

Gallery of Dreams



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The Gallery of Dreams? Yes, of course I've heard of that strange place. The mages say that Grey the Diviner had an apprentice once, a young mage named Temarath. He supposedly cared more for the history of the world than the future of the world and so Grey showed him how to capture the dreams of the past...

You don't believe that story?

Well perhaps you'll believe this one. They say that the goddess, Talishia of the Dream Well, paid Mor Aldenn a visit once and made a pact with the mages. If they would protect her greatest secret, she would keep and protect the dreams of the City of Mages..."

Rumors persist that there is an art gallery unreachable by any street, unmarked by any sign and putting on display art that has never been seen anywhere else in the world. The rumors are, for the most part, true. It appears seemingly at random locations within the city that are forgotten or rarely traversed. Sometimes the portal will manifest at a corner shop on a slow street, at other times it will manifest as a backdoor to a building that previously lacked it and in at least one incident the portal manifested in a wardrobe belonging to an unsuspecting apprentice mage. Those who enter may stay as long as they like and leave whenever they choose. However, the moment the visitors leave the gallery the door slams shut and the portal vanishes to inconspicuously appear at another location.

The gallery itself consists of three distinct halls that change in architecture and decoration depending on the tastes of those who enter the gallery thus always ensuring that the hall is pleasing to the eye. Sometimes the gallery will remind visitors

of a massive cathedral with great arches and ornate pillars. To others the walls, floor and ceiling will be a ghostly white stone brightly illuminated to better display the galleries unique artwork. Within each hall are a series of simple oval mirrors encircled in a band of silver that display nothing less than fully rendered and animated dreams. Each mirror has a tiny plaque underneath it indicating the name of the dreamer (or artist as the curator likes to refer to them) and the night on which it was dreamed.

The First Gallery

The first hall is always located to the left of the entrance and displays the dreams of those who look within the mirrors themselves. Here a character might find clarification on a dream they've had or simply be reminded of a dream forgotten at the moment of awakening. Occasionally a terrible nightmare will manifest before the viewer and give them a terrible fright. The viewer must make a Will save with a DC equal to 10 + the viewers Charisma modifier or be frightened for one minute. Frightened visitors will attempt to exit the gallery as quickly as possible. This is a mind-affecting fear effect. Those who wish to share dreams may hold hands and peer into each other's dreams though most are far too shy to share what happens in their most intimate fantasies.

The Second Gallery

The second hall is a long display area dedicated to the dreams of the most important people in Mor Aldenn and is found straight forward from the exit. Sometimes the hall will depict dreams that predict upcoming events and at other times the hall will display dreams that are particularly revealing about the dreamer or are simply beautiful in an aesthetic sense. Occasionally the curator will fulfill a request to look into a particular person's dreams using this hall, but only rarely and only to those who can manage to convince him the dream will be particularly interesting.

The Third Gallery

The final hall is a massive display room to the right of the exit containing the most important dreams in the history of Mor Aldenn. From the troubled dreams of Taraathalorm

Dream Interpretation

Dream interpretation is a difficult task even for skilled mages. Simply understanding whether or not a dream is a premonition, fantasy, or manifestation of the subconscious is not enough. There also has to be the ability to identify facets of the dream and their significance. Faces, places, and objects all have significance according to those skilled in the art of dream interpretation.

Determining what kind of dream it is requires a DC 15 Knowledge (arcana) check. Identifying other aspects of the dream such as people, places, objects, or events requires separate knowledge checks as determined by the GM. Common knowledges used in interpretation include, dungeoneering, geography, history, local, nobility, and religion. These checks usually have a DC around 15 but a person familiar with the subject in question can often make the checks with much lower DC's.

Wyrmmother prior to the hatching of her wyrmlings to the incomprehensible dreams of the Grey Diviner (if he dreams at all) the hall displays dreams that have predicted, shaped, or is otherwise significant to the history of Mor Aldenn. A scholar mage can find themselves engrossed for hours or even days just browsing through the various displays in this hall and entire decades could be spent analyzing and studying a single dream in this particular gallery. The dimensions of this hall are disorienting. A visitor can spend weeks traveling from the entrance of this hall to the earliest dreams yet take only two steps back from that location to the exit.

The Curator

The gallery itself is watched over by a ghostly curator named Tamarath Grigspotter (Human Ghost Expert 7) who knows little of his origins and even less about the

origins of the Gallery of Dreams itself. He does however have intimate knowledge about the various galleries and displays, and is often insightful as to the interpretation of the meaning behind dreams. Though undead he is

uninvolved with the events in the Barrowdelve and personally finds other undead distasteful. As to his own beginnings, some mages who have visited the gallery speculate that the ghost somehow angered the creator of the Gallery and was bound after death to be its caretaker. Regardless of the truth the curator seems quite happy with his lot in undeath and loves to talk for hours about any particular dream that a visitor might fancy. However he is wary around thieves and adventurers (whom he believes to be little better than thieves) and will viciously attack anyone who attempts to leave the Gallery with one of the mirrors. Beyond his role as knowledge keeper and guardian he also appears to have a spark of control over a few of the mirrors and with some convincing may even change one of the displays to show what a viewer desires.

However he rarely does this confessing that the “owners” of the gallery have chosen the particular displays for a reason and he would not dare be so presumptuous as to change the displays without reason. He is charming and honest to a fault but prefers to keep the attention away from himself and onto gallery’s displays. Temarath is aware that his condition as a ghost unnerves visitors so he has taken to the practice of remaining out of sight until the visitors display an interest in knowing what the Gallery is showing in which case he will introduce himself politely and rely on his charm to draw attention away from his condition. His ghostly image is that of a gaunt middle aged man that leaves the impression of some posturing bird while his spectral clothing resembles those of a scholar who has not kept up with current fashion trends or basic maintenance for the past two hundred years. Whether or not these are clues as to who he was in life none can say.

As to the origins of the place itself most people believe that the gallery itself is just a silly rumor or dream like that which the gallery displays. Those common folk who have actually been inside the galleries are often terrified by seeing their own nightmares or too unnerved by the curator’s condition to make an accurate account of what they saw. Those few mages who either stumbled into the gallery or actively managed to track it down have a few theories as to its creation. The most prevalent theory posits that the gallery is actually a room within the Fallen Tower that became lost when it was shattered. Others posit that it was a demiplane created by the original founding archmages and forgotten over time. Still some believe that

wizardry has nothing to do with it and that one of the gods is somehow involved. Regardless of its origins the true purpose and function of the gallery remains a complete mystery.

Temarath Grigspotter

CR 7

Male human ghost expert 7

N Medium undead (incorporeal)

Init +2; Senses darkvision 60 ft., Perception +16

DEFENSE

AC 16, touch 16, flat-footed 15

(+4 deflection, +1 Dex, +1 Dodge)

hp 69 (7d8+38)

Fort +6, Ref +5, Will +6

Defensive Abilities channel resistance +4, incorporeal, rejuvenation **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +6 (7d6, Fort DC 19 half)

Special Attacks *Telekinesis* once every 1d4 rounds (caster level 12th)

TACTICS

Before Combat Temarath is wary and always looking for signs of thieves among his visitors. He keeps an extra eye on those that he feels fall into this category.

During Combat Temarath uses his corrupting touch against those he feels deserve his wrath. He will use his *telekinesis* power to keep others away, possibly pushing them into the Gallery's intersection.

Morale Temarath will do anything to protect the Gallery of Dreams.

STATISTICS

Str -, Dex 12, Con -, Int 18, Wis 13, Cha 18

Base Atk +5; CMB +8; CMD 20

Feats Ability Focus (Corrupting Touch), Combat Reflexes, Dodge, Lightning Reflexes, Toughness

Skills Appraise +11, Bluff +11, Diplomacy +11, Fly +8, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (local) +11, Knowledge (nobility) +11, Perception +16, Sense Motive +8, Stealth +16

Languages Common, Elven, Draconic, Dwarven

SPECIAL ABILITIES

Rejuvenation (Su) If destroyed Temarath is reformed within the gallery within 2d4 days of his destruction. If

there is a way to permanently destroy him then it hasn't been found. If Temarath knows then he is very unlikely to tell people.

Telekinesis (Su) Temarath can use *telekinesis* as a standard action once every 1d4 rounds (caster level 12th).

ADVENTURE HOOK The Stolen Mirror

There is one extraordinary situation where the gate opens, not at random as it usually does, but with a very deliberate purpose. When this happens, a magical mirror has been stolen from the Gallery of Dreams and Temarath Grigspotter is looking for able adventurers to champion the Gallery and return the mirror.

Arathor Meexar, a young thief (male human rogue 9) from Moon's Folly, stumbled upon the Gallery of Dreams purely by chance, much as others had done before him. Arathor managed to quickly vanish into the shadows and was not spotted by Temarath, not until he removed one of the magical mirrors and escaped through the gate to Mor Aldenn.

Temarath cannot tell the PCs exactly what Arathor looked like, but before the thief left, one of the mirrors did manage to capture one of his dreams and from that dream Temarath has managed to learn the thief's name. This name will prove useful when the PCs are going to find and retrieve the mirror.

REWARD: If the PCs successfully return the mirror to the Gallery of Dreams, Temarath will offer them several rewards. First of, he will give them a small silver bell that allows them to summon the gate to the Gallery of Dreams. However, this bell can only be used 3 times after which it becomes an ordinary silver bell. Unless the PCs ask, Temarath will not tell them that their are limited to three uses. He will also offer to show the PCs something special about their past or perhaps the past of the city. This showing may lead to further adventures outside the Gallery of Dreams.

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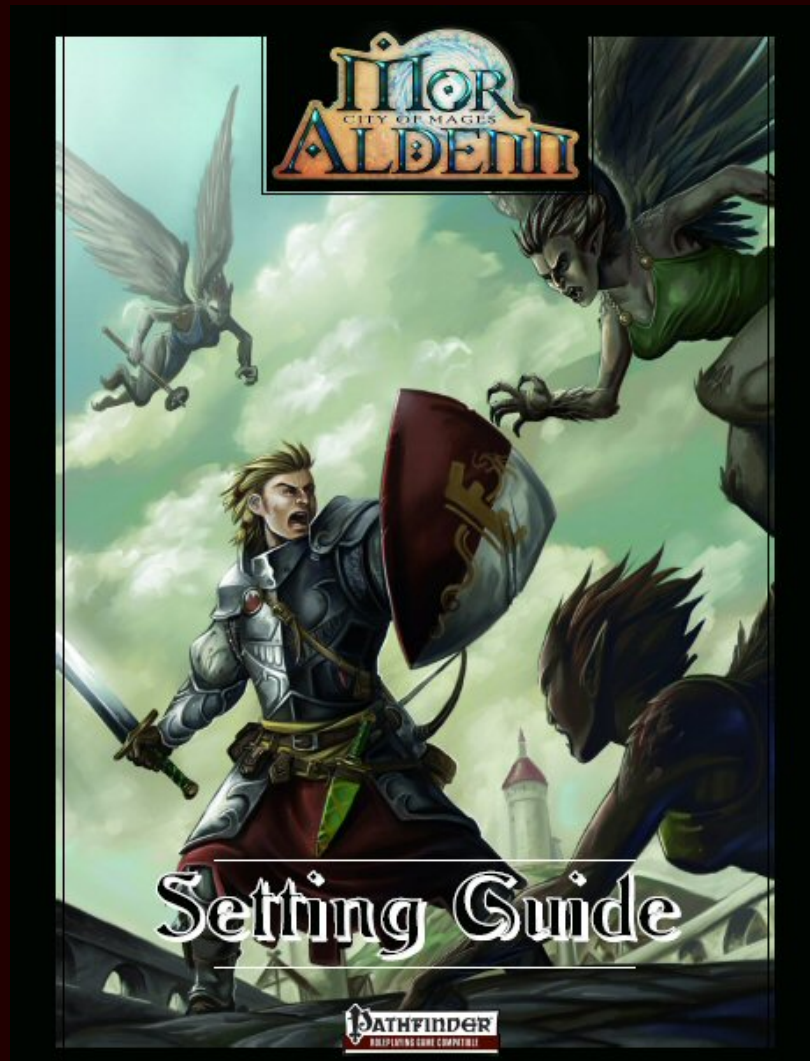
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