

## *I Dream of Dragons - a Dungeons & Dragons campaign*

Mornessa, a blue dragon in disguise, uses powerful magic to revive a group of ill-equipped adventurers repeatedly until they can successfully track down the terrifying necromancer, Venthari...

### MAJOR NPCs:

**Mornessa:** the beautiful, raspy-voiced woman who seems to be experimenting on magical adventurer clones. She is a Blue Dragon in disguise, puppeting the adventures of our heroes.

**The Rats:** a powerful necromancer named Venthari who has since perished, but not before he broke apart his soul and planted them in a swarm of rats who now act as his body. They swarm about under a cloak in the shape of a person.

### LOCATIONS:

**Mornessa's Lair:** a desert cavern out in the wilds, containing her magical lab, an indoor spring and sandy beach, a small horde of treasure (Lightning Stones), and a boneyard.

**Mornessa's Lab:** where the four heroes wake up time and time again from their "dreams." It's also where Mornessa clones the heroes over and over until she's satisfied with an iteration's ability. The rest she eats, then disposes of their bones in the boneyard. Her lab also contains four large crystals where each of the four heroes' original bodies are contained for eternity.

### IMPORTANT ITEMS:

**Serpent Stones:** a magical stone that holds each party member's memories. Unfortunately, they are painful to hold, so they must seek out someone who can remove the protective lightning spell before unlocking them.

### INTRO:

"Wake up."

As you open your heavy eyelids you can feel a thick crust break away. Bits of rheum tumble down your cheeks like ancient sleeping sand. How long has it been?

“Let’s try this again, shall we?” A raspy voice calmly whispers.

You’re in a room, but not sure where. On a cold stone table, raised at an angle, your body lies. The bright light pierces your squinting gaze so harshly you can feel it poking the back of your eye sockets. Your breath moves in and out, your heart beats. You are alive, yes, but you are unable to move. Then you begin to remember. Your name is \_\_\_\_\_. Yes, that’s it! Of course. You are a [race / class]. No doubt about it. Aye, it’s all coming back to you now. And your creed/motto is \_\_\_\_\_. You’ll never forget that. You promised yourself you wouldn’t. It’s you. It’s the only thing you’re allowed to keep.

After a few moments, your body remembers how to move your eyes. You look around and see you’re not alone. Three other individuals also lay paralyzed on an upright stone table just like yours. Their outlines seem familiar, but your vision is still hazy. Above each of their heads are jaggy crystals, pulsing with purple light. You can’t see it, but the color tickling your nose leads you to conclude you have one above your head as well.

“There you are,” the raspy voice says. “The others will awaken momentarily.” It’s a woman. A beautiful woman, with shiny dark hair, porcelain skin, and piercing yellow eyes – her lithe frame barely able to hold up the blue dress dangling on her perfect bone structure. She stands in the center of the room, holding jeweled hands above a much larger crystal, also pulsing with purple light.

“Once everyone is awake, we’ll give it another go.”

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Everyone comes to, their eyes scanning the room, confused. Try as you might, you’re unable to speak. “Ah, very good. That wasn’t bad, but I think we can do better. Don’t you?” says the woman in the blue dress. “Last chance, children. Last chance.”

[improv if needed]

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AHAHAHAHA! Suddenly laughter erupts from a crowd of drunken locals at a nearby table and you realize you're all in a modest tavern, cozy and familiar. You're geared up and outfitted for your main line of work: adventure. You remember having a strange dream the night before, but nothing more. You look around and recognize the people you're with; each a friend and someone you trust with your life in a fight. How long have you been daydreaming? Describe yourself to us:

You try to snap out of your peculiar daze as a handsome young human barkeep [**Gundil Vandeeep**] approaches the table. His windswept hair is something a fairytale prince would be envious of. You look down and realize you've been drinking, and you've already had a few. It's not easy waiting for work in a sleepy town like this. "Would you folks like another round?"

A rat scurries across the floor. "Damn rats! They're everywhere these days! Never used to be this bad..."

"Help!" You hear someone screaming outside. "They've taken her!" Suddenly a man [**Norman Wilks**] in modest clothing bursts through the tavern door. "Gundil... They've taken Maureen!"

Maureen is Gundil's young beautiful sweetheart. Norman Wilks is Gundil's brother. Bandits have taken her somewhere.

The small hamlet of Pershing. It's dirty, simple, and seems to be perpetually draped in depressing overcast. You know it well, mainly because there's very little to know. Mostly humans live there. Non-humans are usually considered to be passing through. There is a **tavern / inn**, a **blacksmith**, a **sundries shop**, a few **pig farms**, a lot of **wheat fields [aka Cutter's Mill]**, and like all small towns filled with lowly laborers, a **cathouse** – just past the hills and at the edge of the forest.

#### **Gundil's House:**

Fran

It was the bandits, Denki Gang

#### **TAVERN / INN:**

Gundil - human, doesn't know anything

Fiona (maid) - human, knows where the bandits hide out, her brother ran off with them years ago

#### **BLACKSMITH:**

Spira - half elf, doesn't know anything, can direct them to the cathouse

Brecht - half-elf, Spira's assistant, good boy, doesn't know anything, but knows how to find the spider, he secretly sells weapons to the spider to make money for his family

#### **SUNDRIES SHOP:**

Laramy - human, shop owner, doesn't know anything, can direct people to the pig farms, knows the spider as well but refuses to do business with him

The locals are afraid of the bandits, but they're a fact of life there. It's likely Maureen has either been (A) raped and killed by **bandits**, (B) being kept somewhere to be raped until **bandits** kill her, (C) been sold off to the local **cathouse**, or (D) sold off to a "**spider**," or traveling merchant that uses their widely-spun web mostly for dealing in underworld trades like drugs, dark magic, and slaves.

#### **CATHOUSE:**

Madame Estella - elf, runs cathouse, knows the bandits knows where they are, knows the spider

Xitara - human, working girl, beautiful, exotic, former property of the spider Corven

Working girls x 6 - all armed and deadly, but beautiful

**SPIDER'S CARRIAGE:** out in the woods hidden by a magical veil of shrubbery, requires the secret phrase to reveal it

Corven Drabor - spider, knows where the bandit hideout is, knows everything, but slimy and dangerous, deals in "silk" which is slang for contraband, has hired goons

Fang 1 - orc

Fang 2 - orc

Fang 3 - human

Fang 4 - human

#### **PATH TO BANDIT HIDEOUT:**

\*Hanging bridge, rats come and eat ropes, snap it

\*trap in the woods, Bandit Scout x 1

The bandits were hired. The group needs to find their way to the bandits, either through the cathouse, the spider, or fiona.

**BANDIT HIDEOUT:** a cavern out in the wilds next to a waterfall

Denki - orc, bandit leader

Porpone - human, Fiona's brother

Bandit 1 - dwarf

Bandit 2 - half-elf

Swarm of Rats appear, but scurry out of the cave, leaving behind Rat x 2

**Denki, arrow in chest, wants to chat and make a deal**

**The bandits don't have Maureen, they were hired by the spider and A MAN IN A ROBE to capture her and deliver her to Cutter's Mill, they were paid handsomely in gold they planned to spend at the cathouse, as well as weapons. Before you can get too much information out of the leader, a swarm of rats appear and eat him alive.**

Cutter's Mill is quiet, eerie. The family that runs it are all dead inside the house cellar. The entire estate is overrun with rats. There's a scream heard from the barnhouse, where a strange sigil is marked on the ground, and an empty robe sits on a pile of hay, yet there's no sign of Maureen. Rats scurry about. Someone might notice a rope leading up to the rafters. If they don't finally notice her through investigation, she screams again, she's dangling from the rafters above the sigil, completely naked, high enough that cutting the rope could injure her. Rats appear...

#### **CUTTER'S MILL:**

Fat Rat x 3 (can add 2 if they're wrecking it)

Giant Rat x 1

Swarm of Fat Rats x 1

Skeleton x 1/

The rats all scurry into the robe on the ground and form The Rats (Swarm of Rats boss).

Once defeated, the rats scurry away and up to the rope where Maureen hangs, then they crawl into every orifice of her body and she becomes the necromancer Venthari (Wererat). He needed a young virgin's body he could inhabit. If Gundil is with them, Venthari kills Gundil instantly and turns him into a Skeleton. If he's not there already, he shows up for this moment.

They must fight the Skeleton x 1 while Venthari escapes. They can't catch her and win.