, reach 5ft. Hit: 4 (1d6) Slashing damage.

Bite Attack. *Melee Weapon Attack.* +4 to hit, reach 5ft., one willing or grappled target. Hit: 2 (1d4) Piercing damage plus (1d4) necrotic damage. Regenerate health equal to damage dealt. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire minion under the vampire's control.

LUCILLE

AC: 10

Hit Points: 6 (1d8+2)

Speed: 25 ft.

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

Actions

Spear Jab. *Melee Weapon Attack.* +3 to hit, reach 10ft. Hit: 6 (1d8+1) Piercing damage.

Spear Throw. *Ranged Weapon Attack.* +3 to hit, range (30ft./60ft.). Hit: 6 (1d8+1) Piercing damage.

DARIAN – LESSER VAMPIRE

AC: 14

Hit Points: 38 (6d8+8)

Speed: 30 ft.

STR 14(+2) DEX 16(+3) CON 14(+2) INT 11(+0) WIS 10(+0) CHA 12(+1)

Skills: Perception +4, Stealth +5

Senses: Darkvision 120ft, Passive Perception 12

Languages: Common

Challenge: 1/4

Vampire Weakness. The vampire can't enter a residence without an invitation from one of the occupants. Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water. Stake to the Heart. If a piercing weapon made of wood is driven into the

vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed. Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Claw Attack. *Melee Weapon Attack.* +5 to hit, reach 5ft. *Hit:* 4 (1d6) *Slashing* damage.

Bite Attack. *Melee Weapon Attack.* +4 to hit, reach 5ft., one willing or grappled target. *Hit:* 2 (1d4) *Piercing* damage plus (1d4) necrotic damage. Regenerate health equal to damage dealt. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire minion under the vampire's control.

BROWNHOOF – Level 1 Wizard

AC: 12

Hit Points: 8 (1d8+1)

Speed: 25 ft.

STR 9(-1) DEX 14(+2) CON 11(+0) INT 17(+3) WIS 12(+1) CHA 11(+0)

Skills: Arcana +5, History +5

Senses: Passive Perception 13

Languages: Common, Elvish

Spellcasting. This is a 4th level spellcaster. The spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). This spellcaster has the following wizard spells prepared:

Cantrips (at-will): *light*

1st Level (4 slots): *Detect Magic, Magic Missile*

2nd level (3 slots): *Invisibility, Detect Thoughts, Acid Arrow*

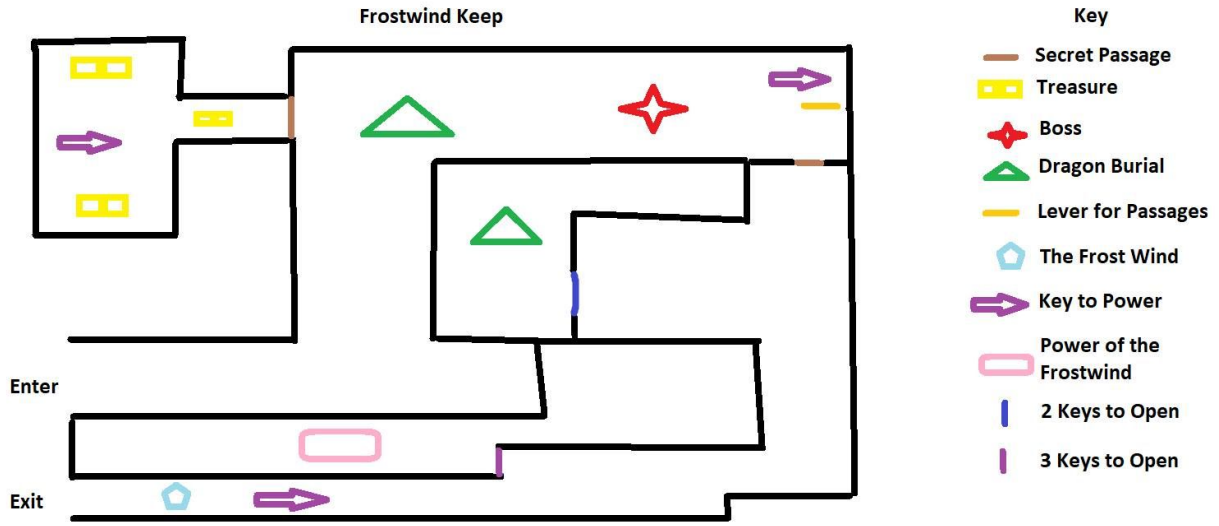
Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. *Hit:* 3 (1d8-1) bludgeoning damage.

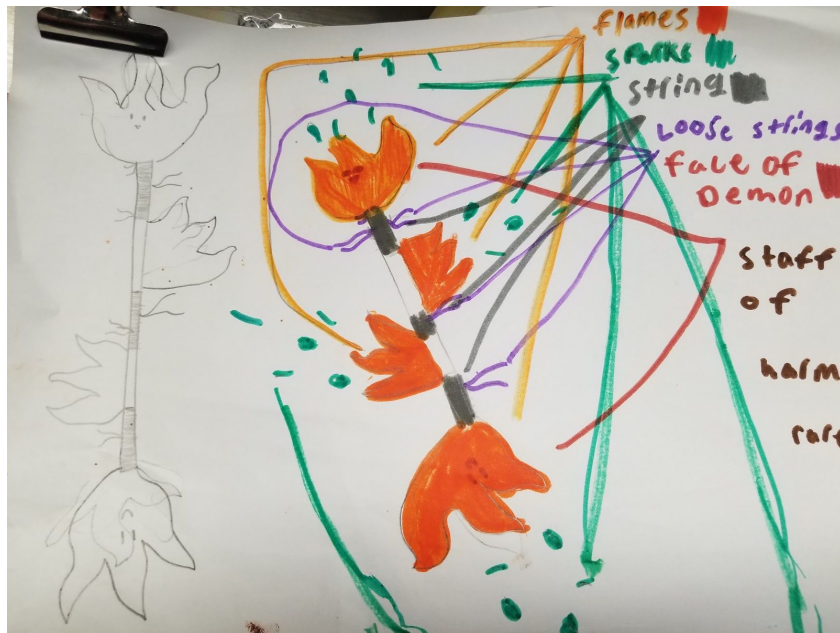
CONTEST WINNERS

The illustrations in this adventure were done by very talented contest winners of the first DnD Adventures for Kids Art Contest.

The map that this dungeon's map was based off of was done by Nolan, Age 11.



The Staff of Harming was illustrated by Katrina, Age 9, from Toronto, Canada.



The Wizard Brownhoof was illustrated by Ashlyn of Saskatchewan, Canada.



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Best,
Cameron Wright