



NIGHTMARES & OLD MAGICS

WE GEEK TOGETHER

CONCLASH SEASON 4

Dungeons are Rising: What Slumbers Soon Awakes!

NIGHTMARES AND OLD MAGICS

THE STORY THUS FAR

Strange events have unfolded across Grand and Kdor, each pointing to something ancient stirring beneath the world. In Grand, the adventurers began by handling small but worrying disturbances: strange goblin behavior, disappearances among the city's unwanted, and tremors that rattled the lower wards. Orphans, vagabonds, and the uncounted slipped away in the night without tracks or signs of struggle. The guild could find no cause, no bodies, and no evidence... only cold beds and silence.

At the same time, monstrosities began appearing in greater numbers, emerging in places they should never be. Some acted erratically, others unnaturally aggressive, and none behaved like typical creatures. **The Road Thieves Guild** made things worse, stealing artifacts tied to monstrous biology and old magic. Their actions, intentional or not, fed the growing instability beneath the realm.

Reports soon spread of dungeons rising out of nowhere. Stonework older than recorded history emerged from the earth, some half-formed, others fully shaped, all pulsing with quiet energy. Scholars argued over their origin, but the adventurers saw firsthand that each ruin held strange carvings, shifting walls, and words etched in scripts older than the world's magic. Some of those same words began slipping from the mouths of common folk during sleep or trance, as if carried by a dream shared across distances.

When the party traveled to Kdor, they discovered the problem growing worse. The monsters appearing there seemed *enhanced*. Copper and glass vials were found after each battle, containing shimmering residue or strange oils. These enhancements appeared injected into the creatures. Someone or something was experimenting on them.

During the Goldstiel Festival, life briefly felt normal. But the night after the celebration, nightmares swept through the city. Citizens awoke screaming of ancient stone labs, shifting feathers, masks, and a towering crow-shaped figure watching them. These visions all shared one detail: experiments involving strange wispy waters and creatures that fed on bliss.

Guildmaster Teyla Coalmaker quickly reached out to **Holt (monster expert)**, and the truth became clear. The nightmares were not dreams, they were memories leaking from the still-living mind of the Crow Knight from that had been recently defeated. Though its body was destroyed, its consciousness remained: wandering through Kdor's collective dreams.

Now the adventurers must enter the Crow's mind, confront the guardian that lurks there, and sever the Crow Knight's hold before the nightmares spread further.

SUMMARY OF KDOR

Kdor is a land of frozen peaks, wide valleys, and stubborn hearts. Nestled in the far northeastern mountains, the dwarven mountains and the great plains to its far far west, with roads leading south west to Grand, it is a great realm where ancient traditions of the hunt meet the whirring gears of modern industry. Once a nation of fur-cloaked hunters and mountain clans, Kdor has evolved into a mechanical powerhouse, its cities driven by steam, pistons, and innovation rather than magic.

Magic in Kdor is not outlawed, but it is discouraged, viewed as a dangerous tool best used in crafting rather than combat. The ruling Goldstiel family, descendants of Sir Richard Goldstiel, set this philosophy in motion a century ago, believing progress should be built by mortal hands, not arcane whims.

THE GOLDSTIEL LEGACY

Sir Richard Goldstiel, known to the people as sir *Rich the Rogue*, rose to prominence after the demigods Skotos and Aos fell. A bugbear of cunning and charisma, he united fractured clans through wit rather than war, turning Kdor from a frost-bitten frontier into a beacon of reconstruction. Avoiding entering into the Faction Wars, he kept Kdor humming through Grands upheaval even after receiving word of his friend Nathaniel's death.

The Goldstiels still rule from that spire today, each generation continuing Sir Rich's vision: a society built upon stealth, innovation, and pragmatism rather than the volatile tides of sorcery.

CULTURE AND PEOPLE

In the highlands and small towns, life remains much as it was centuries ago. Men wear fur vests and thick wool trousers, women don layered dresses and fur-lined cloaks. **The Great Hunt Festival** still draws entire villages into the wilds to honor their ancestors through ritual and feast.

In contrast, **Goldstiel City**, the capital, hums with steam engines, clockwork carriages, and workshops where dwarves, humans, and shifters collaborate under the Industrialists' guidance. Yet no resentment brews between city and countryside, their relationship is symbiotic. The hunters bring resources; the engineers forge them into tools of progress.

DM SUMMARY

NIGHTMARES HAVE TAKEN HOLD IN KDOR AFTER the Goldstiel Festival. Citizens report identical visions of ancient laboratories, strange waters, and experiments performed on elves by an unseen Old God. Holt arrives and confirms the cause: the mind of the Crow Knight is still alive and projecting vision and dreams, infecting the city.

The adventurers must enter the Crow Knight's dying mind with Holt's help, navigate a surreal labyrinth built from memories of ancient experimentation, and confront the Crow Knight in his fractured consciousness. Destroying the Knight and its anchor crystal ends the nightmare and prepares the party for travel to Evenfall next.

PLAYER TEASER

Nightmares grip Kdor. People speak of ancient stone labs, strange waters, and a crow-shaped monster watching them. Guildmaster Teyla urges you to enter a dream realm with Holt and sever the connection before the nightmares spread beyond Kdor and something ancient awakens fully.

KEY NPCs

GUILDMASTER TEYLA COALMAKER

- **Race:** Dwarf
- **Appearance:** Dark hair and eyes, oil-streaked apron, silver-laced red armor, mechanical monocle, and a prosthetic mechanical arm.
- **Role:** Guildmaster of Kdor's Adventurers Guild
- **Personality:** Proud, energetic, and a fast talker. Believes in second chances but not thirds. Always has a backup plan. Likes using mechanical metaphors.

HOLT

- **Race:** Firbolg
- **Appearance:** Dark green fur, red orange hair, blue eyes. Wears fine orange silk, with red trim.
- **Role:** Adamantine Adventurer, monster expert, and mentor figure.
- **Personality:** Dismissive, arrogant, somewhat lazy, blunt, but knowledgeable. Constantly shares running commentary on the failings of others but is quick to reward those that are competent.

REWARDS

- 250 GP
- A special potion from Holt's collection.

RUN DOWN

This one-shot runs approx. 3 hours for level 5 characters. The adventurers learn of the nightmares, meet Holt and Guildmaster Teyla who explains that the Crow Knight was defeated but that its mind survived and is now on the attack again. Holt leads them to the labyrinth ruins rising from the ground, and using the players most cherished memories he anchors them to the real world and then helps them enter the fractured consciousness. Inside, they explore ancient stone laboratories shaped from memories... finding elves fed strange waters, bliss-inducing leeches, biological diagrams of many different races, along with unreadable pre-arcanic notes. They face animated mosaics and ultimately the Crow Knight in a two-phase boss fight. After destroying the mind anchor crystal, the adventurers awaken in Kdor, receive rewards, and prepare to travel to Evenfall to help destroy the last remnants of the Slumber Cult.

BRIEFING (10 MINUTES)

The Guildmaster rushes into the hall, mechanical arm buzzing, hair messy, and looking as if to kill the next person that tries to reason with her.

GUILDMASTER TEYLA COALMAKER

"Alright cogs, listen up. The city's nightmares are going to be the death of us. People waking up screamin' about feathers, labs, and a crow with too many eyes. Whatever this is, it's spreading."

[Holt enters behind her, exhausted and irritated. He adds:]

"The Crow Knight's mind didn't die. It slipped into the cracks somehow. These nightmares? They're not dreams. They're memories of something far older. Something that was supposed to be lost to time."

[He sets down a shimmering crystalline device on the table.]

"This will get you inside its mind. There is a cost though, your fondest memories. They will be used to keep you from being swallowed by its mind. If die in the mind scape you will become a husk. You must sever the connection. I'll stabilize the anchor. You'll do the dangerous part, finding what keeps it here and destroy it."

[Teyla crosses her arms and speaks.]

"Get in there and fix whatever gear is jammin' up our city. I want my dreams to be of well oiled cogs, springs, and spanners when you return. watch your back; don't get trapped inside that thing's mind. And when Holt insults you, [Teyla smirks side eyeing Holt] try not to take it to personal. He's really a softy under all that grumpiness. Probably."

ACT 1 – ENTERING THE DREAM (25–30 MINUTES)

Holt leads the party to the ruined labyrinth outside the city. He has set up an area with chairs, and has the party take seats. He has each one hold the crystalline device, have players describe their fondest memory they use to anchor themselves. Once done, the Dream Anchor activates. The world stretches and fractures into shadow. The adventurers fall into a realm shaped from the Crow Knight's memories, a surreal hybrid of laboratory, temple, and nightmare.

READ THIS

As you stand and survey the area you've just landed in, you are struck by an eerie sight. The sky is in twilight and the ground around you is of mossy cracked stone. A river with a pinkish haze coming from it can be seen nearby. Black Feathers drift upward like ash and faint voices echo in a language that seems to hum with magic. You feel a presence around you with hostile intent but nothing can be seen. A nearby building stands alone in the vast expanse.

DISCOVERIES (PERCEPTION OR INVESTIGATION DC 14 CHECKS)

- Close to the river they find Elves suspended in Sleep, **Bliss Leeches** attached to them. The Elves look happy and their eyes have a soft blue glow shining in them.
- Anatomical diagrams of all races are carved into the stones with instructions on how to dissect each one while keeping them alive.
- The building looks like an ancient lab full of clay pots. Inside the pots are creature mid transformation turning into monstrosities.

BLISS LEECHES & LULL WATER

The river is full of Lull Water. The players will not know this until later, but if they drink it or are submerged under it they need to make a *CON save DC 25* to resist falling into a powerful dreamlike state (the effect is not magical). This can last for a short or long period of time but should not hinder the overall gameplay. The Bliss Leeches are parasites that induce a state of bliss while absorbing the person's life energy. If one is placed on a person, they must make a *CON save DC 12 to resist or DC 25* if under the effect of Lull Water. While sleeping they lose a hit die every hour until they lose all of them and then are dead but the leech keeps the body's functions going until a new host can be found.

SKILL CHALLENGE DC 15 – UNDERSTANDING THE DREAM (4 SUCSESSES BEFORE 3 FAILURES)

- **Arcana:** The area doesn't act like a dream, everything seems set and unable to change. It looks like a bunch of memories smashed together.

- **Insight:** The world seems to know the party is there and is seeking to communicate with them. But they can also tell the Crow Knight's mind sees them as potential vessels to transfer itself to.

Success: They understand they're seeing ancient memories and the Crow Knight's mind is seeking to take them over.

Failure: Dream terrain becomes unstable, shaking. Whenever the ground shakes they take 1 psychic damage. *(To be used at GM discretion).*

ACT 2 – THE MOSAIC LABS (40–45 MINUTES)

The dream world shifts, moving quickly around them until they find themselves in a maze of rooms lined with mosaics showing biological horrors. Depictions of mortal races being turned into mindless monstrosities. Some with strange creatures on their backs (players can notice that these are Bliss Leeches).

ROOM 1 20 X 20FT– THE LULL WATER LAB

This room contains a pool of pink hazy water. In the center sitting on a 5x5ft stone lies a black feather. Below the surface of the water appears to be an endless void, within which faint faces can be seen with glowing blue eyes staring up.

ROOM MECHANICS

Players must retrieve the feather in the center of the room. If they try to fly, the creatures from the water attack them but only while they are flying (the creatures are various player races use the Incomplete Mosaic Crow stat block). If they swim they will have to make *CON* saves to avoid being put to sleep (see ACT 1 note). If they try to freeze the water or walk on it the creatures will grab them and try to pull them under. The creatures only have 1HP but are endless. Once the feather is retrieved, the room turns to stone and looks like a normal room.

ROOM 2 20 X 15FT – THE BLISS LEECH NURSERY

Glassy globes filled with Bliss Leeches pulse with life. A black feather sits at the far end of the room. Several tables are pushed up against the walls, containing journals and notes which describe shaping creatures into obedient servitors. When the feather is grabbed the room changes into a normal stone room.

DM NOTE

Nothing violent is in this room, but if players break jars have them make a *DEX save* to avoid having several of the leeches attach themselves at once to the players.

ROOM 3 20 X 20FT— THE HALL OF BIOLOGY

The room has stone tables with cut out areas where it looks like bodies were placed and small holes where blood could be drained away. Mosaics on the walls depict dissected races, hybrid beast monstrosities, and early crow constructs. One of the tables has a single black feather. The room is empty otherwise.

A DC 15 Perception check reveals one of the crow mosaic's eyes move. If they try to leave the room without doing a successful Perception check, the Incomplete Mosaic Crow gets a surprise round on the party.

COMBAT — MOSAIC CROW (2 ROUNDS OR LESS)

A mosaic tears itself from the wall and attacks (use Incomplete Mosaic Crow stat block in Monster Appendix B) On defeat, the dream fractures, exposing the path to the Crow Knight.

ACT 3 — THE CROW KNIGHT (45 MINUTES)

As the party follows the path, they are led to a circular moss stone platform that floats over a void of feathers and water (Lull Water). A large silhouette rises from the ground, shifting, and wrong. As it stands they see a monstrosity of stone and mosaic feathers. It roars and charges at them.

PHASE 1 — THE SIX-EYED CROW

Use the stat block from Monster Appendix A. The Crow Knight will change according to initiative but can force itself via legendary action to be any of its other forms. Its an intelligent fighter and will use its abilities to target spell casters and healers. For added effect, you may have it grab and throw player characters to create a more dynamic fight.

When reduced to 0 HP, it collapses into rubble, then the rubble moves into 3 separate piles and emerges in 3 different forms. One holds a crystal feather that glows. This seems to be the thing anchoring the Crow Knight's mind to reality.

PHASE 2 — THE THREE CROW KNIGHTS

During this phase these 3 knights will pass the feather back and forth, trying to keep it safe from being destroyed by the party while the other 2 fight them. Whichever form currently has the feather only takes defensive actions until it is able to pass the feather to one of the others.

The feather has 30HP and an AC of 10 but all attacks against it have disadvantage. If the party manages to destroy it, all 3 knights fall and crumble to dust.

Once defeated and the crystal is destroyed, the dream collapses as a voice low and with authority booms:

"He who slumbers... soon awakes."

CONCLUSION (10 MINUTES)

The adventurers awaken with Holt looking over them. The ruins still growing slowly around them but the tension in the air seems to have vanished. Holt and party return to the guild and are greeted by Guildmaster Teyla

GUILDMASTER TEYLA COALMAKER

"Well I'll be hammered and hoisted, you did it. That cursed crow's finally down, and not a moment too soon. It was a right gear-jammer of a creature, always flapping around and fouling up the works."

[She tosses sacks of gold forward with a solid thunk.]

"Here. Two hundred and fifty gold pieces, earned fair and forged strong. And look at this: Holt, for once in his life, did something decent. Gave us a few bottles from his private stock."

[She pulls out a slim case with neatly packed vials that shimmer faintly.]

"Potions of Advantage. Just the thing for when you need a bit more kick in the gears. Use 'em wisely... or recklessly. I'm not your mum."

[Her tone sharpens slightly, more serious.]

"Now, celebration's over. The teleportation gates are back online, and word just came down the coil: Evenfall still has some Slumber Cult rot. The king and the guild there are holding the line, but they need help to finish the purge."

[She steps forward, resting a heavy hand on the table map with a clang.]

"You're going. You'll be the wrench we throw into the cult's machinery. Break every bolt, rod, and gear they've buried deep. Get ready, pack up, and brace for impact. Kdor'll hold the forge, but Evenfall? That's where your fire's needed now."

[She gives a small, proud nod.]

"Go turn that city back upright. Go bash some baddies upside the head. You're good at that, and don't forget to breathe between heroics."

POTIONS OF ADVANTAGE

Potion, uncommon

When you drink this potion as an action, you gain advantage on one ability check, attack roll, or saving throw of your choice that you make within the next hour.

This potion takes the form of a sparkling, golden mist that moves and pours like water.

MONSTER APPENDIX A.

MOSAIC SIX-EYED CROW KNIGHT

Huge Monstrosity, Unaligned

Armor Class 17

Hit Points 120 (12d10 + 36)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	16 (+3)	16 (+3)	16 (+3)

Saving throws Dex +6, Con +5, Wis +5

Skills Perception +5, Intimidation +5, Insight +15

Resistances psychic, necrotic

Immunities poison, charmed, frightened, blinded, deafened, stunned

Senses darkvision 60 ft., passive Perception 15

Languages understands and speaks Common and Deep Speech

Challenge 7 (2,900 XP)

Proficiency Bonus +3

TRAITS

Shifting Forms (Initiative Cycle) The mosaic crow shift and appears in a different form based on the initiative count.

- **From 0 - 10: Skirmisher Form.**
- **From 11 - 20: Mage Form.**
- **From 21+: Warrior Form.**

30–20: Warrior Form – A towering knight of feathers wielding a massive **crow-feather greatsword**.

20–10: Mage Form – A robed figure of doves and owls, cawing incantations as flocks pour from its arms.

10–0: Skirmish Form – A swift, jagged suit of crows with wings and talons, darting across the battlefield to corral foes.

At the start of each new 10-step bracket, it **changes form**, gaining new traits, resistances, and actions.

Crack and Shatter

- Whenever the creature takes **20 - 30 damage in a single turn**, it cracks, cawing mad ramblings.
- After **4 cracks**, the armor collapses into a burst of crows and is defeated.
- If the creature takes **40+ damage in one turn**, it loses a limb (reducing attacks or speed depending on form).
- After **2 limb losses**, the armor is defeated.

ACTIONS

WARRIOR FORM (30–20)

- **Resistances:** bludgeoning, slashing, piercing.
- **Trait: Charging Mass.** If the armor moves 20 ft. straight toward a target and hits with its greatsword, the target must succeed on a DC 15 Strength save or be knocked prone.
- **Multiattack.** Two greatsword attacks.
- **Greatsword.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d6+4) slashing damage.

MAGE FORM (20–10)

- **Resistances:** fire, cold, lightning.
- **Trait: Murder of crows (Recharge 5–6).** Summons 3d4 swarming crows (use Raven stat block, but each has 1 HP). They act immediately after the Mage.
- **Spells (DC 14, +6 to hit).** *At will:* Firebolt, Mold Earth. *2/day:* Magic Missile, shield, Hold Person. *1/day:* Counterspell.
- **Meta Surge.** Once per round, may apply *Twinned* metamagic to a spell.

SKIRMISH FORM (10–0)

- **Resistances:** thunder, force.
- **Trait: Murder's Flow.** Opportunity attacks against the armor have disadvantage.
- **Multiattack.** one wing-slash attack and Powerful gust.
- **Wing Slash.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d4+3) slashing damage.
- **Powerful gust (Recharge 4–6).** Target must succeed on a DC 15 Strength save or be shoved 20 ft. in any direction and knocked prone.

LEGENDARY ACTIONS (1/ROUND, ANY FORM)

Mosaic Shift. The armor changes to a different form.

Caw of Madness The Crow erupts in a noise; all creatures within 20 ft. must succeed on a DC 14 Wisdom save or take 6 (2d4) psychic damage and be frightened until end of their next turn.

LAIR EFFECT

(Optional) *At initiative count 20 (losing ties)*, a random mosaic bird (dove, raven, seagull, etc.) animates and swoops through the battlefield. Each creature must succeed on a DC 13 Dexterity save or take 5 (1d10) slashing damage.

PHASE 2 CROW KNIGHT

MOSAIC CROW KNIGHT

Large Monstrosity, Unaligned

Armor Class 17

Hit Points 70 (6d10 + 36)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	16 (+3)	16 (+3)	16 (+3)

Saving throws Con +5

Skills Insight +15

Resistances psychic, necrotic, bludgeoning, slashing, piercing.

Immunities poison, charmed, frightened, blinded, deafened, stunned

Senses darkvision 60 ft., passive Perception 15

Languages understands and speaks Common and Deep Speech

Challenge 7 (2,900 XP)

Proficiency Bonus +3

TRAITS

Charging Mass. If the knight moves 20 ft. straight toward a target and hits with its greatsword, the target must succeed on a DC 15 Strength save or be knocked prone.

ACTIONS

Multiattack. Two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d6+4) slashing damage.

MOSAIC CROW MAGE

Large Monstrosity, Unaligned

Armor Class 17

Hit Points 50 (4d10 + 36)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	16 (+3)	16 (+3)	16 (+3)

Saving throws Wis +5

Resistances: psychic, necrotic, fire, cold, lightning.

Immunities poison, charmed, frightened, blinded, deafened, stunned

Senses darkvision 60 ft., passive Perception 15

Languages understands and speaks Common and Deep Speech

TRAITS

Murder of crows (Recharge 5–6). Summons 3d4 swarming crows (use Raven stat block, but each has 1 HP). They act immediately after the Mage.

- **Spells (DC 15, +6 to hit).** *At will:* Firebolt, Mold Earth.
- *5/day:* Magic Missile, shield, Hold Person.
- *4/day:* Blindness/Deafness, Cloud of Daggers.
- *3/day:* Counterspell, Slow.
- **Meta Surge.** Once per round, may apply *Twinned* metamagic to a spell.

ACTIONS

Fire Bolt *Spell ranged attack:* +7 to hit, reach 120ft., one target. *Hit:* 12 (2d10) fire damage.

BONUS ACTION

Sanctuary *at will:* target self *spell* DC 15 WIS save to target mage



MOSAIC CROW SKIRMISHER

Large Monstrosity, Unaligned

Armor Class 17

Hit Points 60 (5d10 + 36)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	16 (+3)	16 (+3)	16 (+3)

Saving throws Dex +5

Skills Insight +15

Resistances psychic, necrotic, thunder, force.

Immunities poison, charmed, frightened, blinded, deafened, stunned

Senses darkvision 60 ft., passive Perception 15

Languages understands and speaks Common and Deep Speech

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

TRAIT

Murder's Flow. Opportunity attacks against the Skirmisher have disadvantage.

ACTIONS

Multiattack. Can make two wing-slash attacks.

Wing Slash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d4+3) slashing damage.

BONUS ACTION

Powerful gust (Recharge 4–6). Target must succeed on a DC 15 Strength save or be shoved 20 ft. in any direction and knocked prone.

MONSTER APPENDIX B.

INCOMPLETE MOSAIC CROW

Medium Monstrosity, Unaligned

Armor Class 16

Hit Points 18 (2d10 + 5)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	10 (+0)	10 (+0)	8 (-1)

Skills Perception +2

Resistances psychic, necrotic

Immunities poison, charmed, frightened, blinded, deafened, stunned

Senses darkvision 60 ft., passive Perception 15

Languages understands and speaks Common and Deep Speech

Challenge 1 (500 XP) **Proficiency Bonus** +2

TRAITS

Unstable: This creature is vulnerable to bludgeoning

ACTIONS

Jagged Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

CROWS RESTING PLACE

