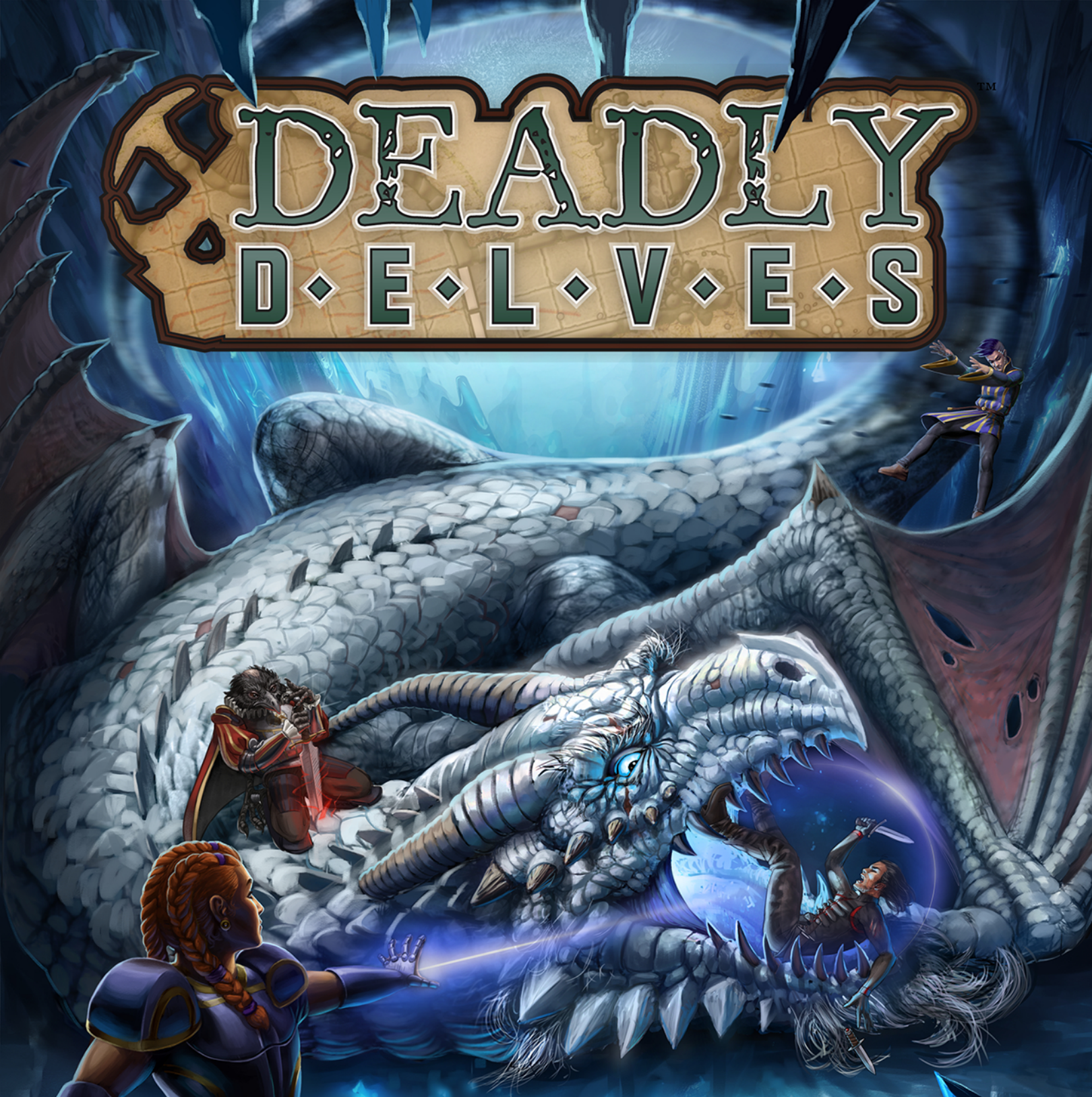




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DRAGON'S DREAM

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DRAGON'S DREAM



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Book References

B(1-6) Pathfinder® Roleplaying Game Bestiary (1-6)

NPCC Pathfinder® Roleplaying Game: NPC Codex

ACG Pathfinder® Roleplaying Game: Advanced Class Guide

APG Pathfinder® Roleplaying Game: Advanced Player's Guide

UE Pathfinder® Roleplaying Game: Ultimate Equipment

UM Pathfinder® Roleplaying Game: Ultimate Magic

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ADVENTURE BACKGROUND

Count Larom ordered the excavation of a site believed to be the ancient dragon Roanax's home with expectations of unearthing a forgotten treasure hoard. The dreaded wyrm had long faded from memory alongside her stone giant worshippers and elven victims. Cutting deals with her worshippers' descendants and hiring a team of adventurers to protect the workers, the dig went smoothly—until they found Roanax's lair.

In ages past, when dragons ruled the region, the crypt dragon Roanax delved deep into planar magic and stranger arcane secrets. Her knowledge led to arrogance, eventually drawing the wrath of her neighbors. Six of them, each individually weaker than Roanax, joined together to kill her in her lair. They ultimately succeeded, mortally wounding her, but Roanax's confidence in her magical superiority was well-founded.

On death's door, Roanax pulled herself, her hoard, and her killers into her dreams. Over the years, her stranded killers were twisted into her visions of them. Eternally living out her memories and surrounded by her greatest treasures, Roanax slipped out of the mortal world, leaving only her skull to mark her passage.

As Larom expected, none had reached the lair before them. However, all that the diggers uncovered was Roanax's gargantuan skull.

When the workers unearthed the skull, they also reactivated its latent magic. Most were drawn into the dragon's dreams, lost in the mad halls and inhuman memories which compose her consciousness. All of the laborers and guardians drawn into those halls were killed, their souls trapped within and succumbing even more quickly to the dream's predations than Roanax's draconic enemies.

The few who escaped the skull's power were instead enslaved by one of Roanax's killers. Although he was once a dragon, Verot has been twisted by Roanax's dreams into a being of pure

arrogance, constantly spouting beautiful words that mean nothing. Rumors have spread of a strange song echoing from the dig site, enslaving local humans and stone giants alike.

From much further away, Roanax's dreams have attracted the attention of a team of psychopomps. Rather than passing on, it seems the souls of those killed in her dreams remain trapped there. Although the psychopomps are concerned solely with this disruption of the natural order, other divine agents worry that Roanax has somehow created a false afterlife capable of replacing their own deities' realms.

Ignorant of these grave and existential threats, Count Larom simply wants to salvage the excavation, rescue his workers, and possibly recover Roanax's treasure if it can be found. Larom knows that he's nowhere near surmounting whatever threat wiped out his previous team and is now looking for the most qualified possible agents—if not simply for the sake of his freehold, then perhaps for the sake of the missing adventurers' friends and family.

ADVENTURE SUMMARY

The adventurers receive a summons from a distant noble, asking for help with an archaeological expedition gone wrong. Contact with the excavation team has dissolved—and Count Larom, not being a complete fool, suspects the worst. In conversing with him, the adventurers can establish a contract and learn more about the dig site: an ancient elven city long ago conquered by stone giants and their dragon queen Roanax. Thorough investigators may even check in at the town where Larom's workers were hired, uncovering additional details about the dig and its final days.

The adventurers should begin this module at 16th level and will receive enough experience to reach 17th level before the end of the adventure.

A strange creature known as a godling has seized control of both the dig site and the descendants of Roanax's stone giant servants via its dominating

song. Further investigation of the site provides hints that this godling was once a dragon—perhaps even one of Roanax's draconic enemies. In addition to the site's forgotten draconic prisoners and bound elven spirits, a detachment of psychopomps are also there to investigate, being deeply interested in Roanax's kin and her eventual fate.

After negotiating with or driving off the psychopomps, the adventurers find the skull of Roanax, partially excavated by Larom's workers. With the merest touch, they are drawn into the dream that Roanax created to safeguard her life force and forever bind her enemies.

The dream contains many of Roanax's memories and treasures. These serve as the underpinning of her power in that realm. By overcoming the memories and claiming the treasures within, the adventurers can weaken Roanax prior to their final confrontation—one that is likely unavoidable, as the dream does not release its captives easily.

Also trapped in the dream are the dragons that killed Roanax and drove her to activate the dream ritual with her dying breath. Although a few have escaped back into the dig site, others stalk the somnolent halls of the dream alongside other spirits trapped by Roanax's powerful magic.

The psychopomps' concerns are very real. Roanax's dream captures the souls of those who die there, twisting them to her own ends, but if a party of brave and cunning adventurers can shatter the dream, those souls can move on to their proper eternal fates.

THE DRAGON'S DREAM

The adventure begins with contact from a scholarly noble, requesting aid with an investigation that his own adventurers are unable to handle. He needs to reach out for the best of the best, contacting the party through a *sending* spell.

PART I: HINTS OF THE PAST

The adventurers are contacted by Count Larom, the reigning noble of a small county named Darhaven. A *sending* reaches the party's most renown member from a source they don't recognize: "Greetings from Count Larom of Darhaven—my researchers have discovered a danger best discussed in private. I'd like to acquire your services at your earliest convenience."

Anyone succeeding at a **DC 25 Knowledge (local)** check has heard of Larom's extensive merchant connections and his reputation as a patron of scholars, particularly those of ancient history. Those succeeding at a **DC 20 Knowledge (nobility)** check recall that the count is well known among noble circles for spending most of his considerable fortune hunting lost lore rather than surrounding himself with the luxuries typically befitting a count.

If the party has any associates among mid-level adventurers, it's entirely possible that they know someone who has previously worked for Larom or is currently in his employ. These associates may even have been working at the dig site detailed in this adventure. See **Part 2** and **Part 3** for what might have become of these associates.

Larom is understanding if they respond to his *sending* with requests for more information or demands for a retainer payment. In that case, he contacts them using the same means the next day and does his best to convince them in twenty-five words or less. If pressed, he will even arrange for *teleportation* to a neutral site rather than a meeting at his estate. Larom is desperate, but nowhere near foolish enough to anger such powerful adventurers.

If the adventurers are seeking a particular treasure, Larom may possess a trump card. It's possible, should you choose, that the treasure is in Roanax's hoard. Larom prefers not to mention this initially via *sending* since he can't be certain his research is correct, but he will do so if he needs to engage the party's interest.

The party should have no problems reaching Darhaven or finding the Larom Estate. If he's agreed to meet them somewhere else, adjust the text below to fit where he ultimately makes his entrance.

The Larom Estate

Standing at the edge of town and surrounded by hedges, the Larom Estate seems like an oasis of nobility marred by an eccentric taste in decorations. Strange and mismatched statues from distant lands vie for space with elaborate topiary sculptures of exotic creatures you recognize from your own travels.

Despite the somewhat odd surroundings, the servants are polite enough and quickly lead you to a garden, where Count Larom sits on a worn stone bench reading a book. He's a well-preserved man of about fifty years, smelling of a floral cologne that almost covers the dusty scent of the ancient books. He smiles and stands, gesturing at other benches sculpted to look like dragons and creatures from the Inner Planes.

"Thank you for coming," he says without pretension. "Please, sit."

The count is quite happy to make small talk if the adventurers wish, since he has few opportunities to speak with anyone so well-travelled. His reputation for scholarship is not misplaced; he knows enough about most topics to converse adroitly with the adventurers on most anything and ask probing questions. However, he fears that time is of the essence in the matter of his excavation team and steers the conversation back to his original purpose as quickly as he can.

Larom does his best to gauge the mood of the adventurers, leaving out information outside of their interest. On the surface, what he wants them to do is simple: investigate a dig site and return with as many of his servants as possible. He's happy to compensate the party for their time—offering a sum of 1,000 platinum pieces each or the equivalent in magical items or knowledge—but he is also willing to share the treasures of the excavation (with the caveat that he would like first right to buy anything the group might choose to sell).

To boost the appeal of his offer, Larom offers a history of the dig site. In the oldest records he could obtain, it was said to be an elven city long ruled by a dragon named Roanax and her stone giant worshippers. The dragon suddenly disappeared from all relevant historical records at some point in the distant past, but none of her great treasures have resurfaced—among them *Roanax's spellcrown*, *Chajen's will*, and the *banner of legions*. If Larom has a lead on a particular item that the party is seeking, he mentions that as well. Larom believes that all of these treasures are still buried in the dragon's lair. Although Roanax's planar knowledge was extensive, dragons aren't well-known for keeping notes, so Larom doesn't have high hopes of discovering such records.

When Larom found ancient documents that pointed to the city's former location, he immediately sent workers there to excavate, along with an adventuring party to protect them. Unfortunately, after several months of fine progress he hasn't heard from either the workers or the adventurers in a week. The locals claim that evil spirits sing at the dig site, and Larom is now looking for people able to handle a degree of trouble that his last group of adventurers apparently couldn't.

Roanax and her conquered city have largely faded into history, but a successful **DC 25 Knowledge (arcana, geography, history, or planes)** check is enough to verify Larom's story about the site and the existence of the forgotten treasures

of Roanax. Anyone who exceeds the DC of such a check by 10 or more gains additional information that Larom does not possess as outlined below:

Knowledge (arcana): An early master of the arcane arts, Roanax used powerful magic to travel the planes and even bind the loyalty of her subjects. It was her arcane power and not her age that drove the rival dragon lords to fear and jealousy.

Knowledge (geography): Nofathal, the elven city Roanax ruled, was a peaceful settlement known for its musicians before the dragon conquered it. It's said that even the great dragon herself was troubled by the unquiet spirits of the elves she slew during the conquest.

Knowledge (history): Although Roanax ruled over a vast area of land for many centuries, sleeping for much of that time, she wasn't overthrown by elven heroes or a slave uprising. Rather, she and the draconic lords of smaller nearby territories all disappeared on the same night.

Knowledge (planes): Roanax's brood was tied to the planes, well-known at the time for their mastery over the fate of souls. What legends remain of her family suggest they were cast out of the realms of the dead as punishment for their experiments.

Certain spells can also reveal valuable information. *Legend lore* reveals that the dragon Roanax was esteemed among her fellows for the beauty of her hoard and the size of her territory, but that esteem turned to envy so virulent that it united six dragons of disparate breeds to topple her. *Contact other plane* and similar spells will give some interesting results if asked whether Roanax is alive (maybe) or undead (no). *Discern location*, perhaps unhelpfully, reveals that Roanax resides within her dreams.

Larom is able to describe the route to the dig site well enough to allow *greater teleport* to transport the adventurers there. He can also give detailed enough directions to reach it via flight or overland travel. The area around the pit is at the edges of civilization, but there are no real dangers to the likes of the party in the surrounding region.

PART 2: THE SINGING PIT

Count Larom's dig site is in a hilly area about a week's hike from Darhaven. Although it was once a forest, the slow shift of weather patterns has left the hills fairly barren, so the site is easy enough to find with Larom's directions.

If the adventurers investigate the area around the dig site, they find a nearby hamlet known as Fathi. The settlement is on the verge of panic. Larom hired Fathi's able adults at a generous pay rate, but they have not returned from the dig site and now enrapturing songs echo up from the pit. Only the elderly, sick, and children remain in the hamlet.

Fathi's residents are happy to give anyone exploring the pit a place to rest and will even scrape together a retainer for the party, not realizing how paltry their offer might seem to such mighty adventurers. By pooling their resources, the hamlet is able to offer the party a *wand of prestidigitation* (12 charges) and 215 gold—the remains of Larom's advance payments to his hired workers.

Anyone questioning people in the settlement can gain the common background information of the adventure from the residents' perspective. A rich noble from the big city came down, offering huge sums of money to assist in his dig. A few villagers, most of them children, had strange dreams after the dig began, but no one thought much of it. The dig went on for some months, but one day no one came back from the site. The song started up a few days later and massive humanoid shapes have been spotted around the dig site since then. No one approaching the site since then has returned.

Further questioning the residents and making a successful **DC 20 Diplomacy** check to gather information points to a woman named Nifa, the pregnant wife of one of the workers. Nifa remembers the last conversation she had with her husband before he disappeared, over a dinner of expensive owlbear steak bought with Larom's gold. He mentioned finding a dragon skull as

long as the height of two humans embedded in the stone and said that “Larom’s people are going to poke it in the morning.” If pressed for more details, she will also recall that they stopped digging downward when they found some elven grave sites and began excavating to either side of the graves out of respect for the interred.

Approaching the Pit

For high-level parties, there are a number of possible entrances to the dig site. The main dig site is exposed to the skies, allowing access to flying heroes. No special wards protect the area against divination or teleportation.

The following text assumes the players are approaching from above while there’s enough light to see. There’s a lot of information to convey here, so consider using visual aids or pausing to clarify the positions of various features. If they teleported using Larom’s description of the site or approached over land, they’ll be entering through Area **A1** instead.

Carved out of the surrounding hills, you see Larom’s dig site cut into the stone like a fresh wound. The central pit is cut in three tiers, the highest of which is populated by massive humanoids with flesh like granite. Although a few stand guard, others dance joyously at the entrance of a cave nearby. Strange music pipes out of the cave—a song faintly and inexplicably reminiscent of your infancy.

In the northeast, across the pit from that cave, a massive door seals off some sort of chamber. It looks as recent as the rest of the construction.

A ladder, scaled for humans rather than giants, connects the top tier with the second one. At the entrance to

another cave, you can see a tremendous splatter of blood. The blood trails down the walls into the lowest tier, which is largely obscured by shadows.

The guards watching over the path in **A2** will attack any intruders they notice, and the songs of Verot periodically echo from the cave in **A7** to dangerous effect. For reference, Areas **A4**, **A7**, and **A12–14** are covered from above.

A1. Trail to the Pit

A path winds through the hills, cut from the rock and rutted with the tracks of heavy carts. An eerie song rises on the wind for a brief moment, carrying a melody which seems oddly familiar, although you can’t quite place it.

The path continues to Area **A2**. Anyone can easily follow the cart tracks, which lead to a river valley largely blocked by a pile of freshly cut stone. The carts are near the edge of the valley, still filled with stone, but the draft animals are nowhere to be seen.

Other tracks can be found with a successful **DC 18 Survival** check. There isn’t any sign of human passage, including the carts, since it rained several days ago. However, the tracks of large, heavy humanoids appear to lead away and return every eight hours or so. If the tracker achieves **DC 33** or higher, they can determine that the tracks were left by stone giants traveling in trios and wearing armor, which adds to their already considerable weight.

Adventurers wishing to learn more about the singing can do so with a **DC 33 Linguistics or Perform (sing)** check. With a success, they realize that the song is actually a chorus of voices, each singing a different line of soothing nonsense. Each line is close to a different language, ranging from common humanoid tongues to the speech of planar beings.

MAP A



A2. Guardpost (CR 16)

A vast pit has been cut into the stone here, with a ladder leading down into the depths. Broad walkways lead around the pit in either direction, varying in width but easily twenty feet wide. Scraps of crudely butchered animals lay scattered near the base of a trail heading back into the hills. And, judging by the smell, the rest of those carcasses can be found in the pit below you.

Verot the Godling (see Area **A9**) has set the most powerful of his stone giants to guard this entrance to his domain. They also serve as the giants' hunters after a fierce negotiation with the godling. The remains of their prey are scattered around the watch post, as they take only the edible parts to cook and eat with their compatriots to the south.

With sufficient light, the adventurers can easily see the door at **A3** and the revelling giants at **A6**. If they are approaching in the dark, they can likely still see **A6** due to the giants' raging bonfire.

Monsters: Three stone giant guards stand watch over the entrance to the dig site. All three of them are under the command of Verot the Godling in **A9** and will defend the area with their lives. Although it's not technically part of their orders, they will rush to aid the giants in **A6**.

Stone Giant Guardian (3) CR 13

XP 25,600 each

Stone giant fighter 5

N Large humanoid (giant)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +21

Defenses

AC 30, touch 12, flat-footed 27 (+7 armor, +3 Dex, +11 natural, -1 size)

hp 193 (17HD; 12d8+5d10+107)

Fort +20, **Ref** +13, **Will** +13; +1 vs. fear

Defensive Abilities improved rock catching

Offense

Speed 40 ft.

Melee +2 greatsword +28/+19/+14 (3d6+33/17-20) or 2 slams +20 (1d8+19)

Ranged rock +16/+11/+6 (1d8+11)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rock throwing (120 ft.)

Tactics

During Combat The giants have confidence in their melee abilities, using *potions of fly* to close as needed, and will only resort to throwing stones if prevented from entering melee. The giants always use Furious Focus and Power Attack (calculated into their melee attacks above) and will use Improved Iron Will to stay in the fight as long as possible.

Morale The guardians defend their brethren in **A6** to the death but will maneuver towards that area as soon as one of them has died. Once two die, the remaining guardian flees to **A6** and **A7** beyond, attempting to draw enemies into the godling's lair in the hopes one side will kill the other.

Statistics

Str 33, **Dex** 18, **Con** 23, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +14; **CMB** +26; **CMD** 40

Feats Furious Focus, Iron Will, Improved Critical (greatsword), Improved Iron Will, Intimidating Prowess, Lightning Reflexes, Point Blank Shot, Power Attack (-4/+8), Precise Shot, Quick Draw, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Climb +11, Intimidate +27, Perception +18, Stealth +3 (+11 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

Languages Common, Giant

SQ armor training, bravery +1, weapon training (heavy blades)

Combat Gear *potion of fly* (2); **Other Gear** +1 chainmail, +2 greatsword, belt of giant strength +2, cloak of resistance +2, sack with

12 carved stones for throwing, mastodon ivory cloakpin of a stone giant head with a dragon wrapped around it protectively (500 gp value)

Special Abilities

Improved Rock Catching (Ex) A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability.

Development: There are two teams of guards that take turns hunting in the hills around the pit. If the guards here are wiped out but the godling remains, their replacements may be stationed here the next time the adventurers pass through. Alternatively, the hunters may stumble upon the adventurers if they rest nearby.

These giants aren't actually dominated by Verot, but they fear for the safety of the hostages in **A6** and obey him accordingly. If the giants there are freed, the guards will happily allow the explorers access to the site and their starting attitude for Diplomacy checks shifts to Friendly.

If pressed for information about Roanax, the giants only have an ancient legend of a golden age ruled by a stone giant queen who could take the form of an ivory-scaled dragon. It's said she died defending her people from six dragons. The giant's chieftain, who was killed by Verot, hoped that Count Larom's workers could provide evidence of this ancient queen and prove the giants' claim on this land.

A3. Sealed Door

Massive by human measure, yet nevertheless obviously made by human hands, a thirty-foot-wide wooden door seals a recently-excavated tunnel leading away from the pit. It's reinforced with bands of iron and decorated with writing in several different scripts. The Common text reads "Break Room."

Despite the innocuous label, it's obvious that the door was constructed to withstand substantial attacks. Close examination reveals that the door is designed to drop down from above like a portcullis. After deciphering the Auran and Draconic runes or using *detect magic* to view the door's transmutation aura, a **DC 28 Spellcraft** check can be made to piece together the magic's function: it alters the door's density when touched with a ring that bears the same markings.

Rakeshta from **A14** both has such a ring and knows how to open the door. If she's accompanying the adventurers and they've proven themselves friendly to her, she'll open the door, hoping to see Suwara again. Otherwise, any character wearing the ring can easily open the door.

Fooling the door to activate without the ring requires a **DC 38 Disable Device** check by a character able to disable magical traps or a **DC 43 Use Magic Device** check. The adventurers gain a +5 bonus to these checks if they've learned the nature of the door's magic (see above).

With its increased density, the door is similar in toughness to a wall of hewn stone (Hardness 8, Hit Points 540, Break DC 50). The effect's caster level is 14th, and the door has a +9 bonus on Fortitude, Reflex, and Will saves, but it is by no means immune to spells such as *disintegrate* or *warp wood*.

However, the area beyond the door is protected by a *forbiddance* spell (CL 14th) tuned to neutral alignment, preventing teleportation and most forms of planar travel.

Once opened, the door remains open and at its lighter weight until closed using the same means.

A4. Break Room (CR 16)

A massive door dominates one side of this crudely carved chamber. Cots line the walls and a hearth burns cheerily, albeit without any hint of smoke,

warming the cold stone. The wooden desk in one corner seems to have been emptied of its contents, which are now spread across the tables at the center of the room.

Suwara and her algea wait in the room. Suwara is looking over the documentation left behind by the diggers. The algea, appearing as normal whippoorwills, sit on the backs of the chairs and clutter the rafters of the room.

If the door is opened with the ring, Suwara expects to see Rakeshta (see **A14**). Her reaction is friendly in this case, or even helpful if Rakeshta accompanies the group. Once Suwara is made helpful, a **DC 25 Diplomacy** check is enough to convince her to allow the party to view the documentation. She's been dispatched on a mission to prevent souls from going astray and isn't certain what in the documentation might reveal that secret to others.

This entire room is covered by Suwara's *forbiddance*, protecting it against planar transportation and entrance by non-neutral visitors. Suwara will dispel the *forbiddance* to allow visitors if she is made helpful.

However, she fears an attack and will preemptively strike if the door is broken down or destroyed with magic. Suwara is extremely attached to Rakeshta and, regardless of how well negotiations are going otherwise, will immediately attack if there is any sign that the adventurers harmed her.

Monsters: The algea remain perched in the rafters and on the backs of chairs until disturbed. If Suwara attacks, they join the battle without hesitation.

Suwara CR 15

XP 51,200

Memitim Psychopomp ^{B6}

hp 216 (16d10+128)

Other Gear ring delicately carved with symbols, used to open **A3**.

Tactics

During Combat Although Suwara prefers fighting with her scythe, she attempts to thin out the crowd first by targeting unarmored adventurers (or obvious casters) with *finger of death* and armored targets with *energy drain* first. If any particular spell effects appear to be unduly hampering the algea, she'll use her quickened *dispel magic* to clear those out.

Morale If Rakeshta is present, or if Suwara believes that her foes harmed Rakeshta, the memitim will fight to the death. She also won't disappoint the algea by fleeing in front of them. If her allies are destroyed and the battle is clearly not in her favor, Suwara will leave the area of her *forbiddance* and use *greater teleport* to head to **A14**.

Algea (2) CR 11

XP 12,800 each

Algea Psychopomp ^{B6}

hp 149 (13d10+78)

Tactics

During Combat Unlike most swarms, the algea are rather intelligent. They focus on either spellcasters or creatures sporting magical effects



which they can remove with their drain magic ability. If the adventurers spread out, the algea may split up at the beginning of the fight to cover as many targets as possible with their auras of grief.

Morale The algea hold Suwara in reverence and will not flee while she stands, but they will move outside the area of the *forbiddance* and *plane shift* to flee as soon as she is defeated. It's unlikely that psychopomp reinforcements will arrive in the course of this adventure, but Rakeshta will learn of Suwara's fate almost immediately.

Treasure: There is a great deal of documentation on the table. With Suwara's help, the documentation can be usefully catalogued in an hour. Otherwise, the task takes two days.

Historical documentation here also allows characters to reattempt any Knowledge checks regarding Roanax (see **Part 1**) with a +5 circumstance bonus. Hiring records and logs reveal the names of the adventurers Larom hired: Aldronna, a human pit fighter; Skalash, a half-orc alchemist; Tresh, a human archeologist; and Zavaerel, an elven bravo.

Interesting entries in the dig log include the early discovery of stone giant carvings (see **A5**), unearthing elven remains a few months ago (see **A11**), and the last entry describing tunneling into a cave and discovering a petrified dragon skull protruding from the wall (see **A14**). All of these finds are clearly marked on maps.

Characters searching through the papers with a **DC 20 Perception** check or *detect magic* will quickly find a pair of *gloves of shaping*^{UE} and two *scrolls of sending* which were intended to communicate any emergencies to Loram.

Development: If the adventurers are able to convince Suwara to let them access the documentation, award them with 76,800 XP as though they defeated her and her algeas.

Suwara has been asked to stay here by her overprotective partner Rakeshta, who was worried that Suwara might succumb to the

godling's song. If Suwara is made friendly and convinced the godling has been killed, she'll agree to accompany them to find Rakeshta (assisting in the battle in Area **A12** if need be).

A5. Ancient Carving

Along the wall here, a black stone carving has been partially exposed. It shows a city of tiny people and tiny buildings ruled over by larger humanoids, rendered to be about two feet high. In the background, a massive castle is dwarfed by a dragon hovering above it with its wings spread wide.

The carving, unearthed by the diggers a few months ago, was their first sign they were on the right track. It depicts the ancient elven city of Nofathal as seen by its stone giant overlords.

With a successful **DC 26 Knowledge (arcana)** check, it is apparent that the dragon depicted in the carving doesn't match any common breed. If the check succeeds by 10 or more, the scholar instead realizes it depicts a crypt dragon, a species rarely seen in the living world as their primary concern is protecting the spirits of the dead rather than lording over mortal territories.

Clearing the rest of the stone away reveals depictions of a half dozen other dragons at the edges of the city, each much smaller and genuflecting to the central dragon. Although the other dragons are stylized, most of their breeds can be determined with a **DC 21 Knowledge (arcana)** check: black, bronze, gold, green, and silver. The last one is clearly the same type of dragon as the larger one above.

Even if the adventurers cannot determine the dragons' precise breeds, they can recognize them as the subjects of the statues in other areas of the dig site (such as Area **B1**) after uncovering the other dragon carvings.

Treasure: Much of the carving is still embedded in the wall; the entire piece of art is 9 feet



long, six feet high, and weighs about five tons. However, if the adventurers somehow manage to transport it back to Larom, he will cheerfully pay them 20,000 gp for it. A detailed rubbing of the entire surface would be worth 1,000 gp to him.

A6. Giant Revel (CR 14)

Between a damp cave mouth and the edge of the excavation site, a fire pit rests at the center of a patch of worn and scuffed stone. The harsh scent of burning green wood clings to the rocks along with a layer of crumbling ash.

Even if they know the adventurers are coming, half a dozen stone giants twirl and dance around the fire pit with surprising precision. They call out songs and chants in their own language, praising Verot the All-Powerful. Songs from within the cave echo out as a countermelody every few rounds, exposing characters in this area to the godling's dominating song from A7.

Any combat in this area is quickly noticed by the guards in A2, who engage at range until all their targets are within melee range of their dancing clan mates and then charge into the fray.

Monsters: Six stone giants dance mechanically around the fire day and night.

Stone Giant^{B1} (6)

CR 8

XP 4,800 each

hp 102 (12d8+48)

Tactics

During Combat The stone giants are not allowed to leave the area around the fire, but will attack those within reach and otherwise lob stones at targets of opportunity.

Morale The stone giants are dominated and cannot flee under normal circumstances (see below).

Development: Due to constant exposure to the godling's song, these giants can no longer resist his will. However, if he is killed or prevented from singing for several minutes, they will slowly snap out of their trance. Individual giants can also be freed by any effect that would remove *dominate person*.

A7. Cave of the Godling (CR 18)

A swampy soup floods this cave, a mixture of thin mud and decaying wood pooling on the stone floor. Primitive carvings are etched into the wall, showing a bulbous form lording over countless humanoids.

The warped mass of Verot the godling rests deep in the cave, attended by the surviving workers and one of Larom's adventurers. Verot remains partially submerged in the water.

The swampy water is chest high on a human and counts as difficult terrain for any creature of Large size or smaller. Creatures with a swim speed, including Verot, can use it to move normally here, but Verot's servants are as hindered as the adventurers likely are.

Monsters: At the first sign of trouble, Verot attempts to control intruders with his dominating song. Failing that, he commands the workers (see Pig Farmers below) to obstruct the intruders while he and Zavaerel destroy them.

Verot also calls for any remaining giants in **A6** as combat begins. Should they be dragged in, their protectors in **A2** will also reluctantly join the battle.

Verot the Godling CR 17

See *Book of Beasts: Legendary Foes*, p. 12

XP 102,400

NE Huge ooze (aquatic)

Init +13; **Senses** Blindsight 240 ft.; Perception +40

Defenses

AC 31, touch 17, flat-footed 22 (+9 Dex, +14 natural, -2 size)

hp 264 (23d8+161)

Fort +14, **Ref** +16, **Will** +20

DR 10/bludgeoning; **Immune** acid, electricity, ooze traits, piercing; **Resist** cold 10, fire 10; **SR** 25

Weaknesses vulnerable to sonic

Offense

Speed 40 ft., swim 120 ft.

Melee 6 tentacle +23 (1d8+5/19-20 plus grab plus poison), bite +25 (2d6+10)

Space 15 ft.; **Reach** 15 ft. (60 ft. with tentacles)

Special Attacks dominating song (DC 23), swallow whole (3d6 acid damage, AC 17, hp 26)

Statistics

Str 30, **Dex** 28, **Con** 25, **Int** 19, **Wis** 36, **Cha** 15

Base Atk +17; **CMB** +29; **CMD** 54

Feats Alertness, Combat Expertise (-5/+5), Combat Reflexes, Deceitful, Defensive Combat Training, Greater Feint, Improved Critical (tentacle), Improved Feint, Improved Initiative, Multiattack, Skill Focus (Bluff, Linguistics)

Skills Bluff +35, Disguise +29, Linguistics +33, Perception +40, Sense Motive +40, Stealth +24 (+40 in swamps), Swim +18; **Racial Modifiers** +16 Stealth when in a swamp

Languages Abyssal, Aquan, Celestial, Common, Infernal plus 19 others; songspeech

SQ amphibious

Special Abilities

Dominating Song (Su) A godling can sing an enchanting song that dominates all intelligent creatures within 120 feet that fail a DC 23 Will save, as per the spell *dominate person*. A dominated creature receives a new Will each round to resist this effect. A creature that successfully saves against the dominating song is charmed, as per the spell *charm person*, for 1d3 rounds but afterwards is immune to this godling's dominating song ability for 24 hours. This is a compulsion, language-dependent, mind-affecting effect. The save DC is Charisma-based.

Poison (Ex) Tentacle—injury; *save* Fort DC 28, *frequency* 1/round for 8 rounds, *effect* 1d4 Con plus stun, *cure* 3 consecutive saves. The save DC is Constitution-based.

Songspeech (Ex) When a godling speaks, it communicates in all languages it knows at once. A creature hears a language it knows while the other languages sound like a chorus singing musical notes.

Water Healing (Su) When a godling is touching water, it gains fast healing 10.

Zavaerel CR 10

XP 9,600

Contract Killer ^{NPC}

hp 86 (11d8+33)

Tactics

Before Combat Zavaerel applies blue whinnis venom to his rapier and dagger.

During Combat The elf moves to flank with Verot or the workers, using Stand Still against his targets to prevent them from escaping easily.

Morale Zavaerel cannot flee while dominated.



Pig Farmer ^{NPC} (6)

CR 1/2

XP 200 each

hp 9 (2d6+2)

Tactics

During Combat The workers are instructed to stand in the way and will generally move slowly through the water, putting themselves between the adventurers and Verot. If face-to-face with an adventurer, they will attempt to trip them into the water below (provoking attacks of opportunity as they do not have Improved Trip).

Morale The workers cannot flee while dominated.

Treasure: In addition to Zavaerel's equipment, which Verot allowed him to keep, there is a fair amount of treasure scattered on the floor of the chamber beneath the water. Even a cursory search uncovers a submerged *decanter of endless water* currently open to the "fountain" setting, which is responsible for the water in the room.

Using *detect magic* reveals a stone amulet carved with ancient giant runes (a +4 *amulet of natural armor*) that Verot never bothered to give to any of his servants, a granite *greater extend metamagic rod*, and an etched stone tablet which functions as a *scroll of greater restoration*.

A more dedicated search with a successful **DC 25 Appraise** check reveals both the previous items as well as four small statues of ancient stone giant leaders. Although the ages have worn away their detailed features, Larom will pay 4,000 gp for each of them due to their historical value.

Development: If Verot is killed, his body shudders and the godling's flesh sloughs off to reveal what remains of his draconic form. Although now barely recognizable, a few of Verot's bronze scales still glitter among the twisted flesh.

In the unlikely event that Verot manages to dominate the entire party, their adventure may not even change course. He sends them down to the skull in **A14** and, through there, to destroy

the realm beyond it—only when it's completely annihilated can he truly be free.

The party receives 3,600 XP for each worker they manage to safely return to Fathi, the nearest hamlet. One of the workers is Nifa's husband, allowing for either a heartfelt reunion or a terrible blow to the party's morale, depending on whether they saved him.

If Zavaerel survives, he's willing to do what he can to help his saviors. He knows the layout of the entire complex and can tell them of the last day of excavation: when his companions examined and touched the skull, then disappeared as Verot and another fleshy, treelike creature poured through from a seemingly-extradimensional space to replace them.

A8. Middle Tier

On the second tier of the dig, you can see one ladder leading up to the surface and two more descending deeper into smaller pits. Bits of animal remains, buzzing with flies, are strewn around the area. But more striking is the dark tunnel on the far side of the smaller pits, its entrance splattered with so much blood it couldn't possibly have come from a single human. Some of the blood has obviously dripped further into the depths below.

Looking down from above, it's easy to see the tangle of corpses in **A11** and the excavated remains of the house in **A10**. The animal remains are worthless even for a meal, as the stone giants above have already butchered them for food.

A9. Bloodstained Tunnel

A tunnel has been recently scratched out of the stone here, then splattered with what looks like several gallons of

blood. The tunnel itself extends into the darkness, the bloodstains trailing away and to the right.

Anyone succeeding at a **DC 18 Survival** check can tell that something has dragged itself through the trail of blood—claws have dug into the stone and tentacles have pulled along the walls here. Stranger still, small plants sprout amid the blood in the claw marks. Identifying the tracks, once noticed, as those of a forest blight (see **A12**) requires a **DC 33 Knowledge (dungeoneering)** check.

A10. Singers of Nofathal (CR 15)

The bottom of the pit is choked with loose debris and the foundations of ancient buildings. It's obvious the dig was halted halfway through the excavation process here, as most of the foundations are only partially exposed, overlapping each other in staggered layers.

Two banshees remain in the ruins of an opera house flattened below even the visible foundations, reawakened by the return of their ancient lord Roanax. They will emerge to kill any non-elves who enter the pit, along with any elves who seem to be friendly with members of other races.

Once performers in the opera house, the banshees secretly supported the resistance against Roanax until the dragon learned of their plans, shattered the opera house with them inside of it, and ordered slave pens built atop the ruins.

The debris and foundations at the bottom of the pit are difficult terrain, although the incorporeal banshees can pass through it without difficulty.

Monsters: The two singers who once supported the insurgency against Roanax are now trapped by her revenge, living as banshees until they can set it right.

Banshee^{B1} (2)

CR 13

XP 25,600 each

hp 161 (19d8+76)

Tactics

During Combat While one singer tries to keep the group occupied, the other begins her wail. They do their best to switch so that their wails are not interrupted, but only grow more enraged if they are. Both will focus their attacks on anyone who's proven able to hurt them effectively (whether with *ghost touch* weapons, force effects, or positive energy).

Morale The banshees are willing to sacrifice themselves endlessly to achieve their goals.



Development: The tie of these banshees to the world of the living is particularly strong. Even if they are destroyed, they will rejuvenate in 2d4 days. They cease their violent predations once all draconic influence is absent from their “city,” which requires removing the draconic skull from **A14** and destroying the godling and forest blight that were once dragons. However, the singers can only permanently rest if the opera house is excavated and restored to elven ownership.

A11. Elven Graves

Bits of withered bodies peek out of the floor of this pit. Ancient, brittle bones stick up at odd angles and dusty skin mixes with the powdery remains of the excavation.

Upon examination, it’s clear that the excavation stopped as soon as the workers realized what they were digging up. Due to that foresight, none of the corpses have risen as undead or even haunts.

Examining the remains and succeeding at a **DC 30 Heal or Knowledge (history)** check reveals that they were all originally elves who died after miserable lives marked by starvation, disease, and repeated beatings.

Treasure: The elves interred here were very poor—the sum total of their possessions at the time of their deaths was but a small bit of petrified wood one had swallowed (actually a *stone of good luck* that is cursed to instead bestow a penalty if carried by a dragon or giant). Digging takes several hours if done manually and, even if accelerated with magic, attracts the attention of the banshees in **A10**.

A12. Temporary Lair (CR 18)

This area is under the effect of its inhabitant’s *hallucinatory terrain*. The text is for characters who cannot see through it. After disbelieving the illusion or when using magic like *true seeing*, the tunnel’s true appearance is revealed as barren,

decorated only by a smear of blood on the floor and a few small trees growing from human corpses.

Massive trees line the tunnel here, their roots breaking through the stone and their leaves swaying in a faint wind. The trail of blood disappears beneath a carpet of undergrowth, its smell vanishing beneath that of loamy earth.

A forest blight, once a green dragon known as Brithorn before it was twisted by Roanax’s dream, lurks in the tunnel. She passes time by contemplating her long-term plans and playing with the corpses of the workers she has slain. She has yet to choose her cursed domain, using her illusions to sate her desires for the time being.

The blight will happily ambush anyone in the tunnel, hiding among the illusory foliage (apply her bonus to Stealth in forests against those who have not seen through the illusion). She knows of the psychopomp in **A14**, but has taken up her temporary lair during Rakeshta’s long examination of the skull there.

Monster: Although Brithorn has no intention of staying here in the long run, she will defend her temporary lair.

Brithorn	CR 18
XP 153,600	
Forest Blight ^{B6}	
hp 290 (20d8+200)	

Tactics

During Combat Brithorn positions herself near the northwestern entrance of the tunnel and focuses her claw attacks on the least athletic individual.

Morale If reduced below half her hit points, Brithorn attempts to make her way toward the northwest end of the tunnel (by climbing along the walls if necessary) and sealing the tunnel behind her with *wall of thorns*.

Development: If Brithorn is killed, her blight flesh falls away to reveal the twisted green dragon underneath. Picking through the remains reveals a platinum bracer, decorated with emeralds and engravings of forest scenes, wrapped around a gnarled limb. It is non-magical, but worth 9,000 gp due to the materials and craftsmanship. The forest scenes are a specific stretch of long-dead forest, identifiable with either suitable divinations or a **DC 35 Knowledge (geography)** check, which increases its value as a historical artifact to 30,000 gp and may point towards Brithorn's lair as a future adventure location.

A13. Dream-Stained Cavern (CR 17)

Subtle trails of mist loop through the massive cavern, reflecting back light in opalescent swirls of color. The vapor curls around you, feeling like the gentle brush of scales one moment and the skittering of tiny legs the next.

The strange gateway within Roanax's skull makes itself felt here, allowing strange concepts from her dreams to manifest physically. The mists grow thicker towards the entrance to **A14**, and the haunt-like manifestation will trigger there.

Haunt: As adventurers approach **A14**, the mists gather, attempting to worm their way into the minds and bodies of the intruders.

Corrupting Dreams CR 14

XP 38,400

CN persistent haunt (Area **A13**)

Caster Level 14th

Notice Knowledge (planes) or Perception DC 32 (to see the mists gathering)

hp 63; **Trigger** proximity; **Reset** 1 minute

Effect Each round, the corrupting dreams attempt to confuse all those within the

mists as *confusion* (DC 24). Those who are already confused must instead make a **DC 24 Fortitude** save or be permanently transformed into a twisted and helpless creature as *baleful polymorph*.

Destruction The corrupting dreams fade when Roanax's dream is sealed.

Special The dreams can be disrupted by positive energy as normal, but can also be damaged by negative energy, force damage, *ghost touch* weapons, lawful weapons, and spells with the lawful descriptor. However, unlike normal haunts, the corrupting dreams' effects are not considered fear effects.

Monster: A dybbuk lurks within the mists here, fearful of the psychopomp in **A14** and desperately seeking a vessel to inhabit so it can sneak out of the excavation site undetected.

Dybbuk ^{B3}

CR 15

XP 51,200

hp 207 (18d8+126)

Tactics

Before Combat The dybbuk sweeps the area with *detect thoughts*, seeking a weak-minded target to possess.

During Combat The dybbuk either attempts to *feeblemind* and possess the person whose surface thoughts seem most vacuous, or steal a small object via *telekinesis* to inhabit. If discovered or threatened, the dybbuk attempts to dominate a physically-powerful adventurer and targets seemingly-weaker foes with its pain touch.

Morale The dybbuk is warped by years of isolation and fights until it either possesses something or someone without being detected or is destroyed.

A14. The Dreaming Skull (CR 17)

Strange mist flows through this cavern, swirling out from a massive draconic skull embedded in the back wall of the cavern. Although the skull itself seems to be carved from stone, a pale light glitters in its eye socket, drifting as though following your every movement.

The olethros psychopomp known as Rakeshta spends most of her days studying the skull. Those few remaining hours are spent in meditation or rest.

Rakeshta was sent by her mother to determine the disappearance of several dozen souls—the workers and guards who were sucked into Roanax’s dreams when the skull first activated. She cannot determine if they’re alive or dead—only that they’ve been drawn into some sort of demiplane and would not return to the cycle if killed.

Unfortunately for her mission, but perhaps best for her safety, the skull displays no interest in extraplanar outsiders like her. She begins the encounter as indifferent but, if made friendly, she asks the adventurers to make their way into the skull and free the souls trapped within.

Although Rakeshta would rather be with her partner Suwara in A4, she considers her study of the skull to be her foremost priority. She is aware that Roanax’s kin were once guardians of the dead like herself, but fled to the mortal plane after it was discovered they were gathering souls to serve their own ends. Rakeshta suspects that the magic of the skull is some continuation of that ancient scheme and will share her suspicions with anyone who sways her disposition to friendly.

Any being other than an extraplanar outsider touching the skull activates it. The light in the skull’s exposed eye grows brighter until it drowns out all other sources of light in the cavern, drawing anyone in this area who fails a **DC 24 Will** save to Area B1. Characters can always

elect to fail the save, but may be prevented from moving between planes through effects such as *dimensional anchor*.

Even if activated, the light will not drag along Rakeshta or other outsiders. However, native outsiders such as tieflings and outsiders tied to mortals such as a summoner’s eidolon, are brought along. If your party includes an extraplanar outsider as a player character, consider their origins and personal histories and come up with a reason to allow them along—the intent here is not to exclude part of the party.

Monster: Rakeshta is a relatively young olethros psychopomp, only a few hundred years old, and is rather frustrated with her lack of progress on this mission. She’ll happily parley, but she is also open to blowing off some steam with a little fight if relations are soured.

Rakeshta

CR 17

XP 153,600

Olethros Psychopomp ^{B6}

hp 275 (19d10+171)

Other Gear delicately carved ring with symbols which open A3.

Tactics

Before Combat Rakeshta casts *moment of prescience* around midnight and *haste* as soon as she believes there will be a fight. She saves her *moment of prescience* to defend against particularly nasty spell effects, hopefully reflecting it with her mirror garb ability.

During Combat If left at range, Rakeshta uses her bow on a single target to accumulate fated arrow points, then finishes them off if necessary with a *temporal stasis* or *wail of the banshee*. In melee, she favors her fated touch.

Morale If reduced to less than half her hit points, Rakeshta will use *greater teleport* to reach Area A3 so she can open the door and rendezvous with Suwara in A4. If Suwara is already dead or was reunited with Rakeshta, the olethros fights to the death.

PART 3: DREAM OF ROANAX

In ancient times, Roanax developed a ritual to solidify her dreams and memories into a physical location. She spent many hours there, reliving good times and making sure important memories weren't forgotten. It wasn't until her neighbors launched their coup and her body was bleeding out that she fled permanently into her dreams.

The dream was never intended to contain her enemies, but she pulled them with her nonetheless, shaping their own personal hells within its confines. The other dragons were slowly worn down by Roanax's will, reshaped into beings that reflected her perceptions of them more than their true physical forms.

The walls and ceilings of Roanax's dream flow with streams of colorful energy, filling every room and corridor with dim light. Although otherwise transparent, the energy renders the walls opaque to both normal sight and many divinations (interfering with them as though it were both lead and running water).

The transparent surface of the walls is perfectly smooth and turns aside attacks as a permanent *wall of force* (CL 18th). If the surface is breached, some of the energy vents as a harmless mist while the rest flows around the wound. Damage to the flagstones covering the floors reveals a similar surface beneath.

The doors appear as slabs of white crystal glowing with the same light as the walls and protected by the same magic. With the exception of the door at **B10**, the doors melt away at the touch of anyone who has overcome a memory (see the sidebar on page 20) and then reform after 1 minute. Most residents of the dream can also open the doors.

Teleportation can be used within the dream, but all interplanar travel is prevented as if by *dimensional anchor*. Even the souls of those who died here cannot find their rest until the dream ends. *Raise dead* and similar magic works as normal, but a caster outside the dream can't use magic to affect a dead creature within, even via spells such as *true resurrection*, *miracle*, or *wish*.



Like the adventurers, the souls of enemies and bystanders who died in the dream will return after a few days. Should the exploration take too long, the draconic guardians (including those encountered outside, if they were killed), dead workers, Larom's fallen adventurers, and even fallen PCs can return either in new twisted forms or as shadowy undead.

B1. Entrance to the Dreams (CR 17)

The following assumes one or more members of the party were just sucked into the dream from **A14**.

Energy crackles in a tangle of runes chasing each other in a torrent too fast to see. As the storm of runes clears, you can see into a strange room. Crystalline

Roanax's Memories

Throughout the halls, the adventurers will have many chances to interact with Roanax's memories. These memories appear as globes of light and generally activate upon being touched. Outside of a triggered memory, any spell that would allow someone to read surface thoughts (such as *detect thoughts*) or see through illusions (such as *true seeing*), can reveal the general contents of the memory within the globe.

The individual touching the memory is transported into its depths, experiencing it just as Roanax would. Their body appears as that of a dragon with pallid scales, large but varying in size between different memories. The memories give a faint feeling of their course and, despite some flexibility, generally force those visiting to follow her path.

When multiple individuals enter the same memory, they may all attempt to overcome it (or instead use their actions to aid another or cast spells), but all suffer the effects of any failure. The attempts take a relatively short amount of time—about a round each—but can seem much longer inside the memories.

Instead of attempting to overcome the memory, individuals trapped within one can attempt a **DC 25 Will** save to leave. Failing this save results in the same consequences as failing to overcome the memory, but either can be reattempted the following round.

Once a memory is overcome, its light dims and the energy in the walls nearby visibly weakens. Those within the memory reappear in its space or adjacent to it. **Be sure to track overcome memories.** In addition to allowing the explorers to escape, overcoming memories can help the adventurers in Area **B25**.

walls filled with multi-colored light curve organically around a massive golden orrery.

The orrery sits motionless, half exposed above the flagstone floor. Surrounding it are six statues of draconic forms, each twisted into a caricature of itself, its mouth frozen in a soundless roar of pain. Between the statues, two tunnels curve out of the room.

A close examination of the walls or floors reveals a few faint bloodstains (belonging to workers who were brought here from **A14** and devoured by Venrous after one tried to manipulate the orrery in the hopes of returning home). A **DC 38 Survival** check reveals some tracks headed toward **B4** that quickly become indistinguishable as the blood wears off.

The gate can be reopened, but only from **A14**. If that happens, any adventurers on the runic circle must make Will saves or be returned as described in that room's description.

Explorers can manipulate the orrery, moving orbs carved with draconic runes along their tracks. Moving the orbs results in faint murmurs, barely identifiable as draconic speech. Once the orrery stops moving, its guardian is released unless the positioning is correct.

Each orb is etched with a draconic name, but also marred with vile curses. Those names can be identified as forgotten guardians of the cardinal directions with a successful **DC 44 Knowledge (religion)** check. Using that information along with an illustration of the north star at the base of the orrery, the orbs can easily be moved to their correct positions.

Otherwise, the orbs can be moved into the correct positions with four separate **DC 34 Disable Device** or **Use Magic Device** checks. Multiple characters can attempt these checks, but if all fail on the same round, the spirit bound into the orrery is released.

MAP B

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Activating the orrery has no immediately obvious effect, but it unlocks the door to **A10**.

Monster: Failing to activate the orrery can temporarily release Venrous. Although originally a black dragon, Venrous has been warped into the shape of a gristly demodand by a strange combination of the dream's magic and his own hatred for the gods who abandoned him here.

Venrous

CR 17

XP 102,400

Gristly Demodand ^{B5}

hp 264 (23d10+138)

Tactics

During Combat As soon as Venrous emerges, he uses his sacrilegious spittle and follows it up with *waves of exhaustion* if he can do so safely. Following that, he dives into melee with no consideration for his own safety, using

quicken spell-like abilities and his maul to create as much carnage as possible.

Morale Venrous wishes he could die, but he believes it to be impossible. If the adventurers present one of Roanax's treasures and convince him that they are able to defeat Roanax (either with a **DC 35 Intimidate** check or by reducing him to less than 100 hit points), he will stand down and even fade back into the orrery, unlocking it to aid the adventurers. He knows that Roanax draws power from her memories and the treasures, providing this information to anyone he believes has a chance of destroying the dream.

Development: If Venrous is destroyed, his essence is drawn back into the orrery, leaving behind shards of dragon bone and gristle mixed with the dissolving demodand's form. His form will regenerate over the next day. If the adventurers are able to unlock the orrery without

releasing Venrous, award them XP as though they defeated him in combat.

If the adventurers spend several nights in the dream, particularly if they spend them here, the spirits of the dead workers will return as greater shadows ^{B1} and begin to roam the halls.

Even Verot and Brithorn will reform in this area after about a week even if they are slain outside the dream, for their torment is never-ending until Roanax's magic is broken.

B2. Mithral Statues (CR 18)

This rectangular chamber seems out of place amid the organic tunnels. Two stretch out of the room in one direction while a third arcs away opposite them. The streams of light emanating from the walls reflect off massive silvery statues of stone giants lining the room. One wears a crown; the other looms over two statues of elves in chains.

Experienced adventurers very likely recognize the material of the statue as mithral. They also probably suspect golems.

Monsters: The two mithral golems will attack anything that attacks them or non-dragons casting magic nearby, but they will not act until intruders enter the room. The southernmost statue carries the statues of elves in chains, but isn't able to use them to their full benefit, relying on punching opponents rather than using the flail.

Mithral Golem ^{B2} (2) **CR 16**

XP 76,800 each

hp 172 (24d10+40)

Treasure: Once defeated, the formerly-golemized statues are worth 50,000 gp each in mithral and other precious metals, but each weighs 1.5 tons. The crown worn by the northern statue resizes to fit its wearer, operating as a *headband of alluring charisma* +6. The chained

statues could function as a masterwork mithral heavy flail for a huge creature, but they are worth an additional 50,000 gp as a work of art.

B3. Mother's Cave

This tunnel opens into a cozy chamber dominated by an orb of blue light.

The dry scent of scales is almost overpowered by the tang of powdered rocks, despite the intact floor and the walls of glittering light.

Like other memories in Roanax's dreams, the orb in this room feeds energy towards **B25**. Be sure to read the sidebar above for details on how visitors can interact with memories.

Memory (CR 16 / 76,800 XP): Any adventurer who enters the light remembers digging her claws into the rocky walls of her mother's cave. Below, her siblings wait, fighting among themselves in a way that may be playful or a battle to the death. With a **DC 28 Climb** check, the adventurer can overcome Roanax's memory, pulling herself over the edge of the wall and back into the present day. On a failed attempt, she is instead pulled back into the swarm of hatchlings and mauled for 10d6+30 magical slashing damage. Those who suffer the damage recognize Thalnax (his pallid scales are carved with runes even at this young age) later in sculptures, memories, or even his new form in **B15**.

B4. Broken Wall

The smooth, almost crystalline, walls of this place display a strange break here. Multicolored light flows around the hole, an occasional wisp leaking out as colorful smoke.

Searching near the break reveals a charred golden necklace chain with a **DC 25 Perception** check. Investigators familiar with *necklaces of fireballs* or who succeed at a **DC 20 Spellcraft** check can

identify the chain as the remains of one of those necklaces.

B5. Adventurer Memory

A sphere of angry yellow radiance sits at the juncture of three tunnels. The sounds of creaking rope and far-off conversations drift through the tunnels.

Visitors listening to the conversation may realize it is in Elven and mostly consists of shouted commands to ready the nets or apply the venom. Snippets of the exact same conversation repeat endlessly, never changing in volume or urgency.

Memory (CR 16 / 76,800 XP): Anyone interacting with the sphere finds themselves in an ancient forest with towering trees that stretch far overhead. It would be rather enjoyable if not for the elven nets cast over her body and the elven arrows raining down on her trapped form. Escaping the net and overcoming the memory requires a **DC 33 CMB or Escape Artist** check (or magical means of escaping a grapple, such as dimension door or *freedom of movement*). The elves scatter in terror once the net is escaped, but failing to escape results in 5d6+25 piercing damage and exposure to wyvern venom (*save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 2 saves).

B6. Armored Display (CR 17)

Set into a niche in one wall, a massive black statue draped in silvery armor commands attention. Strange runes are cut into the statue's surface, matching odd burns on the half-orc body at the statue's feet. Life-size statues of stone giants line the walls stretching away from the massive statue but cannot compete with its presence.

The body belongs to Skalash (LN male half-orc alchemist ^{APG} 11), one of the guardians of the dig site. If left in the dream for another few days, he will eventually rise as a vengeful undead. Before then, he can be returned to life by normal means, but he isn't in much shape to help after being dead—though trapped and faintly aware—for weeks.

Monster: The larger statue is a servant of Roanax's, made more impressive by the passing of time in the dragon's dream. Now he functions as a rune giant under a permanent *statue* effect. The other statues are also her servitors, but have been in *statue* form for so long that they no longer respond to any external stimulus.

Rune Giant ^{B2}

CR 17

XP 76,800

hp 270 (20d8+180)

Tactics

Before Combat The rune giant waits for adventurers to come close to it or somehow put it in danger before stepping out of its *statue* form. If it hasn't been discovered until that point, it will lead off with a *dominate* person against the most heavily-armed target.

During Combat Confident in its own power, the rune giant wades into melee. It also uses spark shower as often as possible, not worrying about protecting its dominated targets.

Morale The giant, twisted by Roanax's dream, has long forgotten the idea of running away.

Treasure: Some of Skalash's gear was destroyed by the burst of energy, but his body is still wearing a *sipping jacket* ^{UE}, +2 *studded leather*, and a +1 *adamantine dagger*. In a pouch at his side, a single *potion of cure serious wounds* survived the blast along with 50 platinum coins mixed with the tacky remains of his other draughts.

Development: If left alive, the rune giant will use spells such as *demand* to harry the adventurers until the dream ends.

B7. Leaving Home

The hall terminates in a circular chamber, seemingly built around a slowly rotating purple orb. Its color seems to join with others in the walls and ceiling, streaking off into the distance.

As the adventurers approach the chamber, have them attempt Perception checks. The PC with the highest result can hear challenging roars echoing through the halls.

Memory (CR 13 / 25,600 XP): Those entering this memory walk into an unsettling scene: a massive dragon with bone-white scales stares down at them. Following the memory, Roanax was attempting to prove herself dangerous enough that she could be allowed to leave the nest. Adventurers attempting to follow her path can overcome the memory with a **DC 35 Intimidate** check. They receive a +4 circumstance bonus if they speak Draconic. Failure results in being trapped in the cave for another decade, which passes in a blur but confers the physical effect of aging the adventurer by an entire age category as if affected by a *sands of time*^{UM} spell, except that the effect is permanent and can only be reversed through a *miracle* or *wish*.

B8. The Endless Sky

This side chamber, seemingly grown from the crystalline tunnel, is filled with an orb of blue-green energy and the out-of-place smell of fresh air. A faint breeze pushes out from the orb, perhaps explaining the scent.

The faint breeze becomes stronger as adventurers approach the orb, pushing out from the memory into the room. However, the breeze never becomes strong enough to prevent pushing through into the memory.

Memory (CR 13 / 25,600 XP): This orb opens into a dream of flying among the clouds. Massive gusts of wind tug at the adventurers' wings, requiring a **DC 28 Fly** check to stay aloft. Those failing to overcome the memory also remember falling to the ground, suffering 20d6 damage (unless protected by appropriate magic).

B9. Sibling Confrontation

This intersection reeks of freshly-spilled blood, but the source of the metallic scent isn't immediately obvious. Instead, a fiery orb almost ten feet across hovers in the center of where the halls cross one another.

Extremely astute characters succeeding at a **DC 35 Knowledge (arcana) or Survival** check can identify the scent as dragon's blood. If they succeed by ten or more, they realize it is the blood of crypt dragons, a type of dragon rarely seen outside their role as planar guardians of the dead.

Memory (CR 15 / 51,200 XP): The fiery orb contains the memory of Roanax's last confrontation with her rune-scarred elder brother Thalnex. The visitor can understand the argument, even without speaking Draconic. Thalnex believes Roanax has been stained by her dealings with "lesser" races, and that her short-sighted experiments risk drawing the attention of the psychopomps. When the adventurers (and the memory of Roanax) tire of being preached to, she lashes out. The adventurers may attempt her attacks (using their own base attack bonus and Strength to determine attack rolls) against an AC of 28. Once one visitor has struck her brother three times, the memory is overcome. However, each failure allows him to maul that adventurer for 10d6+15 slashing damage.

B10. Door of the Planes

Set in the crystalline wall, a slab of white material glows with shifting light.

The light picks up a circular pattern carved into the slab—four concentric rings, each marked with an orb.

The markings on the door match the position of the orreries in **B1** and **B13** (which, in turn, move along with each other). If they have been set correctly, the door opens easily. Otherwise, it acts as a *wall of force* (CL 20th).

B11. Balance of Magic (CR 16)

One long side of this room is devoid of the energy streaming through the rest of the walls, instead showing a vast emptiness with only a few distant lights separating it from absolute darkness. In the back of the room, an orb of green energy hovers in a niche nearer the door, and one of purple waits further away. Whether from the void outside or the light of the orbs, the room seems to carry a strange weight.

Beyond the memories themselves, an aeon (see below) has made its way into the dream, keeping watch over the memories. It is fairly unreasonable, but also understands the dream quite well in its own way and may serve as a valuable source for information.

Unlike most of the residents of the dream, the aeon cannot open the door from its chamber. Further proving its alien nature, this doesn't bother it.

Memories (CR 16 / 76,800 XP each): Two memories, tied together, exist in this room. As long as at least one adventurer is in each memory, all of them gain a +4 circumstance bonus to the skill checks required to overcome it.

The purple memory further inside the chamber concerns Roanax convincing an elven archmage

to teach her his magic. He is attempting to make excuses that she is already too great for his magic and that there is nothing more he could teach her. With a **DC 35 Diplomacy** check, the adventurers and Roanax can back him into a rhetorical corner.

The green memory near the door is a blur of her learning spellcraft from the archmage. Following in her steps requires a **DC 35 Spellcraft** check.

Every failure in either memory drains away a little potential, bestowing a permanent negative level.

Monster: Through unknowable paths, a bythos has come to watch over Roanax's dreams. Although not as concerned as psychopomps, who see the dream as stealing souls from the afterlife, the bythos is concerned that the dream has odd effects on planar travel and that the memories are beginning to have odd effects on the sealed time of the dream.

The bythos does not have any problem conversing with adventurers, but it doesn't believe they should be allowed into the memories. If asked, it will do its best to explain that the memories are Roanax's attempt to build a new past. What that means and why it's a problem are both self-evident to the bythos, and thus it makes its points violently if a character tries to enter one of the memories.

Beyond being a combatant, the bythos has a good understanding of how the memories work (particularly that completing the memories weakens the place), so feel free to use that conversation to fill in any details the players are missing.

If the group works particularly hard to avoid angering the bythos, it explains that there is a relic that twists time somewhere at the far end of the dream. If they liberate this relic (the *staff of the sands* in **B19**), the creature will allow them access to the memories. It will also inform them that removing the staff has weakened the dream further.

Aeon, Bythos ^{B2}

CR 16

XP 76,800

hp 207 (18d10+108)

Tactics

Before Combat The bythos activates *moment of prescience* every 24 hours, leaving it protected for much of the day (if there's any question of when that would be, roll 1d20; the *moment* has expired on a 5 or less). It will also use *haste* if given time to prepare.

During Combat The bythos focuses on a single target to age them as much as possible, only changing tactics if it believes it can age multiple targets in a round.

Morale Motivated by inhuman logic, the bythos fights to the death to prevent interference with the memories.

Development: If the party is able to convince the bythos to stand down by retrieving the *staff of the sands*, award them XP as though they defeated it in combat.

B12. Banner of Legions

Pairs of statues, stone giants as well as larger unshaped humanoid forms, flank the path to a globe of rose-colored light. The light paints the room in the pleasant shades of a sunset, but the smell of sulfur suggests the light may mean something else.

With a successful **DC 26 Knowledge (planes)** check, the larger statues can be identified as representations of magma elementals. They seem particularly large and imposing, probably depicting leaders among the elementals, but don't resemble any specific leaders alive today (because their power waned after lending so much of their forces to Roanax).

Memory (76,800 XP): The rose globe contains Roanax's memory of negotiating with a magma elemental lord for his banner, woven from precious metals with the stylized volcano on its

face. The negotiations are fraught, surrounded by a wall of magma that is actually the interlocking forms of hundreds of elementals. Every time those in the memory fail to overcome it with a **DC 35 Diplomacy** check, two of the elementals slip out into the room beyond. Adventurers who can speak both Ignan and Terran gain a +4 circumstance bonus on the Diplomacy check.

Overcoming the memory results in the party being given the elemental lord's banner, which carries over like the elementals into the world beyond. However, even with the banner, any elementals already released are uncontrolled and will attempt to kill adventurers waiting outside or leaving the memory.

Monsters: If the adventurers fail to overcome or escape the memory, magma elementals flood into the room.

Elemental, Elder Magma (2+) ^{B2}

CR 11

XP — (summoned)

hp 152 (16d10+64)



Treasure: The *banner of legions*, once pulled from this memory weakens the Echo of Roanax (see **B25**).

Banner of Legions

Aura strong transmutation; **CL** 16th
Slot head; **Price** 160,000 gp; **Weight** 5 lbs.

Description

A *banner of legions* is a cloth flag, a little larger than 2 feet wide and 4 feet long, meant to be carried and displayed on a lance, polearm, frame, or staff. It has no effect when not mounted properly or when laying on the ground. It normally depicts the insignia or heraldic symbol of a particular noble.

A *banner of legions* may be carried (on foot or mounted) or planted. In the latter case, the banner does not need a bearer, but if it is toppled or touched by an enemy, it loses its effectiveness until reclaimed and replanted by allies of its owner.

Allies of the owner of a *banner of legions* gain a +2 morale bonus on attack rolls, saves, and skill checks for as long as they can see the banner. It can also be used, once per day, to cast *summon monster VIII* as a spell-like ability with a caster level equal to the user's character level. In addition to the normal monster options, it can summon 1d3 elder magma elementals ^{B2}.

Construction

Craft Wondrous Item, *heroism*, *summon monster VIII*; **Cost** 80,000 gp

B13. The Spellcrown (CR 14)

A great set of stone stairs rises towards a massive golden orrery with a glittering shape floating in its center, held aloft by streamers of light. On either side of the stairs, a wide room opens beneath, lined with orbs of green light. Complex streamers of light fill the walls, suggesting arcane runes and

circles of magical energy linking the shape within the orrery and the orbs along the walls.

The orrery is identical to the one in **B1**, down to its current setting and the possibility of summoning Venrous if he is still active. If the orrery is set incorrectly, the door out of this chamber is sealed.

Unlike the other orrery, however, this one has a glittering crown held by magic in the center of its rings. It should be clear to anyone inspecting the crown that it's somehow linked to the memories, with their energy surrounding and protecting it.

Anyone attempting to take the crown must make a **DC 26 Will** save for each uncompleted memory in the room. For each failed save, that adventurer suffers the negative effect of failing to overcome that memory and, if they fail even one, are drawn into an uncompleted memory at random. Naturally, if all memories have been completed, there is no negative effect.

Memories: The memories collected in this room contain Roanax's demonstrations of magical power against the other local dragons. She was well-prepared to defeat them, but the same might not be said for those entering the memories—remember that adventurers can attempt Will saves to leave the memories.

Each of the memories can be overcome by a specific type of spell effect, which are expended as normal when cast, or *dispel magic* (against CL 20th). Presenting a piece of the dragon to its memory counterpart shakes them enough to disrupt their spellcasting, overcoming the memory. Any method negating the negative effects of failure also overcomes the memory. The memories are listed clockwise from the orrery.

- **CR 9 / 6,400 XP:** The silver dragon Chajen (see **B18**) calls up chains of ice to bind Roanax. These can be destroyed by a fire effect of 6th level or higher. They can also be slipped loose with spells such as *dimension door* or *freedom of movement*. Failure deals 10d6+10 cold damage (**Fortitude DC 21** for half).

- **CR 10 / 9,600 XP:** Roanax's brother Thalnex (see **B15**) calls up a legion of undead. Individually, they are rather weak and can be cleared by any area-of-effect positive energy effect (such as casting *mass cure moderate wounds* or channeling positive energy) which deals 20 or more damage. Failure results in three temporary negative levels (**Fortitude DC 23** to remove).
- **CR 10 / 9,600 XP:** Verot the bronze dragon (see **A9**) sings a song of peace and sleep. This is a sonic mind-affecting effect that can be overwhelmed by a 6th-level or higher emotion effect. A failed attempt results in the victims falling asleep. They may attempt a **DC 23 Will** save to awaken after one round, but will otherwise sleep until either someone else in the memory awakens them as a standard action or the memory is overcome.
- **CR 9 / 6,400 XP:** The gold dragon Kagata (see **B21**) sculpts her breath into a raging inferno. This can be overcome by an ice or water effect of 6th level or higher, or any effect that explicitly extinguishes fires. Failure deals 10d6+10 fire damage (**Reflex DC 24** for half).
- **CR 7 / 3,200 XP:** Brithorn the green dragon (see **A12**) calls up horrible brambles to tear at Roanax—and, by extension, the visitors. The brambles can be destroyed by an effect such as *disintegrate* that destroys objects, any spell effective against plants, or a negative energy effect of 6th level or higher. Failing to overcome the brambles results in 3d6 bleed damage, which stacks with itself unlike normal bleeding.
- **CR 9 / 6,400 XP:** The black dragon Venrous (see **B1**) cloaks the area in shadows. A light spell of 3rd level or higher can drive back the darkness, as can any illusion effect of 6th level or higher. Failing that, the visitors are struck by Venrous's acid breath for 10d8 acid damage (**DC 24 Reflex** for half).

Treasure: Roanax's spellcrown floats at the center of the orrery, protected by the surrounding memories. Claiming the crown weakens the Echo of Roanax in the Heart Chamber (see **B25**).

Roanax's Spellcrown

Aura strong transmutation; **CL** 16th
Slot head; **Price** 144,000 gp; **Weight** 5 lbs.

Description

Crafted by the crypt dragon Roanax to cement her arcane superiority above her many rivals, the *spellcrown* is a heavy glittering circlet of platinum adorned with gems of every size and color imaginable. A miasma of multicolored light and intertwined magical sigils swirls perpetually around the *spellcrown*.

Roanax's spellcrown grants any spellcaster who wears it a +6 enhancement bonus to whichever mental ability score (Intelligence, Wisdom, or Charisma) governs their bonus spells per day. If multiple ability scores qualify, the wearer chooses which one receives the enhancement bonus. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

Additionally, three times per day when the wearer casts a spell or spell-like ability of 6th level or lower, they may cast it without it consuming prepared spells, spell slots, or uses per day.

Construction

Craft Wondrous Item, creator must be able to cast 6th-level spells, *eagle's splendor*, *fox's cunning*, *owl's wisdom*; **Cost** 72,000 gp

B14. Deal Struck

A side-chamber bulges from the crystalline tunnel with an orb of green light glowing in its center, feeding swirls of energy into the walls and ceiling. Even in the tunnel beyond, the green light seems to carry the pungent smell of incense.

The incense can be identified as being used in rituals to call on the aid of angels with a successful **DC 26 Appraise or Knowledge (religion)** check. If verified with *detect good*, this memory radiates a strong and rather out-of-place aura of good.

Memory (76,800 XP): The memory in this chamber is of Roanax forcing an angel to do her bidding with the *banner of legions*. Anyone carrying the *banner of legions* (see **B12**) can automatically overcome the memory. Otherwise, overcoming the memory requires that the planetar be charmed, dominated, or rendered helpless by mind-affecting magic.

Failing to overcome the memory releases the angel, who is bound to destroy those outside, and ejects any interlopers from the memory. No one may enter the memory again until the angel is defeated. Defeating the angel outside the memory does not overcome it unless it is defeated using mind-affecting magic.

Monster: If released from the memory, the angel is summoned and bound to fight against the adventurers.

Planetar Angel ^{B1} CR 16

XP — (summoned)

hp 229 (17d10+136)

Tactics

During Combat The planetar focuses its attacks on arcane or psychic spellcasters, preemptively defending itself from being dominated. If given enough room to do so, it will use *blade barrier* to isolate itself with those members of the party and away from melee attackers.

B15. Enthroned Prince (CR 17)

Huge chairs dominate one end of this room, arranged to focus on the sights of the far wall: two slab-like doors of white crystal and twenty-foot tall cadaverous statues topped with crowns.

A tunnel of organic crystal snakes out of one side of the chamber, entering the room in sight of both sides.

The chamber here represents Roanax's right to rule and remnants of conquest. While her other rivals fled Roanax's dream or were bound to serve specific functions, her brother Thalnex has admitted his utter defeat and now works as her majordomo.

He is too arrogant to bend the knee to the party, but Thalnex still fears the gaze of the psychopomps (see **B9**). If confronted with them, even hypothetically, a successful **DC 39 Intimidate** check convinces him to back down. A group clearly demonstrating knowledge of the psychopomps' interest in his sister, either honestly from speaking with Rakeshta or with a **DC 34 Bluff** check, gives the intimidator a +5 circumstance bonus on their check.

Monsters: Sitting on the throne is Roanax's brother Thalnex, twisted by the dream's magic and their family's connection with the undead. In the early days of the dream, Roanax forced him to grovel before her; since then, he has served grudgingly but faithfully.

Gathered around him are giant servants, drawn into the dream initially but now trapped here long after their deaths.

Thalnex CR 16

XP 76,800

Nightshade, Nightwalker ^{B2}

hp 241 (21d8+147)

Tactics

During Combat Thalnex relishes in melee combat, particularly enjoying draining the life essences of arrogant spellcasters who remind him of his sister, using his swift sunder ability on either items used by those spellcasters or any weapons that penetrate his damage reduction. However, he will use channel energy, *haste*, and *finger of death* to support his shadow minions if left unthreatened. In either case,

he'll use quickened *unholy blight* on clusters of adventurers.

Morale Like other souls trapped in the dream, Thalnax cannot leave and will regenerate a new undead body given time. Save for his lingering fear of the psychopomps, nothing can convince him to back down.

Giant Shadow (8)

CR 8

XP 4,800

Variant greater shadow

CE Large undead

Init +4; **Senses** darkvision 60 ft.; Perception +16

Defenses

AC 16, touch 16, flat-footed 11 (+2 deflection, +4 Dex, +1 dodge, -1 size)

hp 58 (9d8+18)

Fort +5, **Ref** +7, **Will** +7

Defensive Abilities incorporeal, channel resistance +2; **Immune** undead immunities

Offense

Speed fly 40 ft. (perfect)

Melee incorporeal touch +9 (1d8 Strength)

Space 10 ft., **Reach** 10 ft.

Special Attacks create spawn, strength damage

Statistics

Str —, **Dex** 18, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +11; **CMD** 25

Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)

Skills Fly +12, Perception +16, Stealth +15

(+19 in dim light, +11 in bright light); **Racial**

Modifiers +4 Stealth in dim light (-4 in bright light)

Languages Common, Giant

Special Abilities

Create Spawn (Su) A humanoid creature killed by a giant shadow's Strength damage becomes a greater shadow or giant shadow under the control of its killer in 1d4 rounds.

Strength Damage (Su) A giant shadow's touch deals 1d8 points of Strength damage to a living

creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Development: If Thalnax backs down, he will grudgingly provide some information about his sister and the dream in exchange for the party agreeing to put in a good word with the psychopomps. He knows that Roanax is just an echo of her former self, with most of her power tied up in her memories and treasures. Although he hasn't seen the changes made to his counterparts elsewhere in the dungeon, he can give their names and specialties (such as the information on Roanax's battles remembered in B13). He'll even mention *Chajen's will* and the *staff of the sands*, which he has been guarding for centuries, but he is unaware of exactly what



additional defenses have developed around those items.

Following Thalnax's death, his body collapses, revealing odd pieces of draconic form among the necromantic sludge. Scholars can identify the remains as being from a rare planar dragon known as a crypt dragon with a **DC 31 Knowledge (arcana)** check. Further, anyone who encountered him in Roanax's memories recognizes his pallid rune-carved scales.

Treasure: Strange tattoos etched on Thalnax's scales can be used as a *scroll of greater create undead* and a *scroll of resurrection*.

B16. Elven Diplomacy

Violet light radiates from this side chamber; the rustling of leaves echoes down the crystalline hallway. In the strange shadows cast by the orb, jagged shapes like tree branches reach toward you.

The memory in this room is different from most of the others, reaching out to pull in anyone nearby. Even if passing through the hall, unless the memory has been overcome, those near the memory must make a **DC 24 Will** save or be terrified of everything but the memory, diving into it to escape the outside world. This is a mind-affecting fear effect.

Looking upon this memory with magic such as *true seeing* is also different, showing a boring negotiation with elves who are trying to eke out what few concessions they can manage. The memory is tainted by Roanax's distrust at the time, rehearsing endlessly on how to fend off attacks that never came.

Memory (CR 14 / 38,400 XP): Entering the violet light reveals a memory of Roanax landing among a gathering of elves. During the long and boring negotiations, an attack bursts out

from an unexpected direction. Unlike the other memories, it seems to be different every time. A successful **DC 33 Sense Motive** check allows Roanax to see the attack coming and overcomes the memory. Otherwise, the cycle repeats itself slightly differently, dealing 1d4 Wisdom drain.

B17. Battle at the Fortress

The scent of burning wood and scorched stone reaches you first, followed by a hellish light that matches it perfectly. Although the light remains hovering in its side chamber, it flickers like a hungry inferno.

Thanks to Chajen's presence in the memory further down the hall (see **B18**), his shade in the memory here is particularly aggressive. Once per round, a shadowy chain lashes out of the memory to grab an intruder to which it has line of sight, dragging them into the memory unless they can make a **DC 24 Reflex** save or **Escape Artist** check. Targets immune to being grappled are ignored by this effect.

Memory (CR 16 / 76,800 XP): Anyone entering the light finds themselves just beyond the walls of a burning fortress. The elven defenders are scattered, except for one that stands on the wall, holding a length of chain that is wrapped around the visitor with unnatural strength. As the visitors attempt to escape, the elf reveals its true form as a silver dragon, still holding the chain and pulling at them. They can pull the dragon off the battlements with a successful CMB check against a CMD of 33, but failure allows it to release its icy breath weapon for 20d8 cold damage (**DC 29 Reflex** for half).

Development: The silver dragon Chajen can be recognized from the carvings in **A5** or **B20**. His twisted form also resides in the memory further down this hall in **B18**.

B18. Abandoned Fortress (CR 18)

This wide chamber is lit by the strange energy pulsing through the walls and the dim watery light emanating from an orb floating in its center. However, the creak of chains belies the calming light.

Slightly predating the memory in **B17**, the memory in this chamber originally included a treasure hunt where Roanax stole a sacred blade from the elves. Chajen, a silver dragon now twisted into a mass of writhing chains by Roanax's dream, has infiltrated the dream, replacing the main antagonist and stretching out through the other memories. Although now irreversibly warped by the dream, he still seeks to use what little power he has to fight Roanax's will and corrupt her memories.

Memory (CR 13 / 25,600 XP): The calming light contains a memory of an elven fortress in the depths of night. Those entering it understand that they intend to raid the treasury of a single sword, a perfect addition to their hoard. Instead of the final elven guard, the last guardian's shape shifts fluidly between an elven body, that of a silver dragon, and a humanoid shape woven out of chains. Sneaking past him requires a **DC 31 Stealth** check. Getting past him and picking up the sword overcomes the trial, but his chain form is pulled back into reality wrapped around the sword. Failure allows him to make a full round of attacks split among any failing visitors (see below for the attack).

Monster: Chajen, a silver dragon twisted into the form of a jack-in-irons by Roanax's dreams, is hidden within the memory. He is unaware of the situation outside the memory and will only emerge if the memory is overcome.



Chajen

CR 17

XP 102,400

Jack-In-Irons (*Book of Beasts: Legendary Foes*, p. 15)

CE Medium undead

Init +7; **Senses** bloodsense 60 ft., darkvision 60 ft.; Perception +34

Aura frightful presence (120 ft.; DC 29)

Defenses

AC 32, touch 17, flat-footed 25 (+7 Dex, +15 natural)

hp 273 (26d8+156)

Fort +16, **Ref** +15, **Will** +20

Defensive Abilities channel resistance +4, hardness 10; **Immune** cold, spiked chain, undead traits; **SR** 28

Weaknesses vulnerable to force damage

Offense

Speed 20 ft.; fly 20 ft. (poor)

Melee 6 spiked chains +28 (2d4+8/19–20 plus grab)

Space 5 ft.; **Reach** 120 ft.

Special Attacks chain command, rend (2 spiked chains, 2d4+12), sundering rend

Statistics

Str 26, **Dex** 24, **Con** —, **Int** 15, **Wis** 20, **Cha** 22

Base Atk +19; **CMB** +27 (+31 grapple, sunder); **CMD** 44 (46 vs. sunder)

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Disruptive, Great Fortitude, Greater Penetrating Strike, Greater Sunder, Hover, Improved Sunder, Penetrating Strike, Power Attack (–5/+10), Spellbreaker, Weapon Focus (spiked chain)

Skills Fly +32, Intimidate +35, Knowledge (religion) +31, Perception +34, Sense Motive +34, Stealth +36

SQ fighter's iron

Special Abilities

Bloodsense (Su) A jack-in-irons knows if any creature within 60 feet has ever killed a living creature.

Chain Command (Su) All chains (including spiked chains) within 120 feet of a jack-in-irons are under this undead creature's command. A creature wielding a spiked chain within 120 feet of a jack-in-irons must succeed on an opposed Charisma check against the jack-in-irons to attack with the weapon. On a failed check, the creature cannot wield its weapon in combat.

Fighter's Iron (Ex) A jack-in-irons counts as a 19th-level fighter for purposes of qualifying for feats.

Spiked Chain Immunity (Su) A jack-in-irons is immune to damage from spiked chains.

Spiked Chains (Ex) A jack-in-irons' spiked chains threaten a critical hit on a 19–20. These spiked chains cannot be disarmed.

Sundering Rend (Ex) A jack-in-irons can perform a sunder attempt with its spiked chains. If two spiked chains successfully deal damage to an object with a sunder attempt, they automatically deal rend damage to the sundered object.

Treasure: The sword within the jack-in-irons contains a tiny sliver of Chajen's uncorrupted will.

Chajen's Will

Aura strong transmutation; **CL** 7th

Slot none; **Price** 131,580 gp; **Weight** 3.5 lbs.

Description

Chajen's will is a +3 icy burst speed mithral elven curve blade. Although too little of Chajen remains to communicate, it can sense the alignment of its bearer and even perform minor shapeshifting. After possessing *Chajen's will* for 24 hours, a good or lawful neutral bearer will find that the sword has taken on the form of their preferred melee weapon with mithral scales as accents.

Construction

Craft Staff, Quicken Spell, *haste*, *modify memory*, *moment of prescience*, *slow*; **Cost** 68,000 gp

Development: When Chajen's form is destroyed, silver scales and broken dragon teeth

are found alongside the sword and chains. Like the other spirits trapped here, he will reform given as little as a week.

B19. Memories Before (CR 17)

A sandstone rod hovers in the center of this domed chamber. Light from five azure orbs circles it as though clutching it in place. Larger swirls of energy pass through the dome with surges of sunset colors and alien starbursts sliding overhead in a constant lightshow.

Until the *staff of the sands* is removed from its position at the center of the room, strange glitches in time take place within this area. These are barely noticeable upon entering the room (requiring a **DC 30 Perception** check to notice fellow explorers trailed by shadowy versions of themselves or hopping forward without seeming to move through the intervening space).

These effects become more noticeable on those who have overcome one or more of the memories. For each memory an individual has overcome, they suffer a cumulative -2 penalty to all skill checks, saving throws, and attack rolls in both the room and its contained memories until the *staff* has been removed.

The *staff* is slightly out of phase with normal time and cannot be interacted with until the memories around it are overcome. A sufficiently deft touch, requiring a successful **Sleight of Hand** check (DC 30 + 5 for each remaining memory in this area), allows an adventurer to grab the *staff*, but they suffer 1d4 Dexterity drain on a failed attempt.

Memories: Five memories hang in this room, displaying Roanax's experimentations with the *staff of the sands*. The visions are various moments which took place in her lair in times past (which is now the dig site above). As each memory is overcome, the light around the staff grows weaker.

From the entrance (and proceeding clockwise), the memories are of:

- **CR 15 / 51,200 XP:** A star falling from the sky, shrieking down and carving a great wound in the earth. Molten stones fall from above, dealing 20d6 fire and bludgeoning damage unless the visitor overcomes the memory with a **DC 24 Reflex** save.
- **CR 12 / 19,200 XP:** Standing in a crater heated and filled with toxic fumes. A successful **DC 23 Fortitude** save overcomes the memory and avoids the effects of the fumes. Characters that don't have to breathe (or have some way of filtering their breath) receive a +4 circumstance bonus to the save. On a failed save, the character instead suffers 1d4 Constitution drain.
- **CR 13 / 25,600 XP:** Diving into an ancient lake and searching for a fragment of a stone tablet in the depths. To overcome this memory, the participants must succeed at a **DC 33 Swim** check (or a less-hurried **DC 28 Swim** check if they can breathe underwater); on a failed check, the adventurer suffers the effects of a *suffocation*^{APG} spell. When this is overcome, the fragment is brought out along with the escaping visitors (see **Treasure** below).
- **CR 11 / 12,800 XP:** Squeezing between trees that are placed far too close for comfort and being harried by surprisingly brave beasts. The interlopers can slip through the trees with a **DC 33 Escape Artist** check or scare away the beasts with a **DC 38 Intimidate** check. Failing either check results in bites totaling 5d6+25 bludgeoning, piercing, and slashing damage.
- **CR 11 / 12,800 XP:** Slipping between the trees as they grow farther apart to avoid an ancient elven hunting party. Following Roanax's steps requires a successful **DC 33 Acrobatics** check to slip between the trees and overcome the memory, with failure resulting in being caught and rained with arrows for 10d6+10 piercing damage.

Treasure: The *staff of the sands* is one of Roanax's greatest treasures, and liberating it from this room weakens her hold on the dream in **B25**.

Staff of the Sands

Aura strong divination; **CL** 15th

Slot none; **Price** 136,000 gp; **Weight** 5 lbs.

Description

This perfectly-smoothed and elongated rod of sandstone is flecked with mica. The staff allows use of the following spells:

- *haste* (1 charge)
- *slow* (1 charge)
- *modify memory* (2 charges)
- *moment of prescience* (3 charges)

The bearer can also apply the Quicken Spell feat to qualifying spells by expending a number of charges equal to that spell's level (minimum 1).

Construction

Craft Staff, Quicken Spell, *haste*, *modify memory*, *moment of prescience*, *slow*; **Cost** 68,000 gp

The tablet fragment from the lake memory is written in an unknown language, but it can be deciphered with spells such as *comprehend languages* as instructions for mental exercises to call certain beings into your dreams. A primitive etching amid the writing of a lanky humanoid radiating energy can be identified as a shining child ^{B2} with a **DC 36 Knowledge (planes)** check. It can be useful in overcoming the memory in **B22**, but is also a curiosity worth at least 25,000 gp to a buyer such as Count Larom.

B20. Recalled Mural

A primitive relief has somehow been carved into the crystalline surface of the wall here. It shows a city surrounded by horrific draconic enemies, populated by tiny people and slightly larger

humanoids. Despite the dragons surrounding it, the largest dragon of all spreads its wings protectively over a massive castle in the background.

This is the same mural as in **A5**, although not covered in stone. By this point, the adventurers are likely to recognize several of the dragons depicted.

B21. Gallery of Killers (CR 18)

This massive, roughly circular chamber is lined with six statues of twisted draconic forms. In addition to a tunnel leading from either end of the room, a comparatively narrow crack has opened in one wall; the flowing light of the wall occasionally escapes through it as a streamer of colorful smoke.

The statues in this room appear identical to those in the entry room **B1** and **B23**, but they are enhanced with powerful magic. Anyone stepping into the chamber triggers the trap below.

Currently, three of the statues are occupied by drained husks. Two are occupied by adventurers drawn in from the dig site, while the third is occupied by Kagata, a golden dragon who has been throwing herself into this trap several times a month for centuries in the belief that the statues' feeding draws out Roanax's influence. If those traps are disarmed, their remains are disgorged. The statues will also release their dead prey to catch new victims.

Trap: The statues draw in the bodies and souls of those near them, slowly digesting them over the course of hours. Each trap must be disabled separately, and failed attempts expose the disarmer to the trap.

Statue of a Killer (6)

CR 13

XP 25,600 each

Type magic; **Perception** DC 24; **Disable Device** DC 24

Effects

Trigger proximity (*alarm*); **Reset** special
Effect A powerful force draws the victim toward one of the statues. They must attempt a **DC 20 Will** save or be drawn bodily into the statue as *trap the soul*. Only one trap will target a given individual each round, but as long as there is a statue without a living victim, each statue can make one attempt per minute. Those left in the statues must make a **DC 20 Fortitude** save after each hour of excruciating pain or suffer a permanent negative level.

Treasure: Little has survived of the adventurers' equipment inside the traps. Aldronna is still wearing her *ring of protection +3* and *ring of the ram*. Tresh's robes, spellbook, scrolls, and other possessions have crumbled to dust, but his *pearl of power (2nd)* has slipped through the cracks and can be found with a **DC 25 Perception** check.

Development: A mummified gold dragon corpse is revealed within the statue bearing her resemblance. Despite her brittle flesh and cracked scales, her corpse actually resembles her original draconic form more than her peers.

Aldronna (N human brawler ^{ACG} 11) and Tresh (NG human wizard 9) from the dig site have both been killed by other statues' energy drain. However, if the adventurers somehow spend too long in the dream, the dead here all eventually awaken as undead. Kagata, for her part, promptly returns herself to the trap.

B22. Dreams Within Dreams

An orb of eerie green light illuminates this chamber, somehow drowning out the colorful streams of energy in the walls and ceiling. The orb is at the edge of an out-of-place chamber with hard edges that don't match the crystalline walls' organic lines. The colliding aesthetics resemble a jagged flaw in a beautiful gemstone.

This close to **B25**, the streams of light in the walls very obviously lead towards it. As for the strange flaws in the crystal, a character with specific expertise (or a successful **DC 28 Appraise** check) would get the impression that someone meddled here with a crystalline growth, sending it spiraling off into complex now seen around it.

Memory (CR 14 / 38,400 XP): The eerie light contains a memory which might not seem noteworthy on its face: Roanax poring over fresh stone tablets and scratching new runes into their surface. In truth, the tablets contain Roanax's notes on the ritual that created her dream realm here. Understanding the tablets and overcoming the memory requires a **DC 36 Knowledge (arcana)** check. A character able to read Draconic gains a +4 circumstance bonus on the check. Characters who have deciphered the tablet fragment from **B19** instead gain a +8 circumstance bonus. Failing to overcome the memory deals 1d4 Intelligence drain to those within it.

Development: Overcoming the memory gives the explorers access to the ritual to pull Roanax into Area **B25**.

B23. Death Throes

In this large side chamber, six twisted draconic forms stand around an orb of sunset-colored light. Although obviously statues of dark stone, the orb's flickering light gives the impression that they're moving in the shadows.

Adventurers who recently passed through **B21** will recognize these statues, although these are in no way dangerous. The statues continue Roanax's apparent obsession with her enemies.

Memory (CR 15 / 51,200 XP): Entering the memory places the visitors in the unenviable place of Roanax as she approaches her death. The draconic forms of her enemies surround her, and those in her memory instinctively know that her last wish is luring the other dragons closer

so she can trap them when she triggers her spell. A successful **DC 33 Bluff** check fulfills her wish and overcomes the memory. Failing to overcome it leaves the victims bleeding out, taking 1d4 Constitution drain.

B24. The Final Battle

Pushed away from the main route, an orb of yellow light has carved out a small chamber here. Brilliant sparks occasionally break off from its surface, floating up to the ceiling and drifting into the hall.

The sparks here very obviously drift towards **B25**. Those who approach the memory feel a chill in their extremities and a bit of lightheadedness, easily identifiable as the sensation of losing blood before unconsciousness by those who've experienced that before.

Memory (CR 15 / 51,200 XP): Roanax's final living memory is bleeding out, surrounding by her draconic enemies. In her last moments, she activated the magic she'd been holding on to, dragging them into her dreams. Overcoming the memory requires a **DC 24 Will** save. Characters with the Diehard feat or another ability to act while below 0 hit points may use that ability for one round to overcome the memory without rolling. Failing to overcome the memory results in 1d4 Constitution drain due to blood loss.

B25. The Heart Chamber (CR 19+)

A massive orb of energy all but fills this chamber. Colors rush through the orb, pulling streams of light from the walls and ceiling to write arcane runes across its bulk.

Roanax is not physically present in the chamber when the adventurers reach here. She remains within the memory. Anyone who overcame the

memory in **B22** recognizes this as the heart of the place and can begin a ritual to wrestle control from the occupant, which enrages Roanax and pulls her from the memory. If the adventurers do so, they should receive XP for overcoming the memory.

Anyone inspecting the orb with *detect magic* or similar magic can tell that it is being fed energy by the other orbs throughout the dream. Adventurers may suspect that overcoming those memories reduces its power; a successful **DC 25 Knowledge (arcana)** check confirms this.

Alternately, confronting the Echo of Roanax requires passing into the memory first and forcing her out by overcoming the memory. Once the memory is overcome in either way, the hoard of her memories is poured out into the room, making the area beneath the overcome memory difficult terrain for any non-dragons.

Noticing the subtle changes in the surface of the memory before the heart appears requires a **DC 33 Perception** check. Characters who fail that check or are caught in the memory at that moment cannot act in the surprise round.

Memory (CR 10 / 9,600 XP): This memory contains Roanax's self-image of herself at the height of her power. They see her memory of being accosted in her castle lair by adventurers. Slaying them is relatively easy, requiring no skill check, but affects intruders in the memory as the spell *weird* (**Fortitude DC 23**) as they slay their own reflections. If any survive, the dream is overcome and the Echo of Roanax emerges into the room along with a waterfall of coins. If intruders attempt to escape the memory and fail, they suffer 1d4 Wisdom drain.

Monsters: The Echo of Roanax is substantially weakened by being divided among her various memories and treasures. When she gathers her power here, the danger she poses depends on the number of memories that have been overcome and treasures that have been claimed.

The energy of the remaining memories emerge with her, congealing from many colors of light

into shining children. A maximum of eight shining children emerge, with one less emerging for every three memories the adventurers overcame. For example, if the party overcame at least twenty-four memories, no shining children would emerge.

The treasures remaining give the Echo of Roanax certain special abilities. As these are conditional, they're listed here rather than in her statistics below:

- The *banner of legions* grants her shining child allies +2 to attack rolls, saves, and skill checks.
- *Chajen's will* grants her an additional bite attack per round when making a full attack.
- *Roanax's spellcrown* allows her to cast three 6th-level spells a day from the following list: *blade barrier* (DC 22), *harm* (DC 22), and *heal*.
- The *staff of the sands* can cast a total of 10 levels of spells as swift actions during the combat.

The Echo of Roanax appears as an imposing crypt dragon, much as Roanax remembered herself. Her magical ability is barely that of a normal crypt dragon, with her former might spread through the dream.

Echo of Roanax CR 19

XP 204,800

Variant old crypt dragon ^{B6}

NE Gargantuan dragon (extraplanar)

Init -1; **Senses** dragon senses; Perception +34

Aura frightful presence (240 ft.; DC 28)

Defenses

AC 34, touch 5, flat-footed 34 (-1 Dex, +29 natural, -4 size)

hp 348 (24d12+192)

Fort +21, **Ref** +13, **Will** +22

Defensive Abilities grave endurance;

Immune death effects, disease, exhaustion, fatigue, negative energy, paralysis, poison, sleep;

DR 10/adamantine; **SR** 30

Offense

Speed 60 ft.; fly 250 ft. (clumsy)

Melee bite +35 (4d6+21/19-20), 2 claws +35 (2d8+15/19-20), tail slap +33 (2d8+21), 2 wings +33 (2d6+9)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite) and memory walker

Special Attacks breath weapon (60-ft. cone, 16d10 negative energy plus rotting breath, Reflex DC 31 half), crush (4d6), decaying breath, entombing crush, inexorable attacks, rotting breath (1d4 negative levels), tail sweep (2d6)

Oracle Spells Known (CL 11th; concentration +17)

5th (5/day)—*flame strike* (DC 21), *wall of stone*

4th (7/day)—*cure critical wounds*, *freedom of movement*, *tongues*

3rd (7/day)—*dispel magic*, *remove curse*, *prayer*, *speak with dead*

2nd (8/day)—*cure moderate wounds*, *darkness*, *gentle repose*, *hold person* (DC 18), *silence* (DC 18)

1st (8/day)—*bless*, *command* (DC 17), *comprehend languages*, *cure light wounds*, *shield of faith*

0 (at will)—*bleed* (DC 16), *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *read magic*, *stabilize*, *virtue*

Tactics

Before Combat The Echo of Roanax won't typically have a chance to prepare for combat. If the adventurers retreat from the initial engagement, she'll try to prepare with magic such as *freedom of movement* or *shield of faith* for future clashes.

During Combat Roanax uses her breath weapon as soon as possible in combat, but trusts in her melee abilities. She'll single-out easier targets, using Power Attack whenever possible and attempting to land a Staggering Critical. Roanax knows that she is a shadow of her former spellcasting prowess and avoids casting spells unless the situation is dire. She may use *freedom of movement* to escape from a trap or shut down dangerous attackers with either *silence* cast on a

bit of treasure or *hold person*. If the *staff of the sands* hasn't been claimed, she'll use her swift actions to activate these spells, or use it to cast either *shield of faith* to protect herself or *prayer* to help the shining children.

Morale The Echo of Roanax expects to fight to the death and follows those who flee with her memory walker ability. She's actually more likely to *teleport* to a distant memory and stalk adventurers she's winning against than to run away when she's losing. But, if she's reduced below 132 hit points and can make a clean break with a *wall of stone* or memory walker, she does so.

Statistics

Str 34, **Dex** 8, **Con** 25, **Int** 22, **Wis** 27, **Cha** 22
Base Atk +24; **CMB** +40; **CMD** 49 (53 vs. trip)

Feats Ability Focus (breath weapon), Cleave, Critical Focus, Great Cleave, Hover, Improved Critical (bite, claws), Power Attack (–7/+14), Multiattack, Snatch, Staggering Critical (DC 34), Toughness

Skills Appraise +33, Diplomacy +33, Fly +12, Intimidate +33, Knowledge (arcana, planes, religion) +33, Perception +35, Sense Motive +35, Spellcraft +33, Survival +35, Use Magic Device +33

Languages Celestial, Elven, Common, Draconic, Giant, Ignan

SQ compression, memory walker

Other Gear +3 *amulet of mighty fists*, 4 golden bracers worth 2,000 gp each, golden circlet worth 4,000 gp

Special Abilities

Decaying Breath (Su) The Echo's breath weapon deals damage to undead creatures as if it were positive energy.

Entombing Crush (Su) When a creature takes damage from the dragon's crush, it must succeed at a Fortitude save at the same DC as the crush attack or become paralyzed for 1d10 rounds by eldritch magical energies from the dragon's scales.

Grave Endurance (Ex) The Echo of Roanax is immune to death effects, disease, exhaustion,

fatigue, negative energy, and poison, in addition to its immunity to paralysis and sleep.

Inexorable Attacks (Ex) All of a crypt dragon's natural attacks function as *ghost touch* weapons.

Memory Walker (Su) The Echo of Roanax can see through any memory that has not been overcome. She can attack from the space of those memories and can *greater teleport* adjacent to one of those memories as a spell-like ability with a 1-round casting time (beginning in one action and ending in the next). The Echo can also move through the walls and doors of her dream as though they are not there, as long as at least one 5-foot square of her body remains exposed.

Rotting Breath (Su) Any creature that fails its saving throw against her breath weapon also gains 1d4 temporary negative levels, which disappear at a rate of 1 per round. Undead creatures that fail this save instead cower for an equal number of rounds.

Shining Child ^{B2} (varies)

CR 12

XP 19,200

hp 152 (16d10+64)

Tactics

Before Combat The shining children arrive with *spell turning* active.

During Combat Half of the shining children will slip behind the enemies, using *greater teleport* if they need to, threatening spellcasters and flanking with the Echo of Roanax. The others remain back, attempting to pick off the weak with ranged attacks and support their kin with *greater dispel magic* (targeting darkness effects, or obvious abjurations and the like).

Morale The shining children will not retreat while the Echo of Roanax is active. After she falls, they will flee as soon as the adventurers outnumber them, disappearing into strange clouds of energy.

Treasure: The hoard which Roanax pours into the room is primarily coins, for a total of 806 pp, 8,940 gp, 92,112 sp, and 1,027,506 cp. The unclaimed *banner of legions*, *Chajen's will*,

Roanax's spellcrown, and *staff of the sands* are notably missing from the hoard, but a well-loved wooden statue of Roanax grown by an elven artisan-botanist, is worth 8,000 gp.

A double-handful of semi-precious stones is scattered among the coins and is worth about 5,000 gp, but a **DC 35 Appraise** check can identify charred diamond shards mixed in with them. The shards do not radiate magic, but some faint runic markings can be picked out on their surface. A successful **DC 30 Knowledge (religion)** check identifies them as an early lich's phylactery, now long-destroyed, which could be worth 10,000 gp to the right buyer.

The hoard contains Roanax's notes regarding the creation of her dream realm, chiseled onto dozens of stone tablets. These texts could allow another dragon to follow in her footsteps, but finding an appropriate buyer is likely to be an adventure in itself.

Roanax also wears a substantial amount of jewelry, listed above.

Development: With the Echo of Roanax defeated, the dream begins to fade. Move on to the **Conclusion** below.

CONCLUSION

Following the Echo of Roanax's defeat in the Heart Chamber, the lights of her dream dim. The crystalline halls plunge into shadow and begin crumbling. Allow the party some time to get in a bit of last-minute looting, but once that time is up the halls will fully collapse and the adventurers will awaken in **A14** (with any treasure intact along with any changes they incurred within the dream).

The bodies of any adventurers carried with the party can be returned to life as normal, and the souls of others who were trapped in the dream pass to their final rewards. Roanax herself, as well as any treasure left in the dream, passes into whatever realm dreams occupy after they've been forgotten.

At your discretion, the collapsing dream could instead deposit the victims elsewhere on the planes to set up a new planar adventure. In any case, the inscrutable psychopomps owe the adventurers a favor.



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