

PURPLE DUCK GAMES PRESENTS...

THROUGH THE COTILLION OF HOURS

by Daniel J. Bishop



COMPATIBLE WITH

DCC RPG

Through the Cotillion of Hours

An adventure locale for any number of characters for any level.

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All products in the Adventure Locale line present one or more dungeons that can be quickly picked up and used for a session of the Dungeon Crawl Classics Role Playing Game.

Overview

Sooner or later, characters are going to want to quest to achieve some specific end – to raise a fallen comrade, to regain lost ability points, to discover a new spell, to find some new magic item...the possibilities are nearly endless. This scenario can occur at any time during the course of overland travel, and gives characters the opportunity to meet some of these goals.

In this adventure, sleeping characters are invited to the Cotillion of Somnos, the Dreaming God. If they can make their way past the entertainments at the Masked Ball, they can petition the Dreaming God to fulfill some request on their behalf. This scenario offers no material treasure – although most would agree that is treasure enough!

Although the adventure takes place in a dream world, it can have severe consequences for characters that are lost herein – they must make a Luck check, or their real bodies enter a coma, never to awaken without divine aid. Even if they are somehow awakened, they suffer a permanent point of Personality loss, as they forever yearn for the dream world they left. In addition, some creatures, although beings of dream, can cause real effects on the character’s sleeping bodies or minds.

Dream Analogues

Characters will encounter analogues of themselves in this adventure, warped by the fabric of dreamstuff. Each analogue has the same base statistics as the character it represents, but may be changed by the mask it wears or

the area it is encountered in.

Not all areas have dream analogues. Where dream analogues are present, they wear random masks (as well as appropriate costumes). Each time the characters leave and re-enter a room that contains dream analogues, they create new dream analogues of themselves in that room, which are also wearing random masks. If some of the group leaves a room, the new analogues either just appear when no one is looking (and, with dream logic, the judge mentions them only as they become relevant), or they enter through another doorway as the returning characters enter (50% chance of each). If all characters leave and return, the new analogues are just there. Eventually, encounter areas may become quite crowded!

Bringing an analogue from one room to another does not create an analogue of the analogue, nor does it change the nature of the analogue from the previous room. If an analogue leaves the room and is not in the company of a character when it does so, it does not appear in the far room, but is removed from the scenario (along with anything it might have been carrying). If another of the same character’s analogues later appears wearing the same mask, the judge may determine that some amount of continuity exists between the analogues. In any event, a specific analogue may be reached using a contact spirit spell, either within the dream world or otherwise.

If a character removes the mask of an analogue, allow the character to make a Luck check (DC 15 for his own analogue, DC 10 for the analogues of others, increase the DC by +4 if gender is reversed). If the character succeeds in this check, he “recognizes” the unmasked being as an analogue of the character represented. A character who recognizes his own analogue can command it with a DC 10 Personality check, effectively taking control of it. Each additional analogue commanded increases the DC by 2. If any check is failed, the analogues are all freed, and will attack the character immediately.

The judge is encouraged to prepare cheat sheets of each character’s basic (and possibly modified) statistics ahead of time to make this easier. In addition, it is not necessary to always determine which analogues are present. When a character chooses to interact with an NPC, the NPC always happens to be that character’s analogue. The judge can therefore choose to roll only when an actual interaction occurs.

Use the analogues to create role-playing opportunities. Unlike many adventures, splitting the party is actually useful when presenting Through the Cotillion of Hours;

some analogues and situations are designed to help the judge split the group up between rooms. If the analogues don't get used strongly the first time you run this adventure, don't worry. Through the Cotillion of Hours is intended to be run several times over the course of a campaign, as the characters gain levels, until it is solved. It is, in effect, a recurrent dream.

D14 Mask Worn Analogue Change		
1	Cat	Desire: This analogue is the reverse gender of the character. The character finds himself strangely attracted to the analogue, and must make a Will save DC 10 to avoid her company, or to leave her company once in it.
2	Fox	Cunning: The analogue can pick pockets as a trained skill with a +4 bonus (on top of whatever bonus the character already has) against a DC equal to 10 + the character's Luck bonus. He knows the character's best items, and will attempt to retrieve it whenever the character speaks to the analogue. Failure is not noticed. If the analogue succeeds, he leaves the room. The item disappears only in the dream world; the character still has it when he awakens. However, if the item required a command word, the character can no longer remember it (although her companions may know, and be able to restore that knowledge).
3-4	Green Man	Life: Dancing with the analogue restores any character 1 die of healing equal to the character's Hit Die type or 1 point of ability damage; the analogue then leaves the room.
5	Harlequin	Reversal: The analogue has the opposite gender of the character. Each time the character dances with his analogue, their genders reverse. After the first dance, the harlequin analogue will leave the room, and the character will only notice after that her gender has changed. This only affects the dream world; the character is her normal gender when she awakens.

6	Jasmine Flowers	Sweetness: The analogue is Lawful, kind, and helpful. The analogue is willing to help the characters with advice or actual physical help. Once the analogue performs an important service (judge determines), it leaves the room.
7	Moon (Full)	Birth: If the character is male, the analogue is female. If the character is female, the analogue is also very pregnant.
8	Moon (Half)	Change: Each time the analogue is interacted with, roll 1d14. The analogue takes on the characteristics of a new mask, although her mask remains a half moon.
9	Night Sky	Chaos: The analogue is Chaotic. Each time the analogue is interacted with, roll on the Minor Corruption chart; the analogue takes on characteristics of the result.



10	Owl	Wisdom: If asked a question, this analogue always answers truly (although the answer may be cryptic, at the judge's discretion). The analogue then leaves the room.
11	Raven	Prophecy: When any character interacts with this analogue, it speaks a brief and cryptic prophecy. If interacted with by the character it is an analogue of, that character gains a permanent +1 bonus to Luck. The analogue's prophecies should be used by the judge to point characters towards, or supply hints and clues about, other adventures. Once the analogue has spoken to a character, it leaves the room.
12	Star	Divinity: This analogue always bests the character it represents in any opposed check.
13	Sun	Masculinity: If the character is female, the analogue is male. If the character is male, the analogue also has +4 Strength.
14	Weasel	Treachery: If given the chance, the analogue will attack his counterpart, attempting to slay him and take his place. If successful, when the characters awaken, the character is replaced by his dream analogue (who has the opposite alignment; or an equal chance of being Lawful or Chaotic if the character is Neutral). If the judge desires, the player may continue to play the character.

Use the analogues to create role-playing opportunities. Unlike many adventures, splitting the party is actually useful when presenting *Through the Cotillion of Hours*; some analogues and situations are designed to help the judge split the group up between rooms. If the analogues don't get used strongly the first time you run this adventure, don't worry. *Through the Cotillion of Hours* is intended to be run several times over the course of a campaign, as the characters gain levels, until it is solved. It is, in effect, a recurrent dream.

Real Creatures

Some real creatures can enter the dream world bodily. Other creatures are "real" because they are made of dreamstuff, and are given independent existence. Characters can interact with real creatures normally, subject to the rules of the dream world. Creatures that are real are listed as such.

Extras

Any creature in the dream world which is not real, or is not an analogue, is created by the mind of Somnos, the Dreaming God. As such it cannot actually be affected by the PCs. If attacked, these "extras" usually just fade away. They otherwise act and have abilities as described in the encounter area. Extras are often left as vague impressions; they have no real detail unless a character focuses on them.

Time in the Dream World

There is a time limit on this adventure. The characters have until the thirteenth chime rings to reach the Dreaming God and make their requests. When the thirteenth chime rings, the characters wake up. If they have not made requests by then, they gain no further chance.

Time in the dream world is not like real time, however. The passage of the "hours" is based upon events in the dream world. A long period of actual game time can pass without any chime ringing, or multiple chimes can ring in quick succession. There are even chances (in Areas 7 and 10) to un-ring a chime, rolling back the dream world's subjective time, and thus increase the odds of success.

The judge should keep strict track of how many chimes have rung. An easy way to do this is by rotating the face of a 12-sided die after the first chime has rung. Keeping this die in the open can create a sense of urgency as the number of chimes increases.

A chime rings every time a character or group of characters passes from one encounter area to another. Characters in the same area can time passing through exits so that they are able to reduce the number of chimes, merely by leaving through various exits at exactly the same time. In addition, one or more chimes ring in several encounter areas when specific conditions are met.

Finally, the strange, subjective time of the dream world affects the duration of spells cast here. Ignore the standard spell duration; instead roll 1d6 and consult the following chart. The judge may have to adjudicate strange

spell durations, so that, for example, a magic missile that lasts until the next chime rings seems to move through the air like treacle, not striking its target until the end of its duration, or a fireball hangs in the air, burning like a rose of fire (and doing damage to anything that enters its effect).

1d6	Spell Duration
1	The spell is over before it is cast; no effect occurs.
2	The spell has an instantaneous duration.
3	The spell lasts until the caster leaves the current room.
4	The spell lasts until the next chime rings.
5	The spell lasts until 1d6 chimes ring.
6	The spell lasts so long as the caster remains in the dream world.

The Dream World

The judge should remember that the characters are asleep and dreaming. As such, he can and should include images from past adventures whenever possible – including in snatches of overheard conversation, in details of mosaics or other decorations, and so on. The more dream-like and personal the judge can make the adventure, the better it will be received.

Hit Point Loss and Death: Hit points lost in the dream world do not cause corresponding damage in the real world unless otherwise noted. Unless otherwise noted, character slain in the dream world must make a Luck check, or their real bodies enter a coma, never to awaken without divine aid. Even if they are somehow awakened, they suffer a permanent point of Personality loss, as they forever yearn for the dream world they left. Characters who succeed in the Luck check awaken unrefreshed (i.e., without the normal healing benefits of sleep), but are otherwise unharmed, except for the effects of spellburn and Luck used.

Spellburn and Patrons: Spellburn is metaphysical, and carries over into the real world. The physical indications of spellburn may, or may not, carry over, depending upon how they are described. The judge should decide on a case-by-case basis. Certainly, any favours owed patrons due to actions in the dream world are still owed once the sleepers awaken.

Luck: Luck spent in the dream world is still spent in the waking world.

XP: The judge should consider not only the apparent

difficulty and consequences of encounters when awarding XP, but also their real consequences. For example, there are no negative consequences in Area 2, although the players may well believe that there are, so no (or few) XP should be awarded. The judge is otherwise encouraged to reward XP following the guidelines in the DCC rulebook.

Reusing the Adventure

If the characters fail to reach Somnos before the 13th chime, the judge can re-use the adventure exactly as written, possibly after the characters have all gained a level. If the judge takes good notes, he can have some things remain exactly as the characters left them – including any spells with ongoing effects (such as the fireball described above).

If the judge chooses this option, he can have both uses of the scenario count toward how many times characters have entered Area 12 as well. From the point of view of the dream world, this is the same dream, although the characters have left it and come back. Such a viewpoint could be made explicit by interactions with various characters.

Once the characters have entered the dream world at least twice, the judge may consider moving rooms around, changing descriptions, and/or adding new elements. Even once the adventure is solved, and Somnos has been petitioned, the needs of one or more characters may still drive them to Somnos' Court. Indeed, there may come a time when Somnos summons them to do him a favour in return for those the Dreaming God has done the characters.

Outside the Dream World

Characters who are awakened during the adventure find themselves back in their campsite. Their companions are asleep, and, so long as they remain in the dream world, they cannot be roused.

Just outside the light of their fire, the dream-beast of Somnos lurks, its eyes glittering green in the firelight. It is there to protect the sleeping guests of Somnos, and will growl low in its throat if they are disturbed in any way. It will fight to the death to protect them from molestation, but will not pursue those who flee unless they have slain a sleeping guest.

If the dream-beast, or a sleeper it is protecting, is killed, the murderer will discover himself face-to-face with the dream-beast each night. He will be pursued throughout his dreams, and unable to gain any benefit from sleep

(including healing). Each morning he awakes exhausted, until he has found a way to make amends to Somnos, has brokered the intervention of a more powerful deity, or has found some other means to remove this curse.

The dream-beast appears like a night-dark cross between a bear and a crocodile, except that it is huge – nearly 30 feet long. If neither sleeper nor beast is disturbed, there is no evidence that it was actually there come the morning.

Dream-beast of Somnos (1): Init +0; Atk bite +8 melee (1d12) or claw +6 melee (2d8); AC 16; HD 10d8; HP 50; MV 30'; Act 2d20; SP regenerate 2 hp/round, dream haunting; SV Fort +3, Ref -1, Will +10; AL N.

Adventure Start

You have barely fallen asleep before you are startled awake. It seems that you have fallen asleep near a great jade palace, heretofore unseen. It is softly lit by muted lanterns, and revellers in fancy dress and masks of various sort are gathering on the well-manicured lawn. Peacocks strut and fan, and

flamingos stand one-legged in a pond and nearby stream. Suddenly, brazen trumpets call, and a voice rings out, "Welcome guests, one and all, to the Cotillion of Somnos!" The revellers sweep towards a broad staircase that leads up into the palace.

One of the revellers, wearing a turquoise-studded mask fashioned to appear like a one-horned demon, looks in your direction. "Come, fellow guests!" she calls to you. "The Ball of Hours is about to begin!" She dances swiftly across the lawn toward the jade palace.

Players will probably have some questions. If they suspect that they are dreaming, and look back, they can see their bodies lying in slumber behind them. Even the sentry (if a Player Character participating in this adventure) appears to have nodded off at his post. Nothing the characters can do at this point can awaken their real selves; they must either go forward, or sleep forever.

When they go toward the stairs, read or paraphrase the following:



The wide steps lead upward to a double door, now thrown wide, its light streaming onto the lawn. One door is pannelled in ivory, the other in horn. Before the gates stand two huge guardsmen with festive costumes but very serious-looking halberds. The one to the right wears an azure mask that resembles a rhinoceros. The one to the left wears a lifelike mask that looks like a hornbill. As you approach, they cross their halberds before the gate.

"None may enter the Palace of Somnos this night without wearing a mask," declares the one on the right.

"Therefore, choose what mask you would wear," says the one on the left, and the bird eyes on his mask blink.

Each character must choose a mask, and the player may choose anything the judge deems their characters might have knowledge of. As soon as the player chooses a mask, it appears in the character's hands, and cannot be changed later, save in Area 8. As soon as the characters don their masks, the guardsmen step aside, allowing them to enter.

If the characters refuse to choose masks, or demand to be wakened, they disappear from the dream world as their bodies wake up. It will be long before the Dreaming God Somnos invites them to another festival! Any characters that choose to don a mask and go on, however, may do so, climbing the wide stairs and entering the Cotillion of Hours.

Encounter Areas

1. Beyond the Gates of Ivory and Horn: *Beyond the gates of ivory and horn, a 10-foot wide staircase of polished coral and porphyry leads up into a chamber in which other masked guests are mingling. Flamingo-like creatures with azure feathers and spindly feathered arms distribute golden wine in silver cups. Three ornate doors lead from the chamber, left, right, and straight ahead.*

As you look about, a soft but penetrating voice can be heard: "Somnos, the Dreaming God, has heard the petitions of your hearts, and has granted you this chance to come before Him and make your requests. You need but make your way to the chamber where Somnos slumbers, and ask of him what you would, before the thirteenth chime rings the end of this Grand Ball, this Cotillion of Hours."

To each of you, the voice sounds like that of your mother, or of some other loved one now far distant or gone. The Cotillion of Hours has begun.

If the characters examine the doors, the western door is carved with a face surrounded by vines and tendrils.

Although they cannot identify the face, it seems vaguely familiar. Runes on this door read: Fear Nothing, And Pass Freely. The door to the east is carved with a radiant star shape, and runes which read Ask Freely, And Dream Deeply. The central door is carved with an image of a central fountain surrounded by peacocks. There are no runes on this door.

2. The Dance of Nightmares: *In the chamber beyond this door, masked couples dance to lively music provided by fish-like and amphibian musicians. These musicians stand on four daises, two to the north and two to the south, built into separate niches. Their violins and flutes create an energetic tune that elicits hopping steps and quick darts from the dancers. Overhead hang baskets of orchids, each paler and more delicate than the last. The far wall is a curtain of orchids, roses, and sweetly-scented flowering vines.*

When characters reach any square marked with an "X" (or, roughly halfway across the room if not using miniatures), the aspect of the room transforms:

Without warning, you find your feet sinking into the floor, your movements become slow and heavy as in a nightmare. The flowers in the hanging baskets writhe, the orchids forming fleshy sucking mouth-like apertures; the dangling roots bursting forth in thorny groping tangles. Tendrils part amid the greenery on the far wall, revealing a daemonic face carved in relief, whose huge black mouth gapes hungrily. Like living ropes, the long vines reach towards you.

The mouth sucks air into it, creating strong winds that pull at the characters, while the vines (unaffected by the dream wind) attempt to pull characters into the gaping maw. If attacked, the vines multiply more rapidly than they are destroyed.

The judge should personalize the daemonic face to represent an arch-nemesis or difficult foe of the characters, either living or dead. Once this event is triggered, the judge may have the other dancers fade away, or be sucked into the portal. Whatever dancers are sucked into the portal do not appear in Area 3 on the other side.

Each round the characters remain in the room, they must succeed in a DC 10 Reflexes save to avoid being pulled into and through the daemonic face's mouth. The character's Luck modifier is used in reverse on this save: a Luck bonus is a penalty to the save, while a Luck penalty is a bonus. This is because the mouth is actually the secret door represented on the map, and being sucked through is lucky. All characters being sucked through on the same round is double lucky, as it only triggers a single chime. Characters who resist run the

risk of missing the Infinite Passage (Area 3), becoming separated from party members who pass through the portal, or causing additional chimes to ring as they pass through the portal at different times.

Characters who correctly interpret the runes on the chamber door may simply surrender themselves.

3. The Infinite Passage: The description of this area assumes characters are entering from Areas 2 or 11; if they are entering from Area 14, the description will need to be modified.

This area is a long passage with a floor of beaten gold and walls of burnished bronze. It seems to stretch infinitely away from you, to the right and left.

There are never any dream analogues in this area. If a dream analogue enters with a PC, the analogue simply disappears.

Characters that choose to travel in either direction will discover that it goes on forever. Moreover, if they turn around and head in the other direction, the place that they started from has receded infinitely beyond sight. The secret passage can be traversed, but there is a trick to it.

Characters that travel in one direction consistently until a chime rings, and then turn around, discover that they have arrived at the next significant stop in the corridor. The significant stops are (1) south wall, (2) spyhole into Area 9, (3) door into Area 11, and (4) north wall and secret door. If all characters are in the infinite passage, the judge can simply describe the passage of time and have the chimes ring.

Thus, a character that enters through the secret door from Area 2 can travel north for one chime, turn south, and find himself at the south wall. A character who travels south from the same secret door for one chime, then turns north, finds himself at the spyhole to Area 9.

Characters that begin at the south wall, walk north for one chime, and then turn around find themselves facing an infinite hallway. If they turn around again, though, they discover that they are at the north wall. Likewise, characters beginning at the north wall can head south for one chime, turn around twice, and reach the south wall.

The Spyhole: A character can look through a hole in this wall and see Area 9. If no PCs are in the room, the hall is dark and silent. If a PC is in the room, a character watching from Area 3 can pull him into the Infinite Passage merely by willing it. There is no save. Dream

analogues and extras cannot be pulled into Area 3. A character looking through the spyhole will know this automatically.

The Northern Secret Door: When searched for, a DC 10 Personality check makes the secret door simply appear in the wall, as though it were a door made of amber sheets bound with iron and rare woods. Once passed through, the door disappears again.

4. The Hall of Sweeter Dreams: *The door opens onto an opulent chamber of alabaster walls, airily-carved into pleasing forms representing long-forgotten pleasures that cannot quite be brought to mind. Cushions and pillows are strewn about the marble floor, some occupied by dreamers and others by languid lovers whose soft cries of passion fill the air as with distant music.*

Dream analogues in this room are always of an appropriate gender for an intimate liaison, and will languorously beckon their primaries on. Such a liaison costs the character(s) involved a chime. Once the first chime has rung, though, the character must make a Will save to depart before a second chime rings. If he fails, he must make a Will save to depart before the first chime. This save begins at DC 10, but raises by 2 for each chime that rings after the first save.

The secret door is a panel marked with a radiant blue star; any character looking for the star will notice it automatically. The panel pushes open easily when touched.

5. The Cloakroom of Forgetfulness: *This room is filled with racks of hanging cloaks, coats, and other garments of costly make and antique fashion. The smell of the hanging clothing reminds you of the forgotten joys of childhood – the tobacco smell of a father's pipe, perhaps, or the tart smell of sour apple tarts from a street vendor's cart.*

There are no dream analogues or extras here, unless the characters bring them.

Characters that enter this room become lost in thoughts and memories. Even slaves and orphans have some memories of sharp joy, buried perhaps, but brought to the surface by this room. A character must succeed in a DC 15 Will save to leave this room. After the first save is failed, the character is allowed one attempt per chime, until he either succeeds or awakens. Each save after the first allows a +2 bonus on the roll.

Sample memories include any of the following. The judge may roll, or may devise memories of his own that match the character in question.



D12 Memory	
1	The sight of a doe in a sun-dappled clearing, long minutes before it is startled and springs away.
2	A doll made of rags that you once slept with, and then forgot. It was called “Bearwan”.
3	Feeding ducks with your sisters. Both you and your older sister stinting your younger sister on bread crumbs to feed the ducks with.
4	Letting a mouse escape from a cat, because it was so tiny and frightened, but being too late. Leaving it to die because you didn’t want to kill the injured mouse yourself.
5	Milking cows in a sweet-smelling barn, the air so hot it prickled your skin.
6	The taste of a campfire-broiled dove after a long day helping collect firewood.
7	Your father saying “Well done” for the first time.
8	A girl with raven-coloured ringlets that you once knew, but were always too afraid to speak to, and whose name you can no longer recall.
9	A childhood playmate, long forgotten, and long left behind, but whose name or nickname you can still remember – this may now be the name of the character’s familiar, horse, child, etc.
10	Skating on a pond, wearing skates made of cow bones. Later that year, a neighbouring boy went through the ice and drowned, and your parents wouldn’t let you go again.
11	Your first taste of honey fresh from the honeycomb, stolen from your uncle’s hives.
12	The feel of your grandmother’s soft-wrinkled fingertips, soothing on your forehead when you were fevered.

These Aren’t My Memories: Some players will insist that their characters have no such recollections of childhood. That’s okay. They still experience the memories suggested herein, but, once they have made a successful Will save (or have failed and awakened), they recognize that the memories are not really theirs. Perhaps the cloakroom manufactured them out of whole cloth. Perhaps they shared memories from their companions. Or perhaps they are the memories they would have had, in an alternate lifetime. Who can say?

6. The Oracle of Deeper Dreaming: *The hallway leads into a chamber, its center lit by a floating blue star of many points, whose shining rays do not illuminate the walls or corners. Unconscious figures in masks and robes lie on the marble floor under the star, their eyes moving and limbs twitching with their dreams. The knowledge comes unbidden to you all: This is the Oracle of Deeper Dreaming. You may ask a question, if you will, but doing so will send you into a deeper dream than the Cotillion of Hours, and your companions will not be able to wake you.*

Anyone who asks a question of the Oracle instantly falls asleep and cannot be awakened by any mortal means – they dream within a dream. Those who do so will only wake at the end of the adventure, unless they appear in Somnos’ chamber first.

The Oracle offers a chance to “win” the scenario while “losing”: it can offer the answer to any one question in the form of a dream, but that dream will encompass the remaining time of the adventure. For example, a wizard might ask to learn a single spell, and dream enough to do so, but he will not then come before Somnos in Area 13.

A character who asks how to come before Somnos will do so; but the judge should determine whether other characters wish to consult the Oracle before revealing this. Such a character appears in Area 13 after the 12th chime rings.

7. The Fountain of the Cats: *This great octagonal chamber is open to the night sky. A low wall of polished jasper subdivides the area between a terrace of marble and sardonix and a jasmine-scented garden with a turquoise fountain at its center. Four half-doors allow access from one area to the other. The garden is filled with jasmine, lavender, lilies, roses, and night-blooming moonflowers. Four statues on basalt plinths grace the garden: a cat to the north, an owl to the south, to the east a night heron, and to the west a great bat. The costumed guests seem content to make polite small talk along the terraced walk. The moon shines full and bright overhead, turning all to silver and black.*

Examining the doors between terrace and fountain reveals something scratched into the southeast door: “I dreamed in this place – Rand. Cart.” From the inner area, a similar graffiti can be found on the northwest door: “Here passed I en route to Unknown Kad., RC, 1927.” If a character passes through these doors to respectively enter and exit the fountain area, no chimes ring.

If any character enters the inner area, a cat appears from nowhere on the edge of the fountain, as though it had leaped from on high. In fact, the cat has just appeared from the dark side of the moon, where it was meeting cousins and litter-kin, and is merely pausing in this dream on its way back to the waking world. If addressed politely, it will not reveal its name – what cat ever did? – but will offer the following: “Mouse and moth; hare and frog. Name each to each, and turn time back.” It then leaps down from the fountain’s edge and disappears back into waking lands.

If a character touches the cat statue and says “Mouse”, the bat and says “Moth”, the owl and says “Hare”, and the heron and says “Frog”, they will hear the strange sound of a chime ringing backwards, and gain an “hour” in pursuit of their quest. This will only work once.

If a character returns to this room, another cat will be here – it has a vague and menacing strangeness about it, as though it were something else captured in feline form. Characters should not be able to tell exactly what is strange about it, but each will feel it. This is a “cat” from another plane or world within the campaign milieu’s solar system (Saturn, perhaps). If addressed by characters, it will attack. Otherwise, after a short period, it will also disappear, in pursuit of the terrestrial cat that was here earlier. If this second “cat” is slain, a chime also rings backwards, giving the characters more time.

Both cats are real within the dream world.

Cat (1): Init +6; Atk bite +0 melee (1); AC 13; HD 1 hp; HP 1; MV 20’; Act 1d20; SP low-light vision, disappear from dream world as action with DC 15 Will save; SV Fort -2, Ref +6, Will +0; AL N.

Alien Cat (1): Init +6; Atk bite +2 melee (1d2) or claw +4 melee (1d4); AC 13; HD 2d4; HP 8; MV 20’; Act 2d20; SP low-light vision, phase through blows (50% miss chance, always phases through first attack), disappear from dream world as action with DC 15 Will save; SV Fort +0, Ref +4, Will +0; AL C.

8. The Grand Ballroom: *Beyond the door is a room filled with music and masked figures engaged in a complex and stately dance. They move in couples and quartets, changing partners frequently, and their steps take them across all of the amber and ebony blocks of the ballroom floor. The vaulted ceiling is covered with mosaics of red flamingos, while murals on the wall depict horned horses and great aurochs the colour of ivory. Another passage leads off to the north.*

Reaching the passage to the north is difficult; characters must match the steps of the grand ball to do so. It takes 6 successful steps to get across the room, and each step requires a DC 10 Agility check to perform properly. Failure places the character in a bad position, requiring an additional 1d3 steps to reach the passage. A character whose background reasonably includes dance rolls 1d20 on these checks; all others roll 1d10. For every 10 steps taken, a chime rings.

If a character enters this room alone, he will notice after 1d6 rounds that he is completely naked, except for his mask. His equipment and clothing will not return when he leaves this room. This does not affect his real equipment outside of the dream world.

9. The Dance of the Goat-Footed Musicians: *The door leads to a square dancing room, the floor of which is made of alternating blocks of ebony wood and burnished teak. Portraits of sleeping men, women, and creatures adorn the walls. In raised boxes to the left and right, goat-footed musicians pipe a whirling skirl of music. The dancers step lively to the song, the men with swords drawn, and the women dancing ever-faster between the flashing blades.*

Crossing this dance floor is not easy. For every square that is to be crossed, a character must succeed in a Reflex save or take 1d4 points of damage from a flashing blade. The save DC starts at 10, and increases by +2 for each square traversed. Remaining in a single square prevents the DC from increasing, but the character must still make a save each round or suffer damage. A warrior or dwarf may attempt a Deed to match swordplay, obviating the need for that (or a different) character to make saves for 1 round; the DC still increases as normal, however.

If a character has a dream analogue wearing a weasel mask in this room, the DC for that character is increased by +2, and damage is 1d6. If the judge has not rolled already, this is a 1 in 20 chance.

Although the musicians are extras, a character can attempt to attack them to halt the music (AC 15, hp 6 each), but if a musician is slain or the music stops, all extras and dream analogues become colourless and slowly fade from view. Whoever slays a musician awakens from the dream world 1d6 rounds later, when the room’s occupants have disappeared.

The spyhole (see Area 3) is through the snoring mouth of a sleeping giant; the portrait identifies this giant as Grumbletump (see Area 12). Other portraits of sleeping figures include those of the unicorn Malicas, the Princess

Snowdrop, Count Copper of Lesser Britain, and the troll Illthrogg the Mighty. Portrait titles cannot be read from afar; a character must cross seven squares to read the title on the giant's portrait, and then cross seven squares to return. A character can cross up to six squares in a single round, but must stop moving whenever damaged or take 3d6 more points of damage from the whirling blades. The character may resume moving in the next round.

10-A. The Waltz of Years: The double-doors that lead into this room from the south are locked. They can be opened by the silver key from Area 12, or by a DC 25 open locks check.

Dancers waltz here without aid of music. Their masked faces and costumes fail to hide the disparity of their ages, varying from infancy to the hoariest of old ages. They appear from the east as newborn babes, already knowing their steps, and dance to the west, where they break apart and blow away into bones, then dust. Two sets of stairs lead upward, east and west, to a higher level whereupon a great pagoda sits, made of jade and stone, within which is a couch, upon which a dimly visible being rests. Could this be Somnos, the Dreaming God?

Characters entering this room from the west and proceeding west are safe; those who go the opposite direction must make a Willpower save or suffer 1d5 points of Personality damage as he hears the Music of Time stripping his years away. The Willpower save DC is equal to 10 + the character's level. The first time a character does this, a chime sounds backward (see Area 7).

The eastern stairway is inlaid with arabesques of horn; the western with a pattern of ivory. A character that progresses up the eastern stairway enters Area 13. A character that passes up the western stairway wakes up.

10-B. Where Somnos Lies Dreaming: *This is a large area, whose ceiling seems to disappear into infinity. On daises on the far wall, two statues represent Sweet Dreams and Nightmares in forms that are unique to each of you, representing that which you desire and that which you fear. Four infinitely tall pillars surround a great jade pagoda chased with gold. Within the pagoda is a couch, upon which a figure lies dreaming. A voice speaks in your minds: "Guests of the Dreaming God, step forth and speak your wills."*

The figure on the couch is Somnos. The Dreaming God can take on a number of appearances. Roll 1d7 and consult the chart below. The judge may have Somnos appear the same to all PCs, or different to each, as he desires.

D7	Appearance
1	A small child.
2	A giant with handsome features, 1d14+10 feet tall.
3	A beautiful woman surrounded by roses.
4	A demonic being with a single eye, and a single horn in the centre of its forehead.
5	A childhood toy, such as a rag doll or stuffed bear.
6	A unicorn with a silver horn and hoofs.
7	The character's mother, young again, with the character as a babe suckling on her dreaming breast.

The judge should consider the requests made. If a character should be so foolish as to make an outlandish request ("Overthrow the Kingdom of Lemuria!"), he will be blasted by the Dreaming God. Blasted characters simply cease to exist, and are no longer present when the other characters awaken. Only the action of another god can restore these characters.

A character whose request is for his companions to be present uses up his ability to make a request, but can thereby summon any companions who are yet dreaming in the Palace of Somnos. Characters who have been awakened or lost are not restored in this way.

Most normal requests (up to and including the restoration of a slain, but not a blasted, companion) are not fulfilled immediately, but the character has a dream which supplies requested information 1d7 nights later, or which tells the requestor what must be done to make the request come true.

For instance, a character desiring the command word to a magic item might have a dream in which the command word is the name of a loved one. Likewise, a character who wishes a slain companion restored might have a dream that she dredged his body from the Moon Pool in the City of Prophecy under the full moon, and by travelling to that place by the next full moon, discovers the renewed form of her companion alive in the pool.

As an extreme example, a character might be told in a dream to go to a city bridge at a particular time. Going there, he meets another traveller who speaks to him, and tells him a dream which accurately describes the character's own home, and, in the dream, the traveller dug beneath the character's garden only to discover what the character had requested.

The judge can become very creative in terms of these dreams, and should consider using them as hooks to further adventures.

11. Pallid Reflections: *The walls of this hallway are covered with distorted mirrors, reflecting all within as warped images of themselves. The masked and costumed revellers seem to be unaware that their reflections are monstrous.*

If the characters seek out their own reflections (and asking about them is sufficient), monstrous versions of themselves step out of the mirrors and attack. For each character, 1 pallid reflection attacks per character level attained. Extras and dream analogues become reflections as long as a reflection is present outside of the mirrors. When the reflections are slain, they again become reflections, and the dream analogues and extras return. The pallid reflections appear to be bestial images of the characters involved, with a faded translucent sepia colour.

Pallid Reflections (1 per Character Level): Init +4; Atk bite, claw, or weapon +4 melee (1d6); AC 12; HD 2d8; HP 8 each; MV 30'; Act 1d20; SP None; SV Fort +8, Ref +5, Will +2; AL C.

12. The Banquet of Hours: *Within this chamber, a great feast is ongoing. Tables festooned with flowers and greenery hold exotic foods – the smoking hearts of albino peacocks, broiled unicorn livers, stewed dragon's tail, fruits from distant lands, and salads garnished with rare herbs and pixie wings. The air is full of scents, both sweet and savoury. The feast is led by an almost skeletally thin man with a balding head. A silver key hangs from an adamantine chain around his neck.*

Any character who partakes of the feast here gains a permanent +1 bonus to Luck (which remains outside the dream world), but causes a chime to ring. Only a single chime will ring, regardless of how many characters eat, or how much.

Characters can look into Area 10 through adamantine bars.

The Master of the Feast carries the silver key that can open the double doors into Area 10. He will cede this key if the characters can answer him a riddle: "What is the name of the giant who sleeps?" The answer can be found in Area 9. The Master of the Feast is an extra, and



simply fades away if attacked, taking the silver key with him.

If the characters enter this chamber a third time, they discover that a quartet of dream ghouls picking at the scraps of the feast. These appear to be skeletons sheathed in translucent yellow flesh, through which bones, muscles, organs, and half-digested food (including a human foot) can be seen. The dream ghouls dress in worn and out-dated finery stolen from graves. If the judge is so inclined, the gelid features of the ghouls resemble those of PCs who died in earlier adventures.

Feeding from the table scraps as they are, the ghouls so not necessarily pose a threat to the characters; indeed, it is possible for the players to gain news of the lands of the dead from them. The dream ghouls are knowledgeable about the dream lands, as well as about graves, who has passed on, and what has happened to them beyond death. If the characters seek some ancient tomb, or some spell that was known only to a dead and buried sorcerer, the ghouls may be able to help.

Woe to the characters who attack them, though, for the ghouls are powerful foes in the dream world, and any damage they do to the characters' dreaming selves is done also to their corporeal bodies. If a dream ghoul devours a character's dream-self, that character's body actually disappears from the real world as it is consumed.

Finally, should the characters enter a fifth time, the scraps are all gone, and the ghouls automatically attack.

Dream Ghouls (4): Init +2; Atk bite +6 melee (1d6 + paralyzation) or claw +2 melee (1d5); AC 14; HD 4d8; HP 18, 22, 12, 16; MV 30'; Act 1d20; SP undead traits, paralyzation (Will DC 14 or be paralyzed for 1d6 chimes), infravision 100'; SV Fort +2, Ref +1, Will +2; AL C.

13. The Secret Courtyard: *This courtyard is cold and dark, and swept by chill winds. Two alcoves, to the right and the left, adorn the room. The southern alcove is decorated with a mosaic of ivory, while the northern alcove is decorated with a mosaic of horn. At the centre of the east wall, steps lead up to an image of a jade face, like a green face of a demon, its mouth open wide to reveal a blackness darker than night. The mouth is large enough for a man to crawl through.*

The demon's mouth is the key to the secret door; a character who reaches within will discover a switch that causes the whole demon's face to pivot, allowing access to Area 13.

Characters that enter either alcove awaken. Those who enter the southern alcove lose 1 point of Luck, while those who enter the northern alcove gain 1 point of Luck.

14. Beyond the Walls of Sleep: If the judge desires the characters to have further adventures in the dream world, this door can be opened. If not, this door is locked, and the lock cannot be picked.

Steps lead down from this door into a warm, light room that smells of apple blossoms and summer rain. A pleasant breeze blows through this place. To the left, there is an alcove decorated with inlaid mosaics of carved horn. To the right, there is a similar alcove decorated with patters of carved ivory. The walls are covered with murals of lost seasons, lingering desires, and just-visible monsters from childhood nightmares.

These alcoves are dream-gates, which can lead characters to further adventures in various dream worlds. The Gate of Ivory (south) is the conduit from which misleading dreams flow. The Gate of Horn (north) leads to and from the true dreamlands. In practice, the judge may run any adventure as though it took place in a dream world through either Gate.



Somnos, the Dreaming God

The Dreaming God, Somnos, takes an interest in mortal affairs. In addition to the events of Through the Cotillion of Hours, Somnos communicates through dreams, and delights in the fancies of sleeping mortals. He can send both terrifying nightmares and pleasant visions which make the world seem cold and colourless in comparison. He is also sometimes a supernatural patron to wizards and elves.

Somnos is described here using the simple entry format used in the Core Rulebook for Yddgrl, Obitu-Que, and Ithha. This listing includes only the results of an invoke patron spell check, without example spells or taint descriptions. Feel free to expand upon this listing for your own games!

Invoke Patron check results	
12-13	Somnos weaves layers of dream-stuff around the caster, improving his Armour Class by +2, and making even a successful hit 25% likely to strike where a figment of the caster is manifesting rather than at his true location. If this occurs, the caster still takes half damage through his psychic-dream connection to the figment. This lasts for 1d3+CL rounds.
14-17	The caster appears more dangerous, more dashing, and in every way more imposing in the minds of all who view him. In effect, the caster is swathed in images of his own dream-self. Any who hear him speak must succeed in a DC 10 Will save or be compelled to obey. Creatures must understand the caster, and cannot be made to carry out obviously suicidal commands or orders that are completely against their nature. This effect lasts for 1d3+CL minutes.
18-19	Somnos grants the caster the power to induce sleep, but it is a strong power, and may rebound upon the wielder. Once each round, for the next 2d6+CL rounds, the caster may designate a target within 100', which must make a DC 20 Will save or fall into a deep slumber. This is a deep, but natural, slumber, and a creature may be wakened in any way that it could normally be awakened. It will otherwise sleep deeply for 1d6 hours, and lightly for 1d3 hours thereafter. If the creature succeeds on its save, though, the power rebounds on the caster, who must make a DC 10 Will save or fall asleep for 1d6 minutes.
20-23	The Dreaming God swathes the caster in a deep enchanted slumber, during which no enemy creature may locate or harm him. During this sleep, the caster has the opportunity to consult with Somnos, who is willing to give brief answers to questions asked by the caster. The enchanted slumber lasts for 2d6 hours, and for each hour of sleep, the caster may ask one question that can be answered with a short sentence of phrase. When the caster awakens, he feels refreshed, and has the normal benefits of a good night's sleep (i.e., spells lost are restored, and normal healing has taken place). This does not prevent him from gaining the benefits of another night's sleep when appropriate, even within the same 24-hour span.

24-27	Somnos causes the Gates of Ivory and Horn to appear before the caster, so that he and up to 2d6+CL allied creatures may enter the dreamlands in physical form. It is possible to pass through the dreamlands to any spot on any plane where sleeping creatures dream, but the farther the travellers would wish to go, the more subjective time it takes, and the more encounters the characters may suffer in the dreamlands. The prospective judge should consider devising a full adventure to account for any such travels, or adapt an adventure with genre-bending or other usual elements for this purpose. The actual transit time is 1d6 hours, no matter how short or how far a distance the characters travel.
28-29	1d3 dream analogues of the caster and his allies (within 50') manifest in the real world, ready to aid the characters they are modelled from. These analogues remain for 2d4 x 10 minutes. If the caster or any of his allies are slain, the player may take over any surviving analogue, which then becomes "real" within the physical world, while the slain "real" character becomes a dream and fades away (with any equipment). Likewise, if an analogue is slain, or at the end of the duration, analogues and their equipment fade away back into dreamstuff. There can never be more than one of any character, or more than one of any of that character's equipment, remaining when the dream fades.
30-31	All enemy figures within 100' of the caster must make a DC 20 Will save, or collapse into an enchanted, nightmare-ridden sleep that lasts 1d3 hours. These creatures are impervious to all mortal harm – as guests of the dreams of Somnos, they are protected by the Dreaming God. However, they cannot be awakened by any means until their dreams come to an end, and at that time each creature must succeed in a DC 15 Fort save or it will never awaken again. It is slain by the force of its nightmares!
32+	The Dreaming God enfolds the caster and his allies (within 50'), taking them bodily through the dreamlands, to arrive anywhere on any plane that the caster desires, so long as sleeping creatures dream in that place. Transport is instantaneous and safe.



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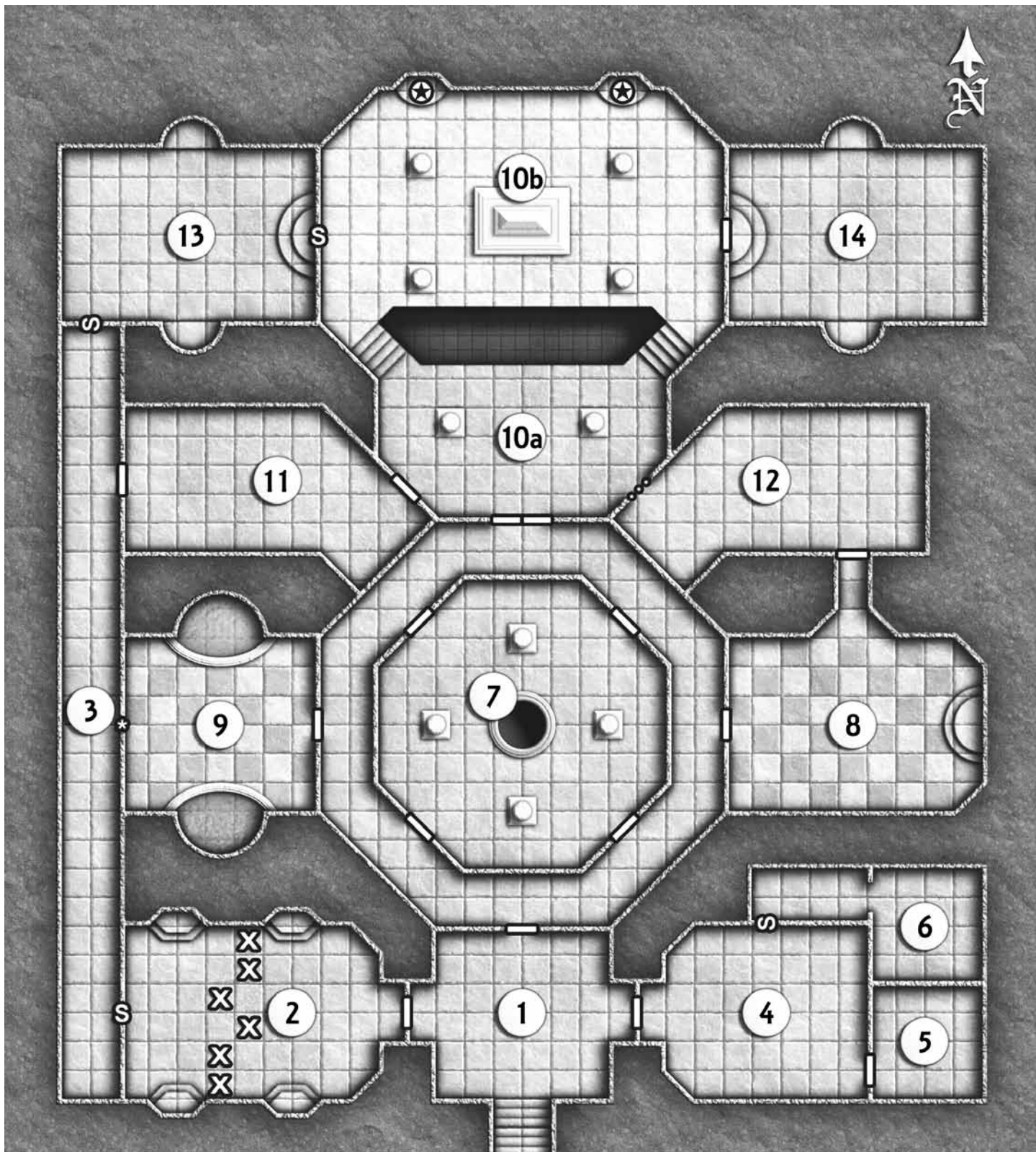
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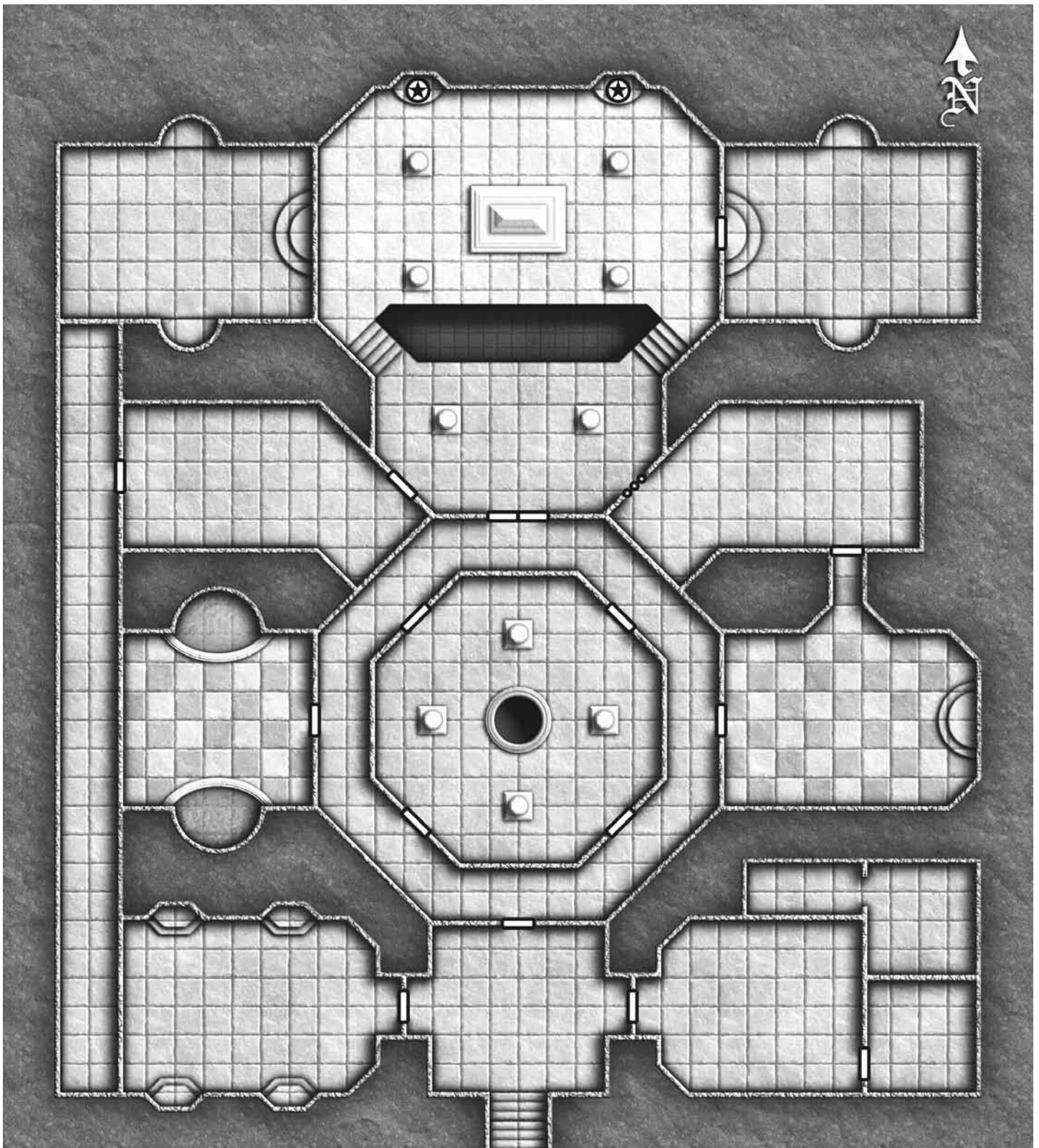
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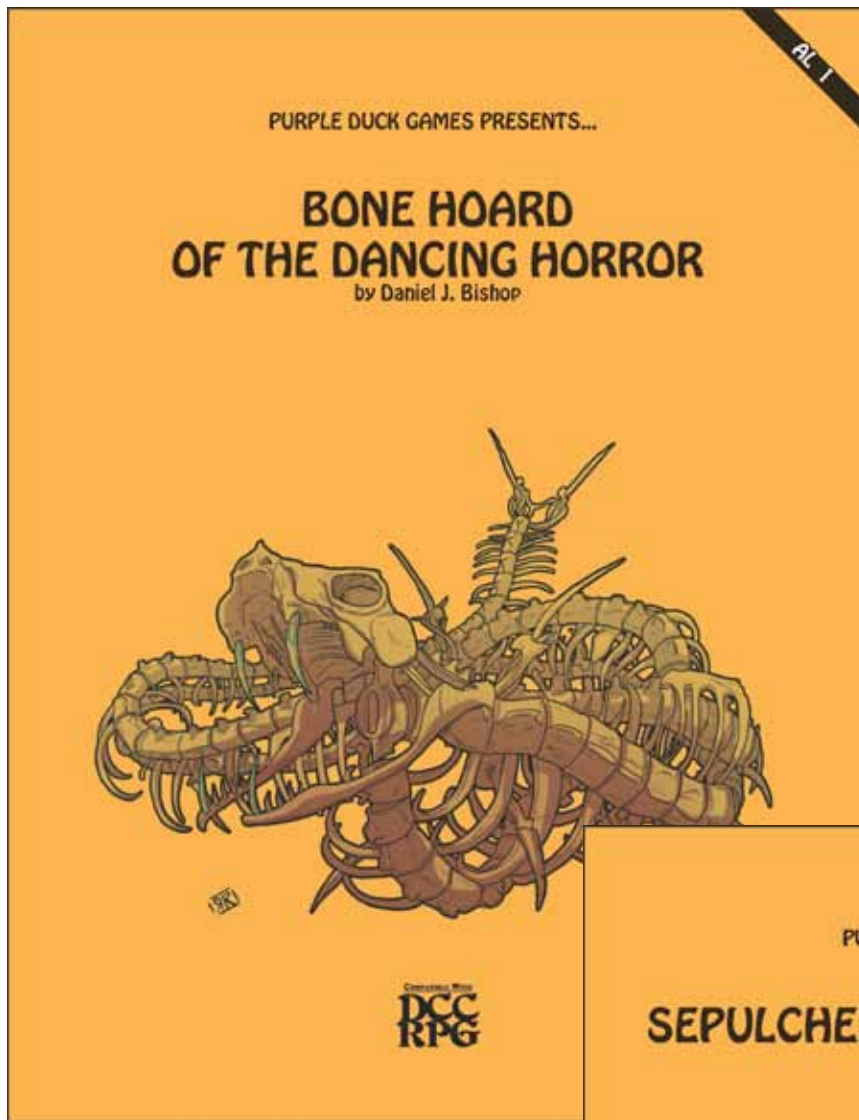




GM Map for Through The Cotillion of Hours



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