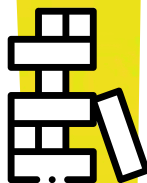


# DREAM of the DRAGON

Once upon a time there was a Dragon deeply lost in their greed that they hid their treasure within a dream. Will you find the treasure before the slumber's end or be lost forever in the dream of the dragon?

For this dungeon you will need a Jenga Tower (JT) to make **Awakening Pulls** representing the instability of the dream and the awakening of the Dragon. If you do not own a JT, you can instead make **Awakening Rolls**.



**Awakening Roll.** Roll a d20 against the Awakening Target Number (ATN). The ATN starts at 1 and it increases by 1 (max 20) everytime you make an Awakening Roll. The PCs can add the following modifiers (+5, +4, +3, +2 and +1) after the roll once per modifier. If the result on the d20 roll is lower than the ATN, the Dragon awakes.

**Awakening Pull.** Everytime a PC fails to do something or the PCs leave a room from the misty gateway, make an Awakening Pull. Pull a block from the JT. If the JT falls, the Dragon awakes.

**When the Dragon awakes,** the PCs lose their connection to the material world and are forever lost in the dream of the dragon. This doesn't mean that the game ends, on the contrary, it only means that they can't come back to the world where they came from, but they still can (and should) explore the dream and find the treasure.

**1. HALLS OF EXISTENCE.** *White-stone colossal halls where 7 great statues of dragons are, each depicting an aspect of the sleeping Dragon.*

- Only the farthest statue (8) initially reacts. Once approached it fades, conjuring a misty gateway.
- Once the adventurers have been inside the **Dragon's Flame**, the other statues will react in the same way.
- The adventurers can leave the dream whenever they want by drinking salt water while holding a golden trinket so long as the Dragon is not awoken.

**2. THE EVERLASTING ALE.** *A statue of a dragon drinking ale from a barrel. The sculpted liquid falls through their corpse. At the base the sentence "Drown your failures and rise your ambitions to a neverplace" is carved.*

- A 1 floor tavern filled with empty tables and chairs.
- An innkeeper that serves a mug of everlasting ale for the price of one ambition.
- A group of 3 adventurers. They claim to know how to reach the treasure, but only reveal their secret if the PCs find and bring **Brian** to them. They actually hold the **Key** to the treasure.

**3. GROUNDS OF HONOR.** *A statue of a dragon on top of another dragon, victorious.*

- A landscape filled with ruined coliseums.
- **Warriors** in equal number to the PCs with dragon shaped helms approach. One of them make an extra step and bows, waiting for one PC to duel him.
- If an extra PC joins the duel, all the warriors charge in. They are immune to fire.
- The reward for winning the duel with honor is one **Dragon Helm**. It bestows the wearer with the ability to see the **Unseen**.

**4. WELL OF REGRETS.** *A statue of a sad dragon, holding a piece of cloth in one of its claws. At the base the sentence "Toss a regret and forever be free from it" is carved.*

- A giant dark-stone well on the floor.
- If a regret is "tossed" a giant white creature with no facial features comes upward from the well. It gently plucks a regret from the PC with one of its 6 arms.

**5. GARDENS OF WEALTH.** *A statue of a dragon holding a delicate flower on one hand and a pile of gold coins on another. Nothing is carved at the base.*

- A labyrinthic dark, rotten and dead garden.
- Spider webs are everywhere. There's also a giant spider web in the sky, like a dome, encapsulating the garden. Cocoons filled with treasure hang from it.
- An **Unseen** Giant Spider that clings to wealth, capturing whoever it can and stealing whatever they hold. It attacks the PCs.
- **Brian** is hidden somewhere in the garden. He will help the PCs if they approach him in peace. He knows a secret passage to the **Throne of Rule** without going through the misty gateway.

**6. THRONE OF RULE.** *A statue of a dragon with open wings on top of a bone throne. At the base the sentence "To truly rule is to make the hardest of choices" is carved.*

- Gargantuan bones, all broken and scattered. A skeleton of a dead dragon in front of the bone throne.
- The skeleton whispers imperceptible words, only understood by a PC that has been previously plucked in the **Well of Regrets**. It asks the PC to look inside the dragon's skull. **What is inside that must be burn in the Dragon's Flame?**

**7. NEST OF LOYALTY.** *A statue of a dragon proudly carrying eggs in their arms. At the base the sentence "Home is where the future takes shape" is carved.*

- A nest on the top of the world with dragons roaring and flying around.
- A Dragon is laying down, next to their precious eggs and addresses the PCs as if they betrayed them in the past.
- What do they ask them to do in order to restore their trust?

**8. THE DRAGON'S FLAME.** *A statue of a dragon spitting fire in an epic stance. At the base the sentence "A dragon's heart is an everblazing flame" is carved.*

- A black-stone room. In each side-wall there's a statue of a dragon's head. In the center of the room, there's an altar with a small flame that flickers at the same rhythm of the dragon's heart-beat.
- In the far wall there's a hole where the **Key** should go. There are words carved on top of it. *"It will cost you everything to reach the mighty treasure I hold"*.
- When the **Key** is inserted, the misty gateway turns to stone, trapping the PCs inside. Water starts pouring out of the dragon's head statues and once the PCs are drowned the treasure is revealed. A gateway to the world of the dead where their souls can dive in.

