



RES	TREASURES L: 1d6; M: 1d10; H: 2d6+2	RES	TREASURES (+1d4 if PCs hold eyes' statue of 1)
1	A bracelet with some runes engraved on it	7	A ring that let you talk with dead (1/day)
2	A black hood with silver embroidery	8	Scroll of Nim: take 3 to extra 1d4 ability points
3	A gem of inestimable value	9	A dark cloak. In darkness you'll be totally hidden
4	Scroll of Nod: take 3 to be inspired, +1d4 damage	10	Scroll of Fer: take 3 to increase DC spell (+1)
5	A rod that can summon darkness around you	11	Dar's rod: unique. Bearer can return from 13
6	Scroll of Galor: take 3 to learn Galor great spell	12+	A magic item/armor/weapon +1 or low power

THE DREAM'S TOWERS

PREFACE

Silence. The same silence since the last one of them fell into the void... Pilgrims pass nearby and disappear in the fog, which covers everything both day and night... Everything around here is bent with Despair. The mages have so left their heritage to the world: sad ancient words, now forgotten, and the melancholy of something will never change... The sword waits for eternity. "If for knowledge or your heart you will go through the fog, remember this: you are your greatest enemy. Towers will test you..."

Area 1. The Corpses Hall

Embalmed bodies with desperate faces are placed here like statues. Eyes still moving to follow PCs' steps. Remove eyes: cause them to bleed copiously and animate the respective statue, invulnerable zombie (can't die). Fountain at the center of the room: reflects faces without eyes; put eyes' statue in it to let them cease to bleed. Roll L on Encounters (M-H: 2nd-3rd time).

Area 2. The Knowledge Room

Stone table and chairs, a dusted library, an incomplete mosaic, representing the visual of the towers from the path: missing part of a third figure on the fog background. Way to 3: locked. Roll on Mosaic. Roll L twice on Treasures. Complete the mosaic to see a third tower over the second and unlock way to 3.

Area 3. The Column

Column at the center of the room, with five turned off torches on. Closed way to 12. On the column is engraved: "We burn by our masters' will, waiting their eyes cease to bleed" (will only burn with flame from 5/7, using other methods causes: roll on Affliction). Turn on almost two torches: open way to 12.

Area 4. Despair

Sword: touch, roll on Affliction. Three statues look at it with empty orbital cavities that spill blood. Put purified eyes of 1 in each one of these to let statues cease to bleed. Once did this the statues will create flames like in 5/7. That light reveals path to 11. Blind Archer rises and shots (look at 12).

Area 5. Underground Floor

Here is a statue that holds eternal flame on hand. An engraving says: "Life in exchange of power: this is flesh sacrifice, pain for knowledge". Flame can only be taken by burning bearer hand. Causes 1d8 damage for every change of room. If bearer dies the flame dies with him. The flame can turn on 1d4-1 torches (min 1). The flame on the statue dies when taken by PC. A PC can't turn off the flame once taken. Roll M on Encounters.

RES	ENCOUNTERS L: 1d6; M: 2d4+2; H: 2d6+2	RES	ENCOUNTERS (+1d8/1d12 if PCs hold eyes/flame)
1	The wind whispers	7	Like RES 2, but with 2d6+2
2	1d4+1 bodies from 1 rise to take out PCs eyes	8	Fer's spirit forces PC to roll on Affliction (high DC ST)
3	Nod's spirit uses fire spell, to 0 HP turn PC to ash	9	RES 6 + RES 5 + RES 8. Suffer in pain
4	Galor's spirit uses necrotic spell, PC can't regain HP	10	Dar's spirit. Curse: PC dies if crosses portal in 9
5	Nim's spirit uses suggest spell on random PC	11	RES from 3 to 8 + RES 10. Despair and die
6	Bones Collector. Sees through eyes' statues of 1	12+	Roll twice. Add results. If 12+ again give PCs great death

Cancel rolled Encounters result, and let PCs see spirits in dark cloaks move near them

Area 6. Empty room

An empty room. High DC to discover 7. Roll M on Encounters. 3

Area 7. Secret Room

Statue like in 5. Roll 1d4+1 times H on Treasures.

Area 8. Laboratory

Dusted library, table with alembics on, a dissection table with skeleton on it and knives at side. Roll M twice on Treasures. Roll M on Encounters. Medium DC to discover 7. High DC to discover 9 behind library.

Area 9. The portal

Secret passage closes when PCs enter in 9. A portal for unknowing lands stands in front of them. Engravings on its dark stones say: "You'll know the pain of Despair when you'll know the despair of pain". A dark shadow of a knight will exit from the portal to fight PCs (high damage). The knight doesn't suffer physic damage. When hits, forces target to make High DC ST: failure, roll on Affliction. Hit an afflicted target kills him. The shadow doesn't attack them who hold a flame from 4/5/7. Survive for 2d4+1 rounds: the combat ends, knight disappears, 8-9 opens again. The portal leads to 13. Roll L, M, H on Treasures.

RES	AFFLICTION (roll 1d4)
1	You are no more able to speak and be understood
2	Mental regression: 1d8 mental ability damage; to 0: vanish in air
3	Fear (disadvantage/malus): 1. Silence; 2. Solitude; 3. Void; 4. Knowledge
4	Eternal despair for life. Try to suicide once per day

RES	MOSAIC 1d4 missing parts Roll and cancel
1	Room 7
2	Room 8
3	Room 11
4	Room 12

Area 10. Prisons

Three cells here. Medium DC to discover secret room. Roll L on Treasures.

Area 11. The temple

Unlock only from 4. Holy water in a votive basin: restores 1d4-1 Afflictions and refill HP. Roll H on Encounters if used twice + the bridge falls when last PC passes on.

Area 12. The second tower

Blind Archer shots who tries to pass the bridge, arrows never miss. Defeat Archer: offer him eyes from 1 + 1d4 PCs' eyes to learn the secret of mosaic.

Area 13. The Dream's Tower

PCs cannot return back. The tower is identical to the first one. Here mages' spirits reveal the secret to extract Despair. PCs here can only communicate with others out of 13 from mosaic's dowels in 2. PCs here will die only when (and if) Despair will be extract. **How will it end?**

