

CAGE OF DREAMS

Rec. Lvl 4-6

Terrain

Path is 15ft below the portal floor, the portal's arches are 15ft above its floor.

Druzuyu the Dream-Eater

Druzuyu the Dream-Eater (as **Half-Red Dragon Veteran**, replacing fire breath attack and resistance with **Lightning**) is a half-dragon who trains wyrmlings and raids through the gate. He has 2 each of **Black** and **Blue Dragon Wyrmlings**..

Party's Arrival

The Lake of Dreams is a land where the sun never rises and dragons come to die. The party has arrived here via mishap or dream. They have a sharp impression of a final dream vision: them standing in the central portal, lightning caging them, then nothing.

Phase 1: Mysterious Awakening

The party arrives.

- DC 13 **Arcana** or **Religion** check shows the pillar and cage show Outsider origins with draconic markings, and reveal the portal's purpose—but not how it's powered.
- DC 13 **Investigate** or **Perception** check shows there's something moving in the water.
- After a moment of being awake every character makes a DC 15 **Charisma save**: on a success they may pull one item from their recent dreams that takes on magickal properties (DM's choice).
- Immediately proceed to Phase 2.

Phase 2 : Teeth & Bone

Ancient dragon teeth rise from the waters.

- **Druzuyu** sends in his **Wyrmlings**, waiting to see how the party fights.
- DC 12 **Arcana** check indicates the teeth will be used to conduct power.
- initiative, +1 phase at end of round.

Phase 3-4 : Dragon Rising

The teeth lift up around the party.

- **Druzuyu** enters the fray, seeking to fight the strongest party member.

Phase 5 : Lightning Circuit

Lightning springs to life over the dream lake.

- Lightning dances between the pillar and teeth; any creature caught in the lightning takes **Druzuyu's Lightning** breath with disadvantage.
- **Druzuyu** makes for the portal.

Phase 6 : Cage & Door Collide

The portal has activated.

- Creatures in the portal at the beginning of the round make a DC 15 **Constitution save**, becoming blinded on failure.
- **Druzuyu**, not wanting to be denied his hunt, will do anything he can to ensure he and as many of his **Wyrmlings** as possible are in the portal.
- All in the portal are teleported away.
- At end of round, the phases reverse.

Lair Actions : The Dream Cage

Druzuyu has, over many moons, mastered the nature of this place. All these attacks draw line of sight and originate from the northern pillar.

- *Cage of Dreams*: all non-Draconic creatures within the portal make a DC 15 **Wisdom save**: on a failure they hallucinate friend as foe and foe as friend until the next time they take damage.
- *Bolt from the Blue*: casts **Lightning Bolt** with a **Save** DC of 15.
- *Lurching Waters*: a creature within 5ft of the water makes a DC 15 **Strength save** as a wave crashes against them. On failure they are knocked prone, suffer 3d6 bludgeoning damage, and move 10ft in the direction of the wave's splash. On a success standing and unmoved, they take half damage.
- *Black-Blue Spiral*: a 15ft wide 120ft long line shoots forth in a twisting blue-black vortex. All creatures within the line make a DC 15 **Dexterity save**. On a failure, they suffer 3d6 Acid damage and 3d6 Lightning damage. Damage halved on a success. Creatures within the portal are immune.

This encounter is created for **Dark Portal Battle Map**, it can be downloaded here:

<https://www.patreon.com/posts/dark-portal-map-69230177>