

Haunted

If only sleep were a refuge, an escape from the worries of the day. But it's not. The things you fear follow you here. They become more powerful, taking on their own forms. They aren't nightmares. Because you can't escape them by waking up.

Needs

You have three Fears, things that terrify you in waking life that you so far have been unable to face, but will learn to face over the course of game.

When you overcome an obstacle related to a Fear, mark a circle for it. When you have both circles filled and then face and defeat a Fear, mark the star and realize a Grace.

Possible Tether Ideas

Your Tethers can be anything that anchors you. Perhaps consider...

- something that protects you
- something from the past you've held onto
- a place you retreat to
- someone who's braver than you are
- a saying meant to be reassuring
- a gift from a ghost

Special Lucid Move: Elude

Name a danger other than a Fear. Fashion something that lets you avoid it or escape its notice.

Special Twist Moves

- Something you're afraid of happens.
- Flee a situation, leaving someone else in danger.

Questions

- How have you surprised yourself since entering the Dream?
- What do you know about the **Nightmare Envoy** who follows you? The **Nightmare Envoy** could be an antagonist who represents something you fear, a representative arguing for the positive side of something disquieting, or an opportunist who sees value or power in your troubles.

Connections

- Who was doing something unsettling when you first encountered them?
- Who comforted you when you really needed it?
- Who seems like they could face anything?

Searcher

You're here in pursuit of that which was stolen away. It may be foolish to think that you can return to the waking world what the Dream has taken. But nevertheless, you must try.

Needs

You have three Charges, things or people you feel responsible for that have, in some way or other, been lost to the Dream.

When you overcome an obstacle pursuing a Charge, mark a circle for it. When you have both circles filled and then recover a Charge, mark the star and realize a Grace.

Possible Tether Ideas

Your Tethers can be anything that anchors you. Perhaps consider...

- a secret you've kept
- a place you once found treasures
- someone you made a promise to
- a surprisingly-useful book
- a token of someone you've lost
- a feather from a rare bird

Special Lucid Move: Compass

Name something you're seeking other than a Charge. Discover something that points you in the right direction or gets you closer.

Special Twist Moves

- Unexpectedly misplace something that you need.
- Get separated from your friends.

Questions

- How were your Charges stolen away?
- What do you know of the **Uncanny Thief** who stole from you? The **Uncanny Thief** could be a suave and cryptic unknown, a former friend or confidant, or an incongruous yet manipulative figure. They may have stolen one or all of your Charges, or they may be keeping the secrets of a more subtle culprit.

Connections

- Who reminds you of someone you've lost?
- Who seems recklessly irresponsible?
- Who do you trust to guide you in the right direction?