

The 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.

Name and pronouns	
Who are you awake?	
Who are you in the Dream?	
How have you surprised yourself since entering the Dream?	
What do you know about the Nightmare Envoy who follows you?	

Needs: Fears

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Tethers and Entanglements

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Graces

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?	

Safety/Meta: The door is always open / "Pause" / Disjoin or Awaken / Set expectations

Creating the Haunted

- Draw a card and use it to inspire your character. Draw additional cards if you wish.
- Choose 1 to 3 **Fears** (see below). If you leave any blank, fill them in during play.
- Choose 3 **Tethers**: things or memories from your waking life that connect you to who you are. 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

Leave the right half of each line blank for now.

- Leave your Graces blank for now.
- Choose a name and details about your character. 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.
- Once everyone has a character, do introductions and establish connections to the other Dreamers.

Needs: Fears

Fears are 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 a significant obstacle related to a Fear, mark a circle for it. You must have both circles filled to face and defeat a Fear.

When both circles are filled and you then face and defeat a Fear, mark the star and realize a **Grace**: an insight or strength more powerful than the Dream's pull. When you invoke a Grace, draw a card.

Lucid Moves (Play a Card)

To use a Lucid Move, play a card or discard a card to chain off a card played by someone else. The move must use an element of the card. If you use a Lucid move to make things more difficult, draw a card.

Manifest: Summon or create something or someone.

Invert: Turn something or someone into what it is not.

Exaggerate: Elevate a trait or quality to extremes.

Link: Make an opening in your environment into a gateway to somewhere else.

Realize: Break expectations or evoke a new perspective.

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

Twist Moves (Draw a Card)

- Something you're afraid of happens.
- Flee a situation, leaving someone else in danger.
- Freeze and fail to act when action is needed.

Other Moves

Explore: When you investigate or discover something, play the top card. Interpret it as what you find.

Recenter: Once per chapter per Tether, bring a Tether into play to draw a card.

Unleash: Use a Tether to defend against anything, but expose it to corruption.

Find Respite: When the group has a moment of true peace, calm, and safety, draw until you have 5 cards.

Disjoin: End the current scene; choose whether you or the Guide Explore to start a new one.

Awaken: Wake from the Dream. Return later with a new hand of 5 cards.

Spark: Reward cool or unexpected play by letting another Dreamer (once per scene) draw a card.

Entanglement

When you fail to defend against something that would corrupt or hurt your connection to a Tether for the first time, mark it. If it's already marked, instead it's gone from something that ties you to the waking world to an **Entanglement**, something that makes it hard for you to leave the Dream behind. Cross out the Tether and rewrite it as appropriate to the right.

Once per scene per Entanglement, anyone may invoke an Entanglement to subvert or undermine a Lucid Move you make. When this happens, you may chain a Lucid move without discarding later this session.

When you have three Entanglements, you are no longer a Dreamer.

The 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.

Name and pronouns	
Who are you awake?	
Who are you in the Dream?	
How were your Charges stolen away?	
What do you know of the Uncanny Thief who stole from you?	

Needs: Charges

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Tethers and Entanglements

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Graces

Connections

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

Safety/Meta: The door is always open / "Pause" / Disjoin or Awaken / Set expectations

Creating the Searcher

- Draw a card and use it to inspire your character. Draw additional cards if you wish.
- Choose 1 to 3 **Charges** (see below). If you leave any blank, fill them in during play.
- Choose 3 **Tethers**: things or memories from your waking life that connect you to who you are. 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

Leave the right half of each line blank for now.

- Leave your Graces blank for now.
- Choose a name and details about your character. 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.
- Once everyone has a character, do introductions and establish connections to the other Dreamers.

Needs: Charges

Charges are things or people you feel responsible for that have, in some way or other, been lost to the Dream. When you overcome a significant obstacle pursuing a Charge, mark a circle for it. You must have both circles filled to recover a Charge.

When both circles are filled and you then recover a Charge, mark the star and realize a **Grace**: an insight or strength more powerful than the Dream's pull. When you invoke a Grace, draw a card.

Lucid Moves (Play a Card)

To use a Lucid Move, play a card or discard a card to chain off a card played by someone else. The move must use an element of the card. If you use a Lucid move to make things more difficult, draw a card.

Manifest: Summon or create something or someone.

Invert: Turn something or someone into what it is not.

Exaggerate: Elevate a trait or quality to extremes.

Link: Make an opening in your environment into a gateway to somewhere else.

Realize: Break expectations or evoke a new perspective.

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

Twist Moves (Draw a Card)

- Unexpectedly misplace something that you need.
- Get separated from your friends.
- Freeze and fail to act when action is needed.

Other Moves

Explore: When you investigate or discover something, play the top card. Interpret it as what you find.

Recenter: Once per chapter per Tether, bring a Tether into play to draw a card.

Unleash: Use a Tether to defend against anything, but expose it to corruption.

Find Respite: When the group has a moment of true peace, calm, and safety, draw until you have 5 cards.

Disjoin: End the current scene; choose whether you or the Guide Explore to start a new one.

Awaken: Wake from the Dream. Return later with a new hand of 5 cards.

Spark: Reward cool or unexpected play by letting another Dreamer (once per scene) draw a card.

Entanglement

When you fail to defend against something that would corrupt or hurt your connection to a Tether for the first time, mark it. If it's already marked, instead it's gone from something that ties you to the waking world to an **Entanglement**, something that makes it hard for you to leave the Dream behind. Cross out the Tether and rewrite it as appropriate to the right.

Once per scene per Entanglement, anyone may invoke an Entanglement to subvert or undermine a Lucid Move you make. When this happens, you may chain a Lucid move without discarding later this session.

When you have three Entanglements, you are no longer a Dreamer.

The Idealist

You are beset by a desperate longing. You yearn for something pure, something golden. Some perfection you know is out there. Something you can't have. Not in the world of day, at least. But perhaps here, in the Dream, anything is possible.

Name and pronouns	
Who are you awake?	
Who are you in the Dream?	
What makes things feel impossible in the waking world?	
What do you know of the False Savior who promises to aid you?	

Needs: Desires

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Tethers and Entanglements

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Graces

Connections

Who hides a hopeful heart?	
Who seems like they could help you attain a Desire?	
Who has an unrealistic opinion of you?	

Safety/Meta: The door is always open / "Pause" / Disjoin or Awaken / Set expectations

Creating the Idealist

- Draw a card and use it to inspire your character. Draw additional cards if you wish.
- Choose 1 to 3 **Desires** (see below). If you leave any blank, fill them in during play.
- Choose 3 **Tethers**: things or memories from your waking life that connect you to who you are. Consider:
 - a tool relating to a passion
 - a lucky charm you believe in
 - a pet who adores you
 - a place that inspires daydreams
 - a fanciful poem
 - a piece of an artifact

Leave the right half of each line blank for now.

- Leave your Graces blank for now.
- Choose a name and details about your character. The **False Savior** likely claims to be able to get you what you want, but is either manipulating you with false hope or overestimating their own abilities.
- Once everyone has a character, do introductions and establish connections to the other Dreamers.

Needs: Desires

Desires are powerful longings you're pursuing as driving goals. Things that are difficult or impossible in the waking world, but that you have a possibility to attain here in the dream. When you overcome a significant obstacle pursuing a Desire, mark a circle for it. You must have both circles filled to attain a Desire.

When both circles are filled and you then attain a Desire, mark the star and realize a **Grace**: an insight or strength more powerful than the Dream's pull. When you invoke a Grace, draw a card.

Lucid Moves (Play a Card)

To use a Lucid Move, play a card or discard a card to chain off a card played by someone else. The move must use an element of the card. If you use a Lucid move to make things more difficult, draw a card.

Manifest: Summon or create something or someone.

Invert: Turn something or someone into what it is not.

Exaggerate: Elevate a trait or quality to extremes.

Link: Make an opening in your environment into a gateway to somewhere else.

Realize: Break expectations or evoke a new perspective.

Special—Heartsense: Choose a denizen present. Declare something that they want, other than one of your Desires.

Twist Moves (Draw a Card)

- Stubbornly insist on doing what you want despite the consequences.
- Misunderstand what someone wants to unfortunate result.
- Freeze and fail to act when action is needed.

Other Moves

Explore: When you investigate or discover something, play the top card. Interpret it as what you find.

Recenter: Once per chapter per Tether, bring a Tether into play to draw a card.

Unleash: Use a Tether to defend against anything, but expose it to corruption.

Find Respite: When the group has a moment of true peace, calm, and safety, draw until you have 5 cards.

Disjoin: End the current scene; choose whether you or the Guide Explore to start a new one.

Awaken: Wake from the Dream. Return later with a new hand of 5 cards.

Spark: Reward cool or unexpected play by letting another Dreamer (once per scene) draw a card.

Entanglement

When you fail to defend against something that would corrupt or hurt your connection to a Tether for the first time, mark it. If it's already marked, instead it's gone from something that ties you to the waking world to an **Entanglement**, something that makes it hard for you to leave the Dream behind. Cross out the Tether and rewrite it as appropriate to the right.

Once per scene per Entanglement, anyone may invoke an Entanglement to subvert or undermine a Lucid Move you make. When this happens, you may chain a Lucid move without discarding later this session.

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The Dissembler

The truth is harsh. It's jagged and dangerous. So you construct your world of comforting lies. Build your life around them. No one will ever know. It'll never come crashing down. And it definitely won't affect your sleep.

Name and pronouns	
Who are you awake?	
Who are you in the Dream?	
What are you afraid you'll lose by admitting the truth?	
What do you know of the Ceaseless Investigator who's suspicious of you?	

Needs: Lies

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Tethers and Entanglements

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Graces

Connections

Who do you suspect is hiding something important?	
Who seems to trust you too easily?	
Who do you wish you could confess something to?	

Safety/Meta: The door is always open / "Pause" / Disjoin or Awaken / Set expectations

Creating the Dissembler

- Draw a card and use it to inspire your character. Draw additional cards if you wish.
- Choose 1 to 3 **Lies** (see below). If you leave any blank, fill them in during play.
- Choose 3 **Tethers**: things or memories from your waking life that connect you to who you are. Consider:
 - pretentious credentials
 - an ostentatious vehicle
 - someone who's benefited from your lies
 - a home you've abandoned
 - a trick weapon or tool
 - a shimmering mask
- Leave the right half of each line blank for now.
- Leave your Graces blank for now.
- Choose a name and details about your character. The **Ceaseless Investigator** may represent someone you hide from while awake, reflect a truth you shy away from, or just be broadly distrustful of Dreamers.
- Once everyone has a character, do introductions and establish connections to the other Dreamers.

Needs: Lies

Lies are things you've built your life around, things about the world or about yourself you insist are true even though in your heart you know they're false. You will eventually end up rejecting them over the course of character development. When you overcome a significant obstacle related to a Lie, mark a circle for it. You must have both circles filled to reject a Lie.

When both circles are filled and you then reject a Lie, mark the star and realize a **Grace**: an insight or strength more powerful than the Dream's pull. When you invoke a Grace, draw a card.

Lucid Moves (Play a Card)

To use a Lucid Move, play a card or discard a card to chain off a card played by someone else. The move must use an element of the card. If you use a Lucid move to make things more difficult, draw a card.

Manifest: Summon or create something or someone.

Invert: Turn something or someone into what it is not.

Exaggerate: Elevate a trait or quality to extremes.

Link: Make an opening in your environment into a gateway to somewhere else.

Realize: Break expectations or evoke a new perspective.

Special—Convince: Specify a target. Reveal evidence or assurance that supports a falsehood you've told them, other than one of your three Lies.

Twist Moves (Draw a Card)

- Have a lie you've told get you into trouble.
- Have something you're counting on turn out to be false.
- Freeze and fail to act when action is needed.

Other Moves

Explore: When you investigate or discover something, play the top card. Interpret it as what you find.

Recenter: Once per chapter per Tether, bring a Tether into play to draw a card.

Unleash: Use a Tether to defend against anything, but expose it to corruption.

Find Respite: When the group has a moment of true peace, calm, and safety, draw until you have 5 cards.

Disjoin: End the current scene; choose whether you or the Guide Explore to start a new one.

Awaken: Wake from the Dream. Return later with a new hand of 5 cards.

Spark: Reward cool or unexpected play by letting another Dreamer (once per scene) draw a card.

Entanglement

When you fail to defend against something that would corrupt or hurt your connection to a Tether for the first time, mark it. If it's already marked, instead it's gone from something that ties you to the waking world to an **Entanglement**, something that makes it hard for you to leave the Dream behind. Cross out the Tether and rewrite it as appropriate to the right.

Once per scene per Entanglement, anyone may invoke an Entanglement to subvert or undermine a Lucid Move you make. When this happens, you may chain a Lucid move without discarding later this session.

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The Burdened

People think highly of you. They see you as someone capable, someone extraordinary, someone they can depend on. But that's not you. They see someone they want you to be, force you into their mold. And it's not a mold you can fit. And it's breaking you.

Name and pronouns	
Who are you awake?	
Who are you in the Dream?	
Why haven't you been able to get help with your burdens?	
What's known of the Ensnaring Rose who offers a life free of care?	

Needs: Responsibilities

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Tethers and Entanglements

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Graces

Connections

Who seems to understand well the nature of responsibility?	
Who helped you out when you weren't up to a task?	
Who reminds you of someone who counts on you in the waking world?	

Safety/Meta: The door is always open / "Pause" / Disjoin or Awaken / Set expectations

Creating the Burdened

- Draw a card and use it to inspire your character. Draw additional cards if you wish.
 - Choose 1 to 3 **Responsibilities** (see below). If you leave any blank, fill them in during play.
 - Choose 3 **Tethers**: things or memories from your waking life that connect you to who you are. Consider:
 - a packed bag or knapsack
 - a schedule or logbook
 - someone who depends on you
 - a sanctuary where you escape expectations
 - an unusual assistant
 - a cord woven with promises
- Leave the right half of each line blank for now.

- Leave your Graces blank for now.
- Choose a name and details about your character. The **Ensnaring Rose** is someone who feels comfortable and safe, but with a sinister undertone; they may be manipulating you with easy answers or may represent a life you wish you had.
- Once everyone has a character, do introductions and establish connections to the other Dreamers.

Needs: Responsibilities

Responsibilities are requirements of a role pushed upon you that are unsustainable or unhealthy. You will reject or adapt them over the course of game. When you overcome a significant obstacle related to a Responsibility, mark a circle for it. You must have both circles filled to reject or adapt a Responsibility.

When both circles are filled and you then reject or adapt a Responsibility, mark the star and realize a **Grace**: an insight or strength more powerful than the Dream's pull. When you invoke a Grace, draw a card.

Lucid Moves (Play a Card)

To use a Lucid Move, play a card or discard a card to chain off a card played by someone else. The move must use an element of the card. If you use a Lucid move to make things more difficult, draw a card.

Manifest: Summon or create something or someone.

Invert: Turn something or someone into what it is not.

Exaggerate: Elevate a trait or quality to extremes.

Link: Make an opening in your environment into a gateway to somewhere else.

Realize: Break expectations or evoke a new perspective.

Special—Assume: Accept a task unrelated to your Responsibilities. Give yourself characteristics that make you well-suited to that task.

Twist Moves (Draw a Card)

- Let someone down who had expectations of you.
- Fail at something you're supposed to be good at.
- Freeze and fail to act when action is needed.

Other Moves

Explore: When you investigate or discover something, play the top card. Interpret it as what you find.

Recenter: Once per chapter per Tether, bring a Tether into play to draw a card.

Unleash: Use a Tether to defend against anything, but expose it to corruption.

Find Respite: When the group has a moment of true peace, calm, and safety, draw until you have 5 cards.

Disjoin: End the current scene; choose whether you or the Guide Explore to start a new one.

Awaken: Wake from the Dream. Return later with a new hand of 5 cards.

Spark: Reward cool or unexpected play by letting another Dreamer (once per scene) draw a card.

Entanglement

When you fail to defend against something that would corrupt or hurt your connection to a Tether for the first time, mark it. If it's already marked, instead it's gone from something that ties you to the waking world to an **Entanglement**, something that makes it hard for you to leave the Dream behind. Cross out the Tether and rewrite it as appropriate to the right.

Once per scene per Entanglement, anyone may invoke an Entanglement to subvert or undermine a Lucid Move you make. When this happens, you may chain a Lucid move without discarding later this session.

When you have three Entanglements, you are no longer a Dreamer.

The Overlooked

Life isn't fair. Some people are born with a silver spoon. You don't know how you're going to make it through the week. There are things you need, things others take for granted that you don't have. At least here, maybe you can escape that.

Name and pronouns	
Who are you awake?	
Who are you in the Dream?	
What joyful bounty have you found in the dream?	
What's known of your Benefactor whose gifts have subtle catches?	

Needs: Lacks

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Tethers and Entanglements

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Graces

Connections

Who seems to take for granted something of great worth?	
Who seems reluctant to share what they have?	
Who seems like they understand hardship?	

Safety/Meta: The door is always open / "Pause" / Disjoin or Awaken / Set expectations

Creating the Overlooked

- Draw a card and use it to inspire your character. Draw additional cards if you wish.
- Choose 1 to 3 **Lacks** (see below). If you leave any blank, fill them in during play.
- Choose 3 **Tethers**: things or memories from your waking life that connect you to who you are. Consider:
 - something broken or worn
 - something you've fought to keep
 - someone who has even less
 - a makeshift shelter
 - a password for an underground gathering
 - a seed or coin a rat brought you

Leave the right half of each line blank for now.

- Leave your Graces blank for now.
- Choose a name and details about your character. Your **Benefactor** may be earnest but misguided or may have a deeper agenda; they seem to have an unending supply of useful or necessary things. The source of their gifts is unclear, and the gifts don't end up working as you expect.
- Once everyone has a character, do introductions and establish connections to the other Dreamers.

Needs: Lacks

Lacks are things you need to live a safe and comfortable life but lack stable access to outside the Dream. You will find ways to fill them in the Dream. When you overcome a significant obstacle related to a Lack, mark a circle for it. You must have both circles filled to satisfy a Lack.

When both circles are filled and you then satisfy a Lack, mark the star and realize a **Grace**: an insight or strength more powerful than the Dream's pull. When you invoke a Grace, draw a card.

Lucid Moves (Play a Card)

To use a Lucid Move, play a card or discard a card to chain off a card played by someone else. The move must use an element of the card. If you use a Lucid move to make things more difficult, draw a card.

Manifest: Summon or create something or someone.

Invert: Turn something or someone into what it is not.

Exaggerate: Elevate a trait or quality to extremes.

Link: Make an opening in your environment into a gateway to somewhere else.

Realize: Break expectations or evoke a new perspective.

Special—Do Without: Name something you need other than a Lack. Modify yourself or your belongings to let you make do without it.

Twist Moves (Draw a Card)

- Be unable to find something that should be available.
- Find an antagonist to unexpectedly have something they need.
- Freeze and fail to act when action is needed.

Other Moves

Explore: When you investigate or discover something, play the top card. Interpret it as what you find.

Recenter: Once per chapter per Tether, bring a Tether into play to draw a card.

Unleash: Use a Tether to defend against anything, but expose it to corruption.

Find Respite: When the group has a moment of true peace, calm, and safety, draw until you have 5 cards.

Disjoin: End the current scene; choose whether you or the Guide Explore to start a new one.

Awaken: Wake from the Dream. Return later with a new hand of 5 cards.

Spark: Reward cool or unexpected play by letting another Dreamer (once per scene) draw a card.

Entanglement

When you fail to defend against something that would corrupt or hurt your connection to a Tether for the first time, mark it. If it's already marked, instead it's gone from something that ties you to the waking world to an **Entanglement**, something that makes it hard for you to leave the Dream behind. Cross out the Tether and rewrite it as appropriate to the right.

Once per scene per Entanglement, anyone may invoke an Entanglement to subvert or undermine a Lucid Move you make. When this happens, you may chain a Lucid move without discarding later this session.

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The Bound

The world's a scary place. If you do or say the wrong thing, it could be catastrophic. Luckily, you know the rules to follow. If you follow them, everything will be okay. There's nothing to worry about. Just follow the rules.

Name and pronouns	
Who are you awake?	
Who are you in the Dream?	
What disaster do you fear when your Laws are broken?	
What do you know of the Contrarian who pronounces odd rules?	

Needs: Laws

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Tethers and Entanglements

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Graces

Connections

Who seems to follow a strict personal code?	
Who strikes you as chaotic and unpredictable?	
Whom did you promise something that's outside your comfort zone?	

Safety/Meta: The door is always open / "Pause" / Disjoin or Awaken / Set expectations

Creating the Bound

- Draw a card and use it to inspire your character. Draw additional cards if you wish.
- Choose 1 to 3 **Laws** (see below). If you leave any blank, fill them in during play.
- Choose 3 **Tethers**: things or memories from your waking life that connect you to who you are. Consider:
 - something you feel anxious without
 - someone you idolize
 - a scar from a past failing
 - a place of authority
 - a rhyme or song to remember something
 - a chain forged of an impossible substance

Leave the right half of each line blank for now.

- Leave your Graces blank for now.
- Choose a name and details about your character. The **Contrarian** is in some way like you, but follows or espouses a code that is incompatible with your own. They may encourage you to question your restrictions, or they may follow their own rules to the point of self-destruction.
- Once everyone has a character, do introductions and establish connections to the other Dreamers.

Needs: Laws

Laws are rules you constructed out of necessity or that were instilled in you by others that limit your ability to grow. You will rewrite or move past them over the course of game. When you overcome a significant obstacle wrestling with a Law, mark a circle for it. You must have both circles filled to rewrite or move past a Law.

When both circles are filled and you then rewrite or move past a Law, mark the star and realize a **Grace**: an insight or strength more powerful than the Dream's pull. When you invoke a Grace, draw a card.

Lucid Moves (Play a Card)

To use a Lucid Move, play a card or discard a card to chain off a card played by someone else. The move must use an element of the card. If you use a Lucid move to make things more difficult, draw a card.

Manifest: Summon or create something or someone.

Invert: Turn something or someone into what it is not.

Exaggerate: Elevate a trait or quality to extremes.

Link: Make an opening in your environment into a gateway to somewhere else.

Realize: Break expectations or evoke a new perspective.

Special—Legalism: Choose a denizen present. Declare a rule that they follow.

Twist Moves (Draw a Card)

- Declare a helpful or practical action unacceptable for a principled reason.
- Misunderstand local norms to unfortunate effect.
- Freeze and fail to act when action is needed.

Other Moves

Explore: When you investigate or discover something, play the top card. Interpret it as what you find.

Recenter: Once per chapter per Tether, bring a Tether into play to draw a card.

Unleash: Use a Tether to defend against anything, but expose it to corruption.

Find Respite: When the group has a moment of true peace, calm, and safety, draw until you have 5 cards.

Disjoin: End the current scene; choose whether you or the Guide Explore to start a new one.

Awaken: Wake from the Dream. Return later with a new hand of 5 cards.

Spark: Reward cool or unexpected play by letting another Dreamer (once per scene) draw a card.

Entanglement

When you fail to defend against something that would corrupt or hurt your connection to a Tether for the first time, mark it. If it's already marked, instead it's gone from something that ties you to the waking world to an **Entanglement**, something that makes it hard for you to leave the Dream behind. Cross out the Tether and rewrite it as appropriate to the right.

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The Prism

Normality's a lie, but it's a powerful one. You need to fit in, to be productive, to seem together in order to survive. But that's all a facade. Your self is made up of multiple parts, and you need to express them all to be whole. But it's not safe to reveal your facets in waking life. Maybe doing so in the Dream will be enough.

Name and pronouns	
Who are you awake?	
Who are you in the Dream?	
What alien aspect of the Dream do you embrace or find comforting?	
What's known of the Dark Image that mirrors what you reject of yourself?	

Needs: Facets

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Tethers and Entanglements

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Graces

Connections

Who feels like a kindred spirit to one of your facets?

Who do you see a hidden heart in at odds with their surface appearance?

Who seems to understand well your complexities?

Creating the Prism

- Draw a card and use it to inspire your character. Draw additional cards if you wish.
 - Choose 1 to 3 **Facets** (see below). If you leave any blank, fill them in during play.
 - Choose 3 **Tethers**: things or memories from your waking life that connect you to who you are. Consider:
 - something multicolored
 - something from an obscure interest
 - someone you can be yourself around
 - a place that brought you clarity
 - a collection of names or symbols
 - a lens that lets you see hidden truths
- Leave the right half of each line blank for now.
- Leave your Graces blank for now.
 - Choose a name and details about your character. Your **Dark Image** may seem like a part of yourself that you've cast off, or may be a counterpart or rival that brings parts of yourself you dislike to the fore.
 - Once everyone has a character, do introductions and establish connections to the other Dreamers.

Needs: Facets

Facets are distinct identities or parts of your personality you have to repress to be accepted or safe. You will learn to safely express them in the Dream. When you overcome a significant obstacle impeding a Facet, mark a circle for it. You must have both circles filled to fully express a Facet.

When both circles are filled and you then fully express a Facet, mark the star and realize a **Grace**: an insight or strength more powerful than the Dream's pull. When you invoke a Grace, draw a card.

Lucid Moves (Play a Card)

To use a Lucid Move, play a card or discard a card to chain off a card played by someone else. The move must use an element of the card. If you use a Lucid move to make things more difficult, draw a card.

Manifest: Summon or create something or someone.

Invert: Turn something or someone into what it is not.

Exaggerate: Elevate a trait or quality to extremes.

Link: Make an opening in your environment into a gateway to somewhere else.

Realize: Break expectations or evoke a new perspective.

Special—Rotate Perspective: Choose a denizen present. Bring out an unexpected side of their personality that helps you.

Twist Moves (Draw a Card)

- Have internal conflict cause you to fall apart.
- Reveal a sinister side to something that seemed safe or helpful.
- Freeze and fail to act when action is needed.

Other Moves

Explore: When you investigate or discover something, play the top card. Interpret it as what you find.

Recenter: Once per chapter per Tether, bring a Tether into play to draw a card.

Unleash: Use a Tether to defend against anything, but expose it to corruption.

Find Respite: When the group has a moment of true peace, calm, and safety, draw until you have 5 cards.

Disjoin: End the current scene; choose whether you or the Guide Explore to start a new one.

Awaken: Wake from the Dream. Return later with a new hand of 5 cards.

Spark: Reward cool or unexpected play by letting another Dreamer (once per scene) draw a card.

Entanglement

When you fail to defend against something that would corrupt or hurt your connection to a Tether for the first time, mark it. If it's already marked, instead it's gone from something that ties you to the waking world to an **Entanglement**, something that makes it hard for you to leave the Dream behind. Cross out the Tether and rewrite it as appropriate to the right.

Once per scene per Entanglement, anyone may invoke an Entanglement to subvert or undermine a Lucid Move you make. When this happens, you may chain a Lucid move without discarding later this session.

When you have three Entanglements, you are no longer a Dreamer.

Safety/Meta: The door is always open / "Pause" / Disjoin or Awaken / Set expectations

The Theorist

You don't have all the answers. All models are wrong. Certainly your analysis failed to anticipate the Dream. But you will not despair. You have your eyes, your determination. You will test and observe. And, even here, you will draw ever-closer to the truth.

Name and pronouns	
Who are you awake?	
Who are you in the Dream?	
What have you done in the Dream that had a shocking result?	
What do you know of the Vexing Prophet who foresees ill for you?	

Needs: Conceptions

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Tethers and Entanglements

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Graces

Connections

Who have you helped uncover a truth?	
Who repeatedly defies your expectations?	
Who is frustratingly prone to argue or disagree with you?	

Safety/Meta: The door is always open / "Pause" / Disjoin or Awaken / Set expectations

Creating the Theorist

- Draw a card and use it to inspire your character. Draw additional cards if you wish.
 - Choose 1 to 3 **Conceptions** (see below). If you leave any blank, fill them in during play.
 - Choose 3 **Tethers**: things or memories from your waking life that connect you to who you are. Consider:
 - a recording device
 - a tool for measuring or computing
 - someone whose work inspires you
 - somewhere you found answers
 - a secret that others dismissed
 - a crystal or mechanical heart
- Leave the right half of each line blank for now.
- Leave your Graces blank for now.
 - Choose a name and details about your character. The **Vexing Prophet** is an ominous figure who claims to see hidden truths; they are not your enemy per se, but see flaws in your ideas and foolishness in your plans.
 - Once everyone has a character, do introductions and establish connections to the other Dreamers.

Needs: Conceptions

Conceptions are ideas you have about how the world works that are incomplete or mistaken. You will test and revise them as you play into better reflections of truth. When you overcome a significant obstacle while testing a Conception, mark a circle for it. You must have both circles filled to revise a Conception.

When both circles are filled and you then revise a Conception, mark the star and realize a **Grace**: an insight or strength more powerful than the Dream's pull. When you invoke a Grace, draw a card.

Lucid Moves (Play a Card)

To use a Lucid Move, play a card or discard a card to chain off a card played by someone else. The move must use an element of the card. If you use a Lucid move to make things more difficult, draw a card.

Manifest: Summon or create something or someone.

Invert: Turn something or someone into what it is not.

Exaggerate: Elevate a trait or quality to extremes.

Link: Make an opening in your environment into a gateway to somewhere else.

Realize: Break expectations or evoke a new perspective.

Special—Insight: Name something you're uncertain about, other than a Conception. Reveal or uncover something that provides evidence illuminating a path forward.

Twist Moves (Draw a Card)

- Misinterpret key evidence or information.
- Take a foolish or dangerous risk in pursuit of answers.
- Freeze and fail to act when action is needed.

Other Moves

Explore: When you investigate or discover something, play the top card. Interpret it as what you find.

Recenter: Once per chapter per Tether, bring a Tether into play to draw a card.

Unleash: Use a Tether to defend against anything, but expose it to corruption.

Find Respite: When the group has a moment of true peace, calm, and safety, draw until you have 5 cards.

Disjoin: End the current scene; choose whether you or the Guide Explore to start a new one.

Awaken: Wake from the Dream. Return later with a new hand of 5 cards.

Spark: Reward cool or unexpected play by letting another Dreamer (once per scene) draw a card.

Entanglement

When you fail to defend against something that would corrupt or hurt your connection to a Tether for the first time, mark it. If it's already marked, instead it's gone from something that ties you to the waking world to an **Entanglement**, something that makes it hard for you to leave the Dream behind. Cross out the Tether and rewrite it as appropriate to the right.

Once per scene per Entanglement, anyone may invoke an Entanglement to subvert or undermine a Lucid Move you make. When this happens, you may chain a Lucid move without discarding later this session.

When you have three Entanglements, you are no longer a Dreamer.

The Hunter

You are not here at random, and you are not here alone. There is someone else who preceded you. You have clues pointing in their direction. And the clock is ticking. You need to find your quarry soon, before things get worse. If you don't, the Dream will be the least of your troubles.

Name and pronouns	
Who are you awake?	
Who are you in the Dream?	
What makes you uniquely suited to follow traces through the Dream?	
What do you know of your Elusive Quarry , always one step ahead?	

Needs: Leads

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Tethers and Entanglements

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Graces

Connections

Who has skills that could help in the hunt?	
Who has an incongruous belonging that hints at a dangerous secret?	
Who impressed you by noticing something you did not?	

Safety/Meta: The door is always open / “Pause” / Disjoin or Awaken / Set expectations

Creating the Hunter

- Draw a card and use it to inspire your character. Draw additional cards if you wish.
- Choose 1 to 3 **Leads** (see below). If you leave any blank, fill them in during play.
- Choose 3 **Tethers**: things or memories from your waking life that connect you to who you are. Consider:
 - a favorite puzzle or toy
 - something that helps you spot things
 - a pet with a useful ability
 - a familiar hunting ground
 - an item precious to your Quarry
 - an uncanny means of communication

Leave the right half of each line blank for now.

- Leave your Graces blank for now.
- Choose a name and details about your character. Your **Elusive Quarry** resists ordinary means of tracking and is a threat to something important to you in your waking life.
- Once everyone has a character, do introductions and establish connections to the other Dreamers.

Needs: Leads

Leads are clues or traces that will help you find or oppose your quarry. When you overcome a significant obstacle following a Lead, mark a circle for it. You must have both circles filled to make a crucial discovery to resolve a Lead.

When both circles are filled and you then make a crucial discovery to resolve a Lead, mark the star and realize a **Grace**: an insight or strength more powerful than the Dream. When you invoke it, draw a card.

Lucid Moves (Play a Card)

To use a Lucid Move, play a card or discard a card to chain off a card played by someone else. The move must use an element of the card. If you use a Lucid move to make things more difficult, draw a card.

Manifest: Summon or create something or someone.

Invert: Turn something or someone into what it is not.

Exaggerate: Elevate a trait or quality to extremes.

Link: Make an opening in your environment into a gateway to somewhere else.

Realize: Break expectations or evoke a new perspective.

Special—Deduction: Choose a seemingly-innocuous detail not directly connected to a Lead. Reveal a hidden significance it indicates.

Twist Moves (Draw a Card)

- Fall prey to an unexpected trap or preparation laid by your Quarry.
- Have problems in your waking world disrupt what you're trying to do. (Remember that you're the authority on what might be happening in your waking world.)
- Freeze and fail to act when action is needed.

Other Moves

Explore: When you investigate or discover something, play the top card. Interpret it as what you find.

Recenter: Once per chapter per Tether, bring a Tether into play to draw a card.

Unleash: Use a Tether to defend against anything, but expose it to corruption.

Find Respite: When the group has a moment of true peace, calm, and safety, draw until you have 5 cards.

Disjoin: End the current scene; choose whether you or the Guide Explore to start a new one.

Awaken: Wake from the Dream. Return later with a new hand of 5 cards.

Spark: Reward cool or unexpected play by letting another Dreamer (once per scene) draw a card.

Entanglement

When you fail to defend against something that would corrupt or hurt your connection to a Tether for the first time, mark it. If it's already marked, instead it's gone from something that ties you to the waking world to an **Entanglement**, something that makes it hard for you to leave the Dream behind. Cross out the Tether and rewrite it as appropriate to the right.

Once per scene per Entanglement, anyone may invoke an Entanglement to subvert or undermine a Lucid Move you make. When this happens, you may chain a Lucid move without discarding later this session.

When you have three Entanglements, you are no longer a Dreamer.

The Guardian

Some Dreamers come here clueless, at the mercy of the chaotic forces around them. Not you. You know the Dream, how it works. You know that there are others who seek to use the Dream, or to end it. It needs someone to protect it. Someone like you.

Name and pronouns	
Who are you awake?	
Who are you in the Dream?	
By what authority do you defend the Dream?	
What do you know of the Alloof Meddler who knows too much?	

Needs: Threats

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Tethers and Entanglements

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Graces

Connections

Who seems a worthy ally in defense of the Dream?	
Who seems infected or corrupted, or to be at risk for becoming so?	
Who might be being manipulated by powerful hidden forces?	

Safety/Meta: The door is always open / “Pause” / Disjoin or Awaken / Set expectations

Creating the Guardian

- Draw a card and use it to inspire your character. Draw additional cards if you wish.
 - Choose 1 to 3 **Threats** (see below). If you leave any blank, fill them in during play.
 - Choose 3 **Tethers**: things or memories from your waking life that connect you to who you are. Consider:
 - an unexpected or makeshift weapon
 - a passion or hobby you keep secret
 - a scientist or scholar devoted to their work
 - your dream journal
 - an unusual yet comfortable bed
 - a device tied into the Dream
- Leave the right half of each line blank for now.
- Leave your Graces blank for now.
 - Choose a name and details about your character. The **Alloof Meddler** could be your superior in an organization, someone you suspect has connection to your Threats but have nothing solid on, or a claimed ally whose advice gets you into trouble.
 - Once everyone has a character, do introductions and establish connections to the other Dreamers.

Needs: Threats

Threats are things that are a danger to the Dream as a whole, whether they are denizens, invaders from outside, or something else. When you overcome a significant obstacle pursuing a Threat, mark a circle for it. You must have both circles filled to defeat a Threat.

When both circles are filled and you then defeat a Threat, mark the star and realize a **Grace**: an insight or strength more powerful than the Dream’s pull. When you invoke a Grace, draw a card.

Lucid Moves (Play a Card)

To use a Lucid Move, play a card or discard a card to chain off a card played by someone else. The move must use an element of the card. If you use a Lucid move to make things more difficult, draw a card.

Manifest: Summon or create something or someone.

Invert: Turn something or someone into what it is not.

Exaggerate: Elevate a trait or quality to extremes.

Link: Make an opening in your environment into a gateway to somewhere else.

Realize: Break expectations or evoke a new perspective.

Special—Understanding: Choose a danger other than a Threat. Reveal a secret of the Dream that gives you the upper hand against it.

Twist Moves (Draw a Card)

- Refuse to take action due to possible consequences for the Dream.
- Find that damage to the Dream has made something you counted on unreliable.
- Freeze and fail to act when action is needed.

Other Moves

Explore: When you investigate or discover something, play the top card. Interpret it as what you find.

Recenter: Once per chapter per Tether, bring a Tether into play to draw a card.

Unleash: Use a Tether to defend against anything, but expose it to corruption.

Find Respite: When the group has a moment of true peace, calm, and safety, draw until you have 5 cards.

Disjoin: End the current scene; choose whether you or the Guide Explore to start a new one.

Awaken: Wake from the Dream. Return later with a new hand of 5 cards.

Spark: Reward cool or unexpected play by letting another Dreamer (once per scene) draw a card.

Entanglement

When you fail to defend against something that would corrupt or hurt your connection to a Tether for the first time, mark it. If it’s already marked, instead it’s gone from something that ties you to the waking world to an **Entanglement**, something that makes it hard for you to leave the Dream behind. Cross out the Tether and rewrite it as appropriate to the right.

Once per scene per Entanglement, anyone may invoke an Entanglement to subvert or undermine a Lucid Move you make. When this happens, you may chain a Lucid move without discarding later this session.

When you have three Entanglements, you are no longer a Dreamer.

The Firebrand

Some see the Dream as natural, an inevitable outgrowth of humanity's collective unconscious. You, however, know better. The Dream corrodes the minds of its victims, and the problem is growing worse. You must sever its tendrils and free humanity from its touch, before it grows powerful enough that even waking will be no escape.

Name and pronouns	
Who are you awake?	
Who are you in the Dream?	
How did you first learn of the threat posed by the Dream?	
What do you know of the Keen Interloper who dogs your steps?	

Needs: Corruptors

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Tethers and Entanglements

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Graces

Connections

Who reminds you why you must fight the Dream?

Whose comfort with the Dream makes you uneasy?

Who seems a worthwhile ally in your fight?

Safety/Meta: The door is always open / "Pause" / Disjoin or Awaken / Set expectations

Creating the Firebrand

- Draw a card and use it to inspire your character. Draw additional cards if you wish.
 - Choose 1 to 3 **Corruptors** (see below). If you leave any blank, fill them in during play.
 - Choose 3 **Tethers**: things or memories from your waking life that connect you to who you are. Consider:
 - an emergency survival necessity
 - someone you'd do anything to protect
 - a place you received training
 - makeshift protective headgear
 - a scar or wound caused by the Dream
 - a pure ever-burning flame
- Leave the right half of each line blank for now.
- Leave your Graces blank for now.
 - Choose a name and details about your character. The **Keen Interloper** claims to be no friend of the Corruptors, but knows much about them. They aren't from your world, but are quite interested in it and your efforts.
 - Once everyone has a character, do introductions and establish connections to the other Dreamers.

Needs: Corruptors

Corruptors are denizens of the Dream working to extend the Dream's reach into your waking world. When you overcome a significant obstacle tied to a Corruptor, mark a circle for it. You must have both circles filled to decisively defeat a Corruptor.

When both circles are filled and you then decisively defeat a Corruptor, mark the star and realize a **Grace**: an insight or strength more powerful than the Dream's pull. When you invoke a Grace, draw a card.

Lucid Moves (Play a Card)

To use a Lucid Move, play a card or discard a card to chain off a card played by someone else. The move must use an element of the card. If you use a Lucid move to make things more difficult, draw a card.

Manifest: Summon or create something or someone.

Invert: Turn something or someone into what it is not.

Exaggerate: Elevate a trait or quality to extremes.

Link: Make an opening in your environment into a gateway to somewhere else.

Realize: Break expectations or evoke a new perspective.

Special—Purify: Choose something present other than a Corruptor. Free it from the influence of a denizen of the Dream.

Twist Moves (Draw a Card)

- Inadvertently hurt or abandon an ally in your single-minded pursuit of a goal.
- Find evidence that something innocuous is part of a Corruptor's plot.
- Freeze and fail to act when action is needed.

Other Moves

Explore: When you investigate or discover something, play the top card. Interpret it as what you find.

Recenter: Once per chapter per Tether, bring a Tether into play to draw a card.

Unleash: Use a Tether to defend against anything, but expose it to corruption.

Find Respite: When the group has a moment of true peace, calm, and safety, draw until you have 5 cards.

Disjoin: End the current scene; choose whether you or the Guide Explore to start a new one.

Awaken: Wake from the Dream. Return later with a new hand of 5 cards.

Spark: Reward cool or unexpected play by letting another Dreamer (once per scene) draw a card.

Entanglement

When you fail to defend against something that would corrupt or hurt your connection to a Tether for the first time, mark it. If it's already marked, instead it's gone from something that ties you to the waking world to an **Entanglement**, something that makes it hard for you to leave the Dream behind. Cross out the Tether and rewrite it as appropriate to the right.

Once per scene per Entanglement, anyone may invoke an Entanglement to subvert or undermine a Lucid Move you make. When this happens, you may chain a Lucid move without discarding later this session.

When you have three Entanglements, you are no longer a Dreamer.

The Lightseeker

There's something at the core of the Dream. Something stolen, or not yet born. An impossible pearl hidden deep within the sludge and darkness. You've seen glimpses of it, hints. You know it exists. And if you claim it? You could change everything.

Name and pronouns	
Who are you awake?	
Who are you in the Dream?	
Why are you so sure you need this treasure or truth?	
What's known of the Fallen Monarch who covets the treasure you seek?	

Needs: Sages

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Tethers and Entanglements

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Graces

Connections

Who has seen a glimpse or hint of what you seek?	
Who do you feel understands your drive?	
Whose expertise feels threatening?	

Safety/Meta: The door is always open / "Pause" / Disjoin or Awaken / Set expectations

Creating the Lightseeker

- Draw a card and use it to inspire your character. Draw additional cards if you wish.
- Choose 1 to 3 **Sages** (see below). If you leave any blank, fill them in during play.
- Choose 3 **Tethers**: things or memories from your waking life that connect you to who you are. Consider:
 - an elaborate map
 - a memory that drives you
 - someone you seek to emulate
 - a place steeped in loss
 - a scrap of tangible evidence
 - a piece of ancient regalia

Leave the right half of each line blank for now.

- Leave your Graces blank for now.
- Choose a name and details about your character. The **Fallen Monarch** may be racing you to your goal, or may be someone you can work together with, but either way your motivations are fundamentally in conflict.
- Once everyone has a character, do introductions and establish connections to the other Dreamers.

Needs: Sages

Sages are denizens of the Dream who know secrets that lead to the truth or treasure you seek. When you overcome a significant obstacle seeking or proving your worth to a Sage, mark a circle for it. You must have both circles filled to obtain what you need from a Sage.

When both circles are filled and you then obtain what you need from a Sage, mark the star and realize a **Grace**: an insight or strength more powerful than the Dream's pull. When you invoke a Grace, draw a card.

Lucid Moves (Play a Card)

To use a Lucid Move, play a card or discard a card to chain off a card played by someone else. The move must use an element of the card. If you use a Lucid move to make things more difficult, draw a card.

Manifest: Summon or create something or someone.

Invert: Turn something or someone into what it is not.

Exaggerate: Elevate a trait or quality to extremes.

Link: Make an opening in your environment into a gateway to somewhere else.

Realize: Break expectations or evoke a new perspective.

Special—Contrivance: Choose a denizen present other than a Sage. Establish something they know that can aid you.

Twist Moves (Draw a Card)

- Find that information you were given proves to be false.
- Trigger a trap when you thought you were safe.
- Freeze and fail to act when action is needed.

Other Moves

Explore: When you investigate or discover something, play the top card. Interpret it as what you find.

Recenter: Once per chapter per Tether, bring a Tether into play to draw a card.

Unleash: Use a Tether to defend against anything, but expose it to corruption.

Find Respite: When the group has a moment of true peace, calm, and safety, draw until you have 5 cards.

Disjoin: End the current scene; choose whether you or the Guide Explore to start a new one.

Awaken: Wake from the Dream. Return later with a new hand of 5 cards.

Spark: Reward cool or unexpected play by letting another Dreamer (once per scene) draw a card.

Entanglement

When you fail to defend against something that would corrupt or hurt your connection to a Tether for the first time, mark it. If it's already marked, instead it's gone from something that ties you to the waking world to an **Entanglement**, something that makes it hard for you to leave the Dream behind. Cross out the Tether and rewrite it as appropriate to the right.

Once per scene per Entanglement, anyone may invoke an Entanglement to subvert or undermine a Lucid Move you make. When this happens, you may chain a Lucid move without discarding later this session.

When you have three Entanglements, you are no longer a Dreamer.

The Twitch

The Dream is a place of endless struggle, where you are constantly under attack. Some manage to fend it off, at least for a time. Most fall into its clutches, sooner or later. And you? You are one of these, fallen to the corruption of the Dream. You can never wake up. Never return to your waking world. And now, your only solace is to spread this corruption to others.

Name and pronouns	
Who are you now?	
Who did you used to be?	
What do you miss most of the waking world?	
What do you recall of the Remnant , your last link to your former life?	

Needs: Targets

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Entanglements

Victim Entanglements

Connections

Who do you feel a keen temptation to entangle?	
Who insists on believing that redemption is still possible for you?	
Who views you with great distrust or antagonism?	

Safety/Meta: The door is always open / “Pause” / Disjoin or Awaken / Set expectations

Creating the Twitch

- Draw a card and use it to inspire your character. Draw additional cards if you wish.
- Choose 0 to 3 **Targets** (see below). If you leave any blank, fill them in during play.
- Choose 3 **Entanglements**, which once anchored you but now only bind you to the Dream. Consider:
 - something disconcertingly bright and garish
 - something broken beyond repair
 - someone you’ll never see again
 - a place where you failed at a crucial moment
 - a thorn coated in distilled nightmares
 - your heart’s fragments forged as a weapon
- Leave your Victim Entanglements blank for now.
- Choose a name and details about your character. The **Remnant** may be a Dreamer you once traveled with, someone else from the same waking world as you, or a denizen who reminds you of your former self or someone you once knew.
- Once everyone has a character, do introductions and establish connections to the other protagonists.

Needs: Targets

Targets are Dreamers, possibly support characters, who you seek to draw into Entanglement to build your own power. When you overcome a significant obstacle tempting or corrupting a Target, mark a circle for it. You must have both circles filled to absorb the power of corrupting a Target’s Tether into an Entanglement.

When both circles are filled and you then absorb the power of corrupting a Target’s Tether into an Entanglement, mark the star and note their Entanglements as Victim Entanglements, additional sources of power in the Dream you now have permanent access to.

Lucid Moves (Play a Card)

To use a Lucid Move, play a card or discard a card to chain off a card played by someone else. The move must use an element of the card. If you use a Lucid move to make things more difficult, draw a card.

Manifest: Summon or create something or someone.

Invert: Turn something or someone into what it is not.

Exaggerate: Elevate a trait or quality to extremes.

Link: Make an opening in your environment into a gateway to somewhere else.

Realize: Break expectations or evoke a new perspective.

Special—Impose Harmony: Choose something foreign or out of place. Force them to take on an aspect of the local environment or realm.

Twist Moves (Draw a Card)

- Find your Entanglements or your fallen nature ill-suited to your circumstances.
- Betray someone who trusts you for selfish reasons.
- Freeze and fail to act when action is needed.

Other Moves

Explore: When you investigate or discover something, play the top card. Interpret it as what you find.

Find Respite: When the group has a moment of true peace, calm, and safety, draw until you have 5 cards.

Disjoin: End the current scene; choose whether you or the Guide Explore to start a new one.

Spark: Reward cool or unexpected play by letting another Dreamer (once per scene) draw a card.

Special Rules

You are not a Dreamer: you may not Awaken and have no Tethers. Otherwise, you function as a Dreamer in terms of the game rules.

You can still make Lucid Moves; however, you must incorporate some element of one of your Entanglements or Victim Entanglements into each Lucid Move you make. Anyone can still invoke one of your Entanglements (once per scene per Entanglement) to subvert or undermine a Lucid move you make, but it can’t be the one you incorporated. (When this happens, you can chain a Lucid move for free later this session.)

If you absorb power from corrupting three Targets, discuss with the table what this means for your character and if it might make sense to switch playbooks as a result.

There may be other ways to stop being a Twitch, but if so, they likely require assistance from other protagonist characters and their Graces.

The Surety

Once you were a Dreamer, barely able to hold your own against the currents of the Dream. But it was more than just a meaningless struggle. Striving against it, you learned to understand yourself. To understand the Dream, rise above it. From your elevated point, you can see its problems in a new way. They're not inevitable. They're flaws. And they can be fixed.

Name and pronouns	
Who have you become?	
What idiom do you use to shape the Dream?	
What made you decide to pass up your chance to escape the Dream?	
What do you know of the Resistant Foe that sees your plans as a threat?	

Needs: Projects

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Tethers and Entanglements

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Graces and Pillars

Connections

Who sees the merit of your endeavors to reshape the Dream?	
Who do you fear is too comfortable with the Dream as it is?	
Who has failed to adequately master their emotions?	

Safety/Meta: The door is always open / "Pause" / Disjoin or Awaken / Set expectations

Creating the Surety

- Draw a card and use it to inspire your character. Draw additional cards if you wish.
 - Choose 1 to 3 **Projects** (see below). If you leave any blank, fill them in during play.
 - Choose 3 **Tethers**, things or memories that anchor you to your archetypal identity. Consider:
 - a sheaf of plans or blueprints
 - something that mends or fastens
 - someone who opened your eyes
 - a place where you won a great victory
 - a cloak woven from something intangible
 - a perfect, unbreakable spiderweb
- Leave the right half of each line blank for now.
- You also have 3 Graces, solid insights or strengths. Leave your Pillars blank for now.
 - Choose a name and details about your character. Your **Resistant Foe** is likely a powerful denizen who benefits from the status quo, but could also be someone with a competing vision for the Dream's potential.
 - Once everyone has a character, do introductions and establish connections to the other protagonists.

Needs: Projects

Projects are large-scale changes you seek to impose on the Dream. When you overcome a significant obstacle advancing a Project, mark a circle for it. You must have both circles filled to complete a Project.

When both circles are filled and you then complete a Project to permanently change the Dream, mark the star and establish a **Pillar**, a permanent new truth about part of the Dream that applies to everyone there. Whenever anyone makes use of a Pillar, they may draw a card (or, for a denizen, gain an Integrity card).

Lucid Moves (Play a Card)

To use a Lucid Move, play a card or discard a card to chain off a card played by someone else. The move must use an element of the card. If you use a Lucid move to make things more difficult, draw a card.

Manifest: Summon or create something or someone.

Invert: Turn something or someone into what it is not.

Exaggerate: Elevate a trait or quality to extremes.

Link: Make an opening in your environment into a gateway to somewhere else.

Realize: Break expectations or evoke a new perspective.

Special—Mold the Dream: Extract or manipulate an abstract quality according to your idiom.

Twist Moves (Draw a Card)

- Find an unexpected negative consequence to your meddling.
- Over-fixate on someone's flaws, overlooking useful or helpful qualities.
- Freeze and fail to act when action is needed.

Other Moves

Explore: When you investigate or discover something, play the top card. Interpret it as what you find.

Recenter: Once per chapter per Tether, bring a Tether into play to draw a card.

Unleash: Use a Tether to defend against anything, but expose it to corruption.

Find Respite: When the group has a moment of true peace, calm, and safety, draw until you have 5 cards.

Disjoin: End the current scene; choose whether you or the Guide Explore to start a new one.

Awaken: Wake from the Dream. Return later with a new hand of 5 cards.

Spark: Reward cool or unexpected play by letting another Dreamer (once per scene) draw a card.

Special Rules

Like any Dreamer, your Tethers are at risk of Entanglement, and when you invoke a Grace, draw a card.

Your Tethers are more self-referential than for other Dreamers; they may connect you to the waking world, but they can also just refer to your own concept of your identity.

Your **Mold the Dream** special Lucid Move has greater persistence than ordinary Lucid Moves. Each Surety has a personal idiom, often deriving from their Graces, that colors how they can use this move, but it's generally a flexible and powerful option.

Your Projects are advanced like any Need; however, the effects of completing a Project are beyond the personal, and the obstacles you must overcome in pursuit of a Project are correspondingly larger and more involved. Denizens of the Dream can sense their potential impact, and you likely face active opposition.

The Rabble-Rouser

The Dream's denizens are not like the people you know awake. They have strange wants, strange ways of living. But some things are universal. The powerful exploit the lowly, until the lowly band together to fight back. And you know whose side you're on. You're in this fight, not as a savior or benefactor, but as a comrade. And if the masses stand together? Then everything can change.

Name and pronouns	
Who are you now?	
Who did you used to be?	
What do you know of solidarity from your waking life?	
What do you know of the Pleasant Tempter that offers simple solutions?	

Needs: Allies

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Tethers and Entanglements

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Groups and Principles

Connections

Who do you trust to stand by your side no matter what?

Who seems cynical about how things are likely to turn out?

Who seems not to understand your struggle?

Safety/Meta: The door is always open / "Pause" / Disjoin or Awaken / Set expectations

Creating the Rabble-Rouser

- Draw a card and use it to inspire your character. Draw additional cards if you wish.
- Choose 0 to 3 **Allies** (see below). If you leave any blank, fill them in during play.
- Choose 3 **Tethers**: things or memories from your waking life that connect you to who you are. Consider:
 - an identifying pin or scarf
 - a place where you saw a great injustice
 - a song that brings you hope
 - a bottomless first aid kit
 - someone who taught you an crucial lesson
 - a bell that drowns out lies
- Leave the right half of each line blank for now.
- Leave your Groups and Principles blank for now.
- Choose a name and details about your character. The **Pleasant Tempter** seems sympathetic but pushes for less-disruptive ideas. Whether or not they intend to, they undermine your plans.
- Once everyone has a character, do introductions and establish connections to the other Dreamers.

Needs: Allies

Allies are denizens who rebel against the Dream's structures. When you overcome a significant obstacle assisting an Ally, mark a circle for it. You must have both circles filled to achieve their objective.

When both circles are filled and you then work with an Ally to achieve their objective, mark the star and establish a **Principle** for their group, a unifying truth about the group that gives it strength. When you or anyone in the group invokes a Principle, they may draw a card (or, for a denizen, gain an Integrity card).

Lucid Moves (Play a Card)

To use a Lucid Move, play a card or discard a card to chain off a card played by someone else. The move must use an element of the card. If you use a Lucid move to make things more difficult, draw a card.

Manifest: Summon or create something or someone.

Invert: Turn something or someone into what it is not.

Exaggerate: Elevate a trait or quality to extremes.

Link: Make an opening in your environment into a gateway to somewhere else.

Realize: Break expectations or evoke a new perspective.

Special—Mutual Aid: Choose an Ally. In a situation not directly related to their goals, have them help you or apply something of them to your situation.

Twist Moves (Draw a Card)

- Get separated from your friends and find yourself overwhelmed.
- Have a heated disagreement with a companion, undermining your efforts.
- Freeze and fail to act when action is needed.

Other Moves

Explore: When you investigate or discover something, play the top card. Interpret it as what you find.

Recenter: Once per chapter per Tether, bring a Tether into play to draw a card.

Unleash: Use a Tether to defend against anything, but expose it to corruption.

Find Respite: When the group has a moment of true peace, calm, and safety, draw until you have 5 cards.

Disjoin: End the current scene; choose whether you or the Guide Explore to start a new one.

Awaken: Wake from the Dream. Return later with a new hand of 5 cards.

Spark: Reward cool or unexpected play by letting another Dreamer (once per scene) draw a card.

Special Rules

By default, you are still a Dreamer, with Tethers at risk of Entanglement. If you have Graces from a prior playbook, keep them and draw a card when you invoke them. If you're no longer a Dreamer, you may have other things instead; discuss any ideas with the table.

Your Allies work like any Need; however, the effects of achieving their major objective goes beyond yourself, and beyond them, to a broader group or faction. Thus, the obstacles you must overcome in pursuit of this are likely larger and more involved than for other Needs, and may face more active opposition from those privileged by the status quo.

The Beholden

The Dream holds myriad opportunities, but nothing comes without a cost. You have sold something of yourself to a denizen of the Dream. Was it for power? Was it to save yourself when nothing else would? Or were you searching for a real connection? Regardless, you serve another, now. And this service will prove riddled with thorns.

Name and pronouns	
Who are you now?	
Who did you used to be?	
Who is your liege?	
What do you know of the Bright Thorn who opposes your liege?	

Needs: Tasks

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Tethers and Chains

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○

○

Boons

Connections

Who has been hurt by your liege in the past?

Who reminds you of what you used to care about?

Who did you leave behind when you made your bargain?

Safety/Meta: The door is always open / “Pause” / Disjoin or Awaken / Set expectations

Creating the Beholden

- Draw a card and use it to inspire your character. Draw additional cards if you wish.
 - Choose 1 to 3 **Tasks** (see below). If you leave any blank, fill them in during play.
 - Choose 3 **Tethers**: things or memories from your waking life that connect you to who you are. Consider:
 - something representing victory or rank
 - something you stole
 - someone who owes you
 - a place that makes you feel small
 - an elixir that gives a surge of glory
 - a battered shield of gems and darkness
- Leave the right half of each line blank for now.
- Leave your Boons blank for now.
 - Choose a name and details about your character. The **Bright Thorn** may be a rival on an equal footing to your liege, an underdog rebel, or a professed ally working their own scheme. They may view you as a threat, or may seek to offer you another path.
 - Once everyone has a character, do introductions and establish connections to the other Dreamers.

Needs: Tasks

Tasks are fraught missions placed upon you by your liege. When you overcome a significant obstacle pursuing a Task, mark a circle for it. You must have both circles filled to complete a Task.

When both circles are filled and you then complete a Task, mark the star and receive a **Boon**, a special power granted by your liege. When you make use of a Boon, draw a card, and your liege learns or takes a little something.

Lucid Moves (Play a Card)

To use a Lucid Move, play a card or discard a card to chain off a card played by someone else. The move must use an element of the card. If you use a Lucid move to make things more difficult, draw a card.

Manifest: Summon or create something or someone.

Invert: Turn something or someone into what it is not.

Exaggerate: Elevate a trait or quality to extremes.

Link: Make an opening in your environment into a gateway to somewhere else.

Realize: Break expectations or evoke a new perspective.

Special—Borrowed Might: Choose something not under the protection of your liege. Lash out at it with power given to you by your liege.

Twist Moves (Draw a Card)

- Have your obligations keep you from addressing your own needs.
- Intentionally or not, go against your liege’s wishes, and face the consequences.
- Freeze and fail to act when action is needed.

Other Moves

Explore: When you investigate or discover something, play the top card. Interpret it as what you find.

Recenter: Once per chapter per Tether, bring a Tether into play to draw a card.

Unleash: Use a Tether to defend against anything, but expose it to corruption.

Find Respite: When the group has a moment of true peace, calm, and safety, draw until you have 5 cards.

Disjoin: End the current scene; choose whether you or the Guide Explore to start a new one.

Awaken: Wake from the Dream. Return later with a new hand of 5 cards.

Spark: Reward cool or unexpected play by letting another Dreamer (once per scene) draw a card.

Special Rules

You are still a Dreamer, albeit a compromised one. You still have Tethers at risk of Entanglement; however, any Entanglements you have are now called Chains and bind you to your liege rather than the Dream as a whole. They still can subvert Lucid Moves, but in a manner reminiscent of your liege.

If you have Graces from a prior playbook, keep them and draw a card when you invoke them.

Your Tasks function like any Need; however, instead of a Grace, they give you a Boon from your liege. You may find when using such boons that your liege learns of the circumstances and exerts their influence through you in some small way.

The Guide

Everyone's Gameplay Agenda (pg. 8)

- Embrace dream logic.
- Engage with the Dream.
- Make everyone's contributions matter.
- Play to find out what happens.

Guide Principles (pg. 46)

- Give meaningful choices.
- Say "yes, and...", not "no".
- Challenge but don't thwart.
- Hold your prep loosely.
- Ask provocative questions.
 - Who does this person remind you of?
 - What about this place reminds you of somewhere else?
 - What do you expect is about to happen?
 - What makes you nervous here?
 - What do you hope to find here?
- Build on the Dreamers' focus, needs, and tethers.
- Make every situation precarious.
- Reality exists only by implication.
- The world defies expectation.
- All spaces are liminal.
- Embrace inconsistency, but not to tear down.
- Portray the Dreamers as alien.
- Denizens want something from Dreamers.
- Denizens grow from the table.
- Denizens reveal layers over time.
- Denizens are hierarchical.

Guide Moves (pg. 49)

- Reveal:** Play the top card of the deck to establish setting or provide a surreal revelation about the environment and/or a denizen.
- Resolve Doubt:** When a Dreamer attempts something and it's unclear if they'll achieve their goal, play the top card of the deck and interpret it as the outcome.
- Wield:** When a denizen proactively invokes their special power in a dramatic moment, play the top card of the deck. Use an element of the card to inspire the result.
- Resist:** Play one of a denizen's Integrity cards to resist a Lucid Move from a Dreamer that would attack, incapacitate, or otherwise impair them.
- Cut:** Play the top card of the deck and jump to a new scene or location. You can use this to avoid content that's not working for you or to keep the story moving by skipping past less-interesting logistics.
- Spark:** Reward cool or unexpected play by letting a Dreamer draw the top card of the deck. (A Dreamer can only draw a card this way once per scene.)

Denizen Types (pg. 57)

- Gentry, who rule and rearrange a particular realm
- Figments, residents of a location identified by an occupation or way of life
- Driftlings, independent travelers who may have unusual properties or resources
- Inklings, minions of a powerful denizen shaped to a set role
- Harbingers, who embody and spread an emotion
- Wardens, who guard points of connection and have a power related to a conceptual distinction
- Glimpses, who focus on Dreamers' Needs in a hollow way and have a power related to illusions or facades
- Touchstones, who test and judge Dreamers and have a power related to a test
- Whirls, who sow chaos and disorder and have a power related to a trick or disruption
- Twitches, former Dreamers fully enmeshed with Lucid powers themed after Entanglements
- Sureties, former Dreamers who have risen above the Dream as unwavering imposers of order

The Mirror

You represent the Dream as an intimate, personal realm, focused on these specific Dreamers and their real-world problems. Familiar faces, “coincidental” parallels, and denizens with uncanny insight into the Dreamers can all contribute to this.

Principles

- Ask provocative questions about what the Dreamers care about, and have the Dream reflect the answers.
- Notice or ask what Dreamers don't want to admit, and press on that.
- Make the world reflect the Dreamers' inner experiences.
- Bring back things from earlier in the Dream that Dreamers connected to.
- Make Dreamers' Tethers and Needs relevant.

Ideas for playing the world

- Introduce something related to a Tether or Entanglement.
- Have a denizen show knowledge they shouldn't have about a Dreamer.
- Shape the Dream based on a Dreamer's weakness.
- Give a Dreamer reason to question their perceptions or beliefs.

The Threat

You represent the world of the Dream as an inescapable place of nightmare that's drawing Dreamers in. As the Dreamers delve deeper, you also show the entangling nature of the Dream, the fear that you might never wake up. Keep Dreamers from getting too comfortable or feeling too in-control.

Principles

- Ask provocative questions about the dangers of the Dream, and build on the answers.
- Notice or ask what Dreamers aren't taking seriously enough, and have that end up biting them.
- Make the Dream feel inescapable.
- Make the Dreamers' Tethers frequently at risk of corruption.
- Don't let Dreamers forget their Entanglements.

Ideas for playing the world

- Reveal that something changed or vanished when no one was watching.
- Offer a false hope.
- Foreshadow a future threat.
- Reveal a hidden danger at a crucial moment.

The Might

You represent the power struggle of the political machinations of the Dream. Dreamers are a source of power, and ambitious denizens will target them in an attempt to use this. Dreamers will be forced to take sides to avoid being treated as everyone's enemy. They must exercise care lest they become mere pawns in the workings of others.

Principles

- Ask provocative questions about large-scale conflicts in the Dream and build on the answers.
- Have denizens try to lure Dreamers into taking their side.
- Make the Dreamers targets of manipulation.
- Make things the Dreamers don't want to give up essential to a denizen's plan.
- Make powerful denizens intimidating and competent.

Ideas for playing the world

- Offer an opportunity with a price.
- Give someone a resource that gives them power over others who need it.
- Have a denizen put a Dreamer in a cruel dilemma as part of a broader scheme.
- Hint at vast and cryptic politics.

The Throng

You represent the Dream as a civilization that exists independently of the Dreamers. The everyday denizens here have their own lives and relationships, their own reasons for caring about things. Making these independent existences relevant helps create the feel that the Dream is real and provides interesting interactions with support characters.

Principles

- Ask provocative questions about relationships between denizens and build on the answers.
- Notice or ask what Dreamers think of those they encounter, and play on those preconceptions.
- Give the denizens of the Dream alien motivations.
- Have denizens care deeply about things and take dramatic actions as a result.
- Have denizens demand proof or assurance of things that the Dreamers claim.

Ideas for playing the world

- Have the Dreamers encounter a community event or party with an unexpected location or theme.
- Surround someone with a crowd.
- Have a denizen's strong emotion drive them to unexpected action.
- Show the long-term impact of a choice the Dreamers made on the Dream and its denizens.