

Lucidity

i saw a real person the other day. it was a nice break from all those nightmarish things i have been seeing. so i talked to him. he just looked at me and said, "i must be dreaming." y'know what? he was half right. it's just that he mustn't.

Lucidity is a game about dreaming. In the world of *Lucidity*, for reasons unknown, what people dreamed started to become real. But, for the most part, people didn't realize that it was happening. The characters are lucid dreamers in a world made out of dreams. Can they save the world from this menace? Or do they even want to?

Lucidity is a 24-hour RPG. That means that all the actual work was done in 24 Hours. The idea for the game was bouncing around in my head for a couple of days before I actually sat down and Took the Challenge, but all of the typing, editing, and layout was done during the 24 hour period of Wednesday, June 27, 2007.

This is not my first RPG. This is not even my first 24-hour RPG. I'm also the author of N/AI, a really cool digital-themed pen and paper RPG. I can't bear to look at the thing now, but it's still on the web. I have, in the past, tried and failed to create games with no time constraint, and most of them have ended in failure. Let's hope this one joins N/AI on the very short list of games I have finished.

Role-playing for dummies

I'm only including this bit because tradition demands that every single RPG attempt to define anew what RPG's actually are.

RPG stands for role-playing game. In *Lucidity* (which is an RPG), you create an imaginary character, and then follow the rules presented here with your friends. Together you narrate a story involving your and your friends' characters. There. That's about as simple as it gets.

In *Lucidity*, one of the players is the "Dreaming King." He decides what is happening in the imaginary world the game takes place in. It is his job to be imaginative, to know the rules, and to create most of the world. The Dreaming King does not create a character, although we advise that he is familiar with the process to help the other players, but instead creates the world. He should start learning *Lucidity* in the chapters marked "Dreaming" and "Ruling a World of Dreams"

In *Lucidity* you roll dice to determine the outcome of certain events. These dice are ordinary, six-sided dice as are used in every board game under the sun. We recommend everyone have a few dice of their own, but this is not strictly necessary.

Miscellaneous notes before we begin

A Note on Pronouns: I have a tendency (indeed, as many people) to refer to someone of indeterminate gender as "he." I do not intend to be offensive, but it would be very clumsy indeed if, every time I needed to refer to your character, I had to write "he or she" or "he/she/it."

A Note about Grammar and Spelling: I only have 24 hours to write this game. I intend to edit it, but I'm only human. Cut me some slack.

Remembering

Beginning Recollections

The Laws

“Knowledge is power.”
“Know thyself.”
“Personality is threefold.”
“The past is done. Use it wisely.”
“Be who thou wilt.”
“Dreams surrender to thy Will”
“There’s always a bigger fish.”

Bargains

Forms

Example Lucids

Se
Rual
No name

Dreaming

Conflict Resolution

Lucid Dreaming

Shifting
Shaping

The Dangers of Dreaming

Types of Dreams

Dreamscapes
“Living” Dreams

A Catalogue of Madness

Reading the game info:

Nightmares

Phobophage
The Eater of Thoughts

The Other Death
Mirror, Mirror
Afraid of the Dark

Anamolous

Goblin
Warlord
Anarchios

Bromi

Bromus Construct
Bromus Tasker
Bromus Mindservant
Bromus Thinker
Bromus Breeder

Sent

One Sent
Two Sent
Four Sent
Axionus

The Free

Fae

Other Dreams

Succubus
Mnemovore

Ruling a Dreaming World

Creating the World and its Inhabitants

Delivering the Story

Blank Character Sheets

Afterword

Remembering

*wake, you are dreaming.
now your battle is half won.
only half won, mind.*

-The Haiku of the Lucid

Beginning Recollections

You are dreaming. So is everyone else. The world is shaped by the unconscious desires, memories, and thoughts of people the world over. But you are different. You are one of the few, the lucky *Lucid* Dreamers.

The game starts with your characters' awakening into lucidity. At this point you must remember who you are, what your story is, and what powers are.

Remember, this is a dream world, so nothing is as easy as it seems, nor as difficult as it seems. Nothing is fixed. Even your mind can begin to flow and allow you new powers.

you are lucid now, y'hear! so am i. but it's so hard - you forget so fast. there's no way to remind yourself, 'cuz of the forgetting...

As a Dreamer, there are several things you need fear. Fear nightmares, for they can drive a mind to insanity. Fear death, for the body can die just as the mind. Fear waking, for to wake is to die. But most of all, fear forgetting, for few enough people become Lucid once. If you forget, you may never have another chance.

The first thing you must do is *remember* your character. The more you can remember, the more power your character has to draw on, and the less power Nightmares can hold over him.

In *Lucidity*, you purchase your memories from the Dreaming King. Each character has a certain number of *Memories* that he can give the Dreaming King for part of his personality, history, or identity. You can barter for more Memories with the Dreaming King by sacrificing parts of your self to him. But beware, the Dream King's generosity is not boundless; he will never grant you more than half again your total number of Memories.

When you start the process of remembering your character, print or copy out a copy of the Character Sheet and fill in the information as you move along through this process.

Personality		Symbol / Persona	
id:	<input type="text"/>		
ego:	<input type="text"/>		
superego:	<input type="text"/>		
History			
Sense	Event	Emotion	
<input type="text"/>	<input type="text"/>	<input type="text"/>	
Identity			
Pathos	Ethos	Logos	
<input type="text"/>	<input type="text"/>	<input type="text"/>	
Will:	<input type="text"/>	Memories:	<input type="text"/>
Bargains			
<input type="text"/>			

The Laws

i gotta teach you the Laws. that's the only thing that keeps me goin'. gotta pass on the Laws to the new ones. 'mkay? here's the First Law:

"Knowledge is power."

The more you remember, the more power you have. You draw on your knowledge of yourself to shape the dreams around you. The number of memories you have is directly related to your power in this dream world.

Two Lucids with the same number of memories are at equivalent levels of power. The following chart shows the number of memories retained for different levels of power:

Point Value	Power
>5	Weakling
6-10	Young Hero
11-15	Impressive
16-20	Superhuman
21+	Godlike

The best starting level for the players is ten Memories. Characters built at that power level are capable, but have room for advancement.

huh? where was i? oh, damn, i'm forgettin' too quick now. there's not much time - the Second Law:

"Know thyself."

The first thing you must do when you are remembering your character is to come up with a sort of a character concept. Since you don't actually remember most of your identity (unless you pay for it in Memories), you should

just come up with an "identity sketch" of your character.

You may not remember exactly who you are but you at least have a rough idea. Your character inherently knows the basic forces driving his behavior. What emotions boil under his skin? What is the drive that motivates him beyond all else? What kind of a person was he (in general terms, as specifics must be bought with Memories)? What kind of Lucid does he want to be?

Make some notes of your character's drives, emotions, and psyche. Nothing too specific, but it's good to have a framework of what kind of a character you're playing.

damn and blast! there's no way that I can remember for long enough—

wait, I remember now! symbols, symbols are important. pick a symbol, hurry, before you forget! yer gonna need a symbol if yer gonna remember!

Your character needs a symbol. Your symbol is something that stays the same no matter how you change your body, or the world changes around you. It's constancy helps you remember, and is what separates Lucids from other Dreamers.

Your symbol can be anything. It has no bearing on your character's ability. A character's symbol is usually something simple. Like a coat of arms, it adorns all of his forms in some way, to remind him of who he is.

Letters (especially those in non-roman alphabets, if you need that exotic touch) make good symbols. We recommend the Greek and Cyrillic alphabets, as well as the Japanese Kana palette for symbols, as many of them are familiar enough to have meaning, but exotic enough to inspire imagination.

the Laws are all that separate the Lucid and the Insane. doesn't matter who you are or what you do, so long as you follow the Laws.

the Third Law:

"Personality is threefold."

Your character's Personality is part of where he draws power. Personality is separated into three categories for the character to draw on. Every character, Lucid and Dreamer alike, has three Personality branches: id, ego, and superego.

- id: Base drives and emotions. The stronger your id, the more simple, direct, and stable your behavior.
- ego: Your self-image. The stronger your ego, the more you are true to yourself.
- superego: Your image in the eyes of others. The superego cares about how *other* people see you. A Strong superego give you a strong ethical and moral compass.

Each facet of your personality is an "innate" value. It is very difficult to change these scores once remembered, for better or for worse. They are rated from one to six, one being the weakest and six the strongest. You begin with a one in each, and may spend memories to increase them. Most Lucid have most of their facets in the 2-3 range.

Each memory you spend in a personality facet improves it by one. Your id, ego, and superego are important when determining your Identity.

*mmm...let's see. the next part is important.
the Fourth Law...wait, I remember now!*

"The past is done. Use it wisely."

A character's History is important to them. what little bits they can remember of their past fuel their powers to a great degree.

Your character's memories of his past can be very powerful things indeed. They come in several varieties: sense, event, and emotion.

Sense memories are memories of sensations, pain, pleasure, hot, cold, falling, etc.. Sense memories are useful if you want to recall something into the world. You can use a related sense memory to give you a +1 bonus to a roll to shape the Dreams around you. Recalling pain can hold off enemies, recalling cold could freeze them solid. Sense memories can be used to recall objects, like food for hunger or knives for pain.

Event memories are what most people think of as memories—things that happened. Memories of this kind can be nearly anything, but there has to be some reason that they stuck with the character. Trauma, physical or emotional ends to stick with characters, as do certain milestones, such as one's first kiss or high school graduation. Whatever it is, recalling an event while shaping Dreams allows you to change the behaviors of dreamed-up entities to one consistent with your memory, or to create people or things out of the memory. If the Dreaming King approves that something is consistent with your memory, he may give you a +1 to +3 bonus on shaping it.

Emotional memories are strange. Sort of like a cross between Sense and Event memories, recalling an Emotion allows you to remember passion, fear, anguish, dread, anger, pride, or some other emotion from your past. Recalling such an emotion give you a +1 bonus on using the emotion to shape dreams.

Each piece of your History that you remember costs 1 Memory.

this thrice-damned forgetfulness shall be the death of me! but i can hold on as long as i remember the Fifth Law:

“Be who thou wilt.”

There are many things that can make up a Lucid's Identity. Your Identity is all of the things that your character remembers about himself. What kind of a person is he? What can he do?

Your Identity is composed of your character's driving persona, emotions, his ethical code, and his sanity (or lack thereof).

If your character has good recollection of who he is, that can costs a certain amount of Memory depending on the extent of his recollection:

<u>level</u>	<u>cost</u>
knows name	1
knows simple personal info	2
knows own friends/family	4
knows own goals and origins	6
total identity recall	10

Unlike mere memories of emotions, a character's driving emotions are never more than a metaphorical finger's reach away. They guide all of his actions and are always present, influencing the Lucid's shaping.

The mere presence of a driving emotion costs a Memory. To voluntarily increase the strength of an emotion (on a scale from one to six) it costs 1 Memory per point.

You may never buy more points of emotions than your total score in id. Collectively, your Emotional Identity is known as your Pathos.

Your ethical code is a that restricts your character's behavior. Remembering a strong ethical code give you a better ability to shape

others to the same code, or to punish those who transgress it.

Any given code that you remember and believe in, costs a Memory. Though some code might give you more opportunity to impose on transgressors, you must also adhere to any cod you believe in that strongly. If you wish to increase the power of your Code, making it easier to enforce on others via shaping, the cost is 1 Memory per +1 bonus. You may never spend more Memory on a code than you have on your total score in ego.

The total of your Moral or Ethical Identity is also known as your Ethos.

Sanity is a special part of your Identity. Your sanity has a base value equal to your superego plus your Ethos, minus your Pathos. If you wish, you may add points to this score, at one Memory per point. If your Sanity is negative, you have become Insane.

You also add the number of Memories you spent on your Persona or the number of comforting Historical memories you have to your Sanity. However, you must also subtract the number of traumatic Historical memories from your Sanity.

Your Sanity is also know as your Logos.

*here we go. there's just a two more Laws.
alright. the Sixth Law:*

“Dreams surrender to thy Will”

Will is an important factor in *Lucidity*. Your Will is a bonus that affects how powerful you are at Shaping Almost all of the Lucid remember having at least some degree of Will.

Your Will gets added to the rest of your modifiers when you attempt to Shape. The first point of Will that you buy costs 1 Mem-

ory. After that, each additional point Doubles the cost.

*the Final Law...
is...*

"There's always a bigger fish."

No matter how much a Lucid remembers, his powers are limited. The dangers of the world are literally as boundless as imagination itself. Lucids are always in dangers from any one of a multitude of forces. If they can survive for long enough to appreciate the wisdom of the Final Law, they may yet survive a little longer.

Bargains

When you construct your character, you may think that you need more Memories. To this end, you may make bargains with your Dreaming King. The Dreaming King will choose some way in which your character is restricted (much like a Code, but you cannot enforce it via shaping) and then grants you more Memories to spend.

Forms

A Lucid's shape is not set rigidly, as ordinary Dreamers' are. With an effort of Will, the Lucid can remake his form as he sees fit. Memories, emotions, or the like can give their bonuses to this kind of Shaping.

Example Lucids

What follows are a few sample Lucid for your examination. Each one of them has all of their game statistics filled out on a character sheet, as well as their basic character profile.

Se

She doesn't know her own name, so we call her Se, after her chosen symbol (se in Japanese). She doesn't remember much of her actual life at all. Her only memory is that of being chased by someone she loved, being exhausted to run, and falling from a high place. This created in an incredible Fear in her mind as well as a compulsion never to harm anyone as she had been. She enforces said moral code strictly. Se has made only one bargain with the Dreaming King; to never discover what her real identity is or why she was chased. For this, the Dreaming King gave her two more memories.

Personality		Symbol
id:	2	
ego:	3	
superego:	2	
(4 Memories)		
History		
Sense	Event	Emotion
Falling Exhaustion	The Chase	
		(3 Memories)
Identity		
Pathos	Ethos	Logos
Fear 2	Pascifism 2	Sanity: 1
		(4 Memories)
Will:	1	Memories: 10
Bargains		
+2: never learn your identity.		

Se's favored from is that of a woman with no face. She is naked and unarmed in every form, although she is vital and healthy.

Rual

Rual is strong and furious above all else. Not long ago he saw a battle between an army of Lucids and an army of Nightmares, and saw a child torn to pieces in the fray. He has sworn an oath with the Dreaming King to let not a Nightmare he can defeat live while he does. He is fueled by an incredible amount of Hate, seeking nothing short of the destruction of all Nightmares.

His favored form is that of a scarred knight, carrying a sword made out of glowing steel.

Personality			Symbol / Persona					
id:	4							
ego:	1							
superego:	3							
<i>(5 Memories)</i>			Name: Raul					
History								
Sense	Event	Emotion						
	<i>A battle</i>	<i>Fury</i>						
<i>(2 Memories)</i>								
Identity								
Pathos	Ethos	Logos						
<i>Hatred 2</i>		<i>Sanity: 0</i> <i>(3-(2+1))</i>						
<i>Will:</i> 1	<i>(4 Memories)</i>		Memories: 10					
Bargains								
<i>+1: suffer not a nightmare to live in your presence.</i>								

No name

He doesn't have a name just because he doesn't seem to care about acquiring one. He voluntarily gave up his sanity to the Dreaming King to remember more of his past. He discovered that he was a mass murderer, and the shock of learning this would have destroyed his sanity if he had not already traded it away. He has stopped wearing his Symbol, even though he knows that that is certain death, but he doesn't care. He spend the short time he has left before he forgets wandering around, trying to find someone more worthy to pass on the Laws and *Lucidity* to.

His favored form is that of a headless man.

Personality			Symbol / Persona					
id:	3							
ego:	1							
superego:	3							
<i>(4 Memories)</i>								
History								
Sense	Event	Emotion						
	<i>Killing x1</i>	<i>Enjoyment</i>						
<i>(2 Memories)</i>								
Identity								
Pathos	Ethos	Logos						
<i>Sadness 3</i>			<i>Sanity: -1</i>					
<i>Will:</i> 2	<i>(3 Memories)</i>		Memories: 10					
Bargains								
<i>1: Lose 1 sanity</i>								

Dreaming

Unlike Dreamers and Lucids, Dreams have no mind of their own. They are entirely creations of the mind. This means that Lucids can have a certain amount of Power over Dreams, but that power is not boundless.

Nightmares are a particular type of dream, one that is encountered more and more often wherever Dreamers gather.

Conflict Resolution

In *Lucidity*, any time that someone wants to do something that no Dream, Lucid, or Dreamer is actively trying to stop them from doing, the Dreaming King decides the outcome.

In all other situations, the character attempting to do something must make a Contest.

When you begin a Contest, you total up the relevant values and the Dreaming King assigns you a modifier based on the circumstances.

Se has entered a Dreamscape with the interest of stopping a Nightmare from reaching the Dreamer within. This particular Dreamscape is a desert, and the Nightmare has taken the form of a giant crab. Seeing the crab chase the Dreamer, Se recalls her own chase, calls on the power of her Fear for the Dreamer, and channels her Pacifism to punish the Nightmare for its actions.

Se begins a Shaping roll to punish the crab. She starts with her ego, as she is imposing her way of life on the Nightmare. Se has an ego of 3. She then adds 1 for the memory of her chase, 2 for her driving emotion (Fear), 1 for her Will, and 2 for her Pacifism which she believes in strongly. Se currently has a total of 9.

Were this a less difficult task, her success would be assured. However, this particular Nightmare is very old, and very powerful. The Dreaming King determines that it has an ego of 4. Since this is a contest of egos, he subtracts this from Se's total. Also, there is a Dreamer who thinks that the crab will catch him. He unknowingly imposes a -1 penalty on Se's roll, giving her a total of 4.

Next, you roll a die. If the result is lower than your character's total, your character is successful.

Se gives a shout and the crab turns to face her. She furrows her brow and reaches out into the Dreamscape. Finding a weak spot she pushes with the crab literally a yard away. Her player rolls a three. The crab erupts in red and gold flames, sinking to the ground.

Letting out a shout of Joy, Se attempts to press the Shaping harder. In so doing, she loses the advantage that she gained by calling on her memories of being chased and losses her Fear. Now it is only her ego and Will against the Nightmare's. She gains a +1 bonus from the observer who now sees the crab in flames, and a +1 bonus as the Nightmare has been weakened. She is rolling against a 3.

Unfortunately, her player rolls another 3. The flames die out, and the crab rises up to deliver retribution. Se now has the advantage of her Fear, but that might not be enough...

Lucid Dreaming

Lucids are so named because of their ability to do what is known as Lucid Dreaming—consciously controlling a dream. There

are two ways that this can be accomplished: shifting and shaping.

Shifting

Shifting is the hardest kind of Lucid dreaming. Shifting involves moving one self, Dreams, or Dreamers between Dreamscapes. Few things give bonuses to Shifting, making it inherently harder. Usually, you shift against your ego, but if you are experiencing relevant emotions, you can choose to use your id, plus those emotions.

To shift just yourself, you receive +1 bonus. If you are shifting another Lucid as well, this is at no penalty. Each additional Lucid you are shifting imposes a -1 penalty.

Attempting to Shift a Dream imposes a penalty equal to its ego if it is unwilling, or no penalty at all if it is willing (or inanimate). If the Dream is willing but the Dreamer is not, the Dreamer imposes a penalty to your Shifting equal to his ego or id plus an relevant emotion.

If a Dream is unwilling to be Shifted, but the Dreamer is actively willing for it to leave, the Dreamer adds a bonus to the roll equal to either his ego or his id, plus relevant emotions.

Attempting to shift a Dream *without* accompanying it (i.e. “pushing” the Dream away) imposes a -1 penalty, or a penalty equal to the Dream’s ego if it is unwilling.

Attempting to Shift a Dreamer out of his own Dreamscape imposes a penalty equal to the Dreamer’s sanity plus his ego or id and any relevant emotions, *regardless* of whether he is willing (he almost certainly will not). In addition, you take a penalty equal to half the egos of any and all “alive” Dreams in the Dreamscape (sometimes including the dream-

scape itself), who will stop existing if the dreamer leaves.

Multiple Lucids can pool their Wills and relevant emotions to perform a Shifting or a Shaping, but not their egos or their id. Only the character who is actually performing the Shifting can add their ego or id to the pool that they are rolling against. For some tasks (like the Shifting of a Dreamer) this is the only way that the penalties can be overcome. This takes a number of turns equal to the number of Lucids participating plus the pool’s total value.

These rules assume that you are going from one Dreamscape to an “adjacent” Dreamscape (described under “Dreamscapes”). Adjacent Dreamscapes are those that can be reached by changing one of the “themes” or “concepts” of the Dreamscape. *Example: Rual wants to jump into a Dreamscape that he knows a nightmare is hiding in. Currently he is in a small, dark office. The Nightmare was a giant cave spider, so he takes a guess and Shifts into a large, dark, wet, cave. He’s changing two concepts (small to large, office to cave) and adding one (wet), so that totals a -3 penalty to his shifting roll.*

If you are Shifting “blind,” that is, without knowing the exact concepts of a Dreamscape, there are huge penalties. This can only be undertaken if you have an exact or intimate knowledge of the specific Dreamer in the ‘Scape (you can similarly lock on to a Lucid that you personally know, but at double the penalty). Even so, you take a penalty equal to 2^n , where n is the number of concepts you have to cross to get to the target (Dreaming King’s decision; I suggest he rolls dice). As you do not know how large the penalty will be, this undertaking is **very** dangerous, and should only be attempted under the most *dire* circumstances. Failure leaves any and all participants stranded across random Dream-

scapes that may or may not actually be on the right path.

Shaping

Shaping is the second, and easiest way to do Lucid Dreaming. When you Shape, you either create or alter a Dreamscape as you choose.

Shaping can use any of the facets of your character's personality. Id, ego, or (less commonly) superego can be used as the base. From there, you generally add relevant emotions or memories (sometimes Codes that you are enforcing with the Shaping), and subtract the relevant penalties.

A Shaping takes a penalty equal to the sanity of any and all Dreamers watching who don't believe it possible. Once overcome, this penalty changes to an equal and opposite bonus.

Attempting to Shape any given Dream takes a penalty equal to its ego. If it is inanimate, this is usually zero. Creating or unmaking a Dream likewise incurs a penalty of up to twice the ego of the Dream.

To create a Dreamscape, you must roll against the number of concepts that make it up. If it is just a featureless void, there is no penalty but it is as difficult to escape as it is to enter.

The creation of "bridge" Dreamscapes during Shifting is sometimes required. This is especially common during "blind" shifting. If the Shaping fails, the Shifter must immediately re-roll the Shifting to avoid being scattered among random Dreamscapes.

The Dangers of Dreaming

All manner of terrible things can befall you in Dreams. Whenever you become the target of a successful attack of some kind, you are Hit.

When a character becomes Hit, they must immediately make a roll against their superego plus their sanity. This roll is called a Hit Roll. It is penalized by -1 for each previous Hit you have sustained. If you fail, you remain Hit until you have had opportunity to heal, otherwise you shake off the Hit.

If your superego plus your sanity equals 0, you are Down. You remain stable, but if you become Hit again, you begin Failing. A Failing lose one sanity a turn for 1d6 turns, at which point they stop failing but remain Down.

Alternatively, some creature deal specifically lethal damage. If a Down character is so hit, they begin to Fail as normal, but Dying rather than losing Sanity once they stop Failing.

Certain hazards cause Lucid to lose their Memories temporarily. When they take Memory-type damage, they temporarily lose their ability to use a number of abilities purchased with that amount of Memories. Memories return at the same rate as Hits heal, but not at the same time as you are healing Hits.

Events or creatures can cause a Lucid to gain Emotions. Fear, for example, is often caused by exposure to Nightmares. If you ever gain more levels of emotions than you have in your id facet, you become Hit for every level over that you are.

Hits heal at a rate of one per day, or two per day if you do nothing but rest.

Types of Dreams

There are all sorts of Dreams in the world. In game terms, every person, place or thing is a dream. Even nothingness is considered a

dream. This means that anything and everything is theoretically susceptible to the power of a Lucid.

Dreamscapes

Dreams can be Places as well as people or objects. To avoid confusion, we'll call any place a "Dreamscape." These Dreamscapes are effectively little self-contained bubbles of "reality" that are defined by the Dreamers inside of them.

Dreamscapes are not like places in the real world. Their existence is dependent solely on the fact that a Dreamer is inside of them. Once a Dreamer departs a Dreamscape, it ceases to exist, all the Dreams within it instantly perishing.

The reason that more Dreamers do not simply destroy their nightmares like this is simple—most Dreamers don't realize that they are dreaming. It is possible for Lucids to alert them to the fact that they are dreaming for long enough to save them from their Dreams, but unless they are willing to instruct each and every one as a Lucid, most people so rescued lapse back into dreaming.

Dreamscapes could not be laid out on a conventional map for several reasons. First, they are constantly shifting and it would be impossible to do an accurate catalogue. Second, Dreamscapes do not occupy any physical space.

Rather than existing at some kind of a place, Dreamscapes exist at various intersections of concepts and ideas. You cannot leave a Dreamscape for another nearby 'Scape, but rather for one that is somehow conceptually linked. Hence, it is difficult to find any particular Dreamscape without knowing personally what the Dreamscape is like, or who is inside of it. Even then, the margin of error

for going from one Dreamscape to an entirely unrelated one without intimate knowledge of the Dreamer is practically nonexistent.

Any number of Lucids can be in a Dreamscape with a Dreamer (as many as will fit in the physical constraints). It is even possible to bring Dreamers into the Dreamscape of another Dreamer. This take exemplary skill at Shifting (described later), but has been done on many occasions.

All Dreamscapes vary wildly, and are largely subject to the whim of the Dreamer inside of them. If anything happens to the Dreamer, the Dreamscape rapidly deteriorates. Dreamers have neither the training nor the ability to control their Dreams, so if the Dreamer is hurt (or worse: killed) it can spell disaster for any Lucids or Dreams inside.

If multiple Dreamers are brought into the same Dreamscape, however, the effect is remarkable. Their opposing attempts to control the Dreamscape unconsciously will stabilize it, and effectively protect the Dreamers inside from their own nightmares.

It is absolutely necessary that only Dreamers of the same Sanity as the original Dreamer in the Dreamscape be introduced. Depending on their level of Sanity, they will create different types of reality. Only after a firm base has been established can a minority of different-sanity members be introduced.

A larger-scale version of this effect is possible if hundred or thousands of Dreamers are brought together. One particular group of Lucids spend their time collecting Dreamers to place in massive City Dreamscapes that they themselves created. Such a project creates a massive "safe house" for Dreamer and Lucid alike, giving Dreamers an opportunity to live out their lives in a reality befitting their

Sanity, and Lucids a base of operations in the world.

“Living” Dreams

Many of the Dreams that make up the world are “alive” to a certain extent. These Dreams have scores from id, ego, and superego, and Identities, but no History.

Dreams may be people that the Dreamer knew, or they may be completely invented by the Dreamer. Lucid can create Dreams as mentioned under Shaping, and give the Dreams personalities as they see fit.

Some shrewd Lucid can create entire armies of Dreams, and then find some way to shift them directly into an enemy’s Dreamscape.

There are literally an infinite variety of Dreams but most of them have the following characteristics:

- A Dream can instantly recognize a Lucid or a Dreamer from another Dreamscape and positively identify them as non-native.
- A Dream can similarly identify a Dream from another Dreamscape as non-native.
- A Dream, upon seeing the Lucid or Dreamer that created it instantly positively identifies him or her. The Dream likewise knows their scores for id, ego, and superego, and the number/quantity of Hits they have taken. If the Dreamer or Lucid is Down, Failing, Dying, or taking Hits from Emotional damage, the Dream automatically knows this as well.
- A Dream not in its native Dreamscape does not lose the three above abilities.
- Dreams generally have no innate ability to leave or enter Dreamscapes
- Dreams can survive indefinitely outside of their native Dreamscapes.
- Once they are no longer in the Dreamscape that they were created in, Dreams lose all

dependance on their Dreamer.

Naturally, there are exceptions to each and every one of these guidelines, but they tend to be pretty universal.

There are several main special abilities that Dreams can possess:

- Adder: The Dream has the ability to add levels of an emotion to a character. Adders of all emotions exist, but Nightmares are the most common and most well-known. Succubi, for example, can add levels of Lust, whereas other types might similarly add levels of Anger or Jealousy. Negative emotions are more common than positive, but it is certainly possible to have an adder that inspires Humility or something similar.
- Lethal: As described in the hazards subsection above, Lethal dreams do not simply cause the Failing status, but rather the Dying status.
- Mnemovore: Each time the Dream Hits a character, they lose Memories as detailed in the Hazard section.
- True Eater: Whenever someone a True Eater successfully Hits a character, it gains a +1 bonus to all of its rolls for 1d6 turns. Vampires and similar Dreams are likely to be True Eaters.
- Control up/down: This Dream can alter the effective sanity of a Dreamscape, either increasing it or reducing it by one.
- Outsider: You are not a Dream created by any Dreamer or Lucid, but rather a naturally occurring Dream from Outside the Dreamscapes. Attempts to Shape or Shift you suffer a -1 penalty unless you are willing.

What follows in the next chapter is short catalogue of common Dreams.

A Catalogue of Madness

There are literally an infinitude of Dreams in the world. It is actually impossible record anywhere near all of them. And even if it were possible, the list would be longer than I have anywhere near the time to compile. Hence, I will present you with a short catalogue of Dreams.

Reading the game info:

Given in the stat block are the id, ego, and superego of the Dream, the number of Hits it can take, its special qualities and its Lucid Dreaming capabilities.

Nightmares

this is what we call a phobophage. it's just a weak Nightmare that spends its time trying to figure out how to scare you. if it were any smarter, it's be a little dangerous

Phobophage

id: 3	qualities: adder (fear)
ego: 2	lucid dreaming: n/a
superego: 1	hits: 1

This is the “basic” nightmare. They occur naturally quite often and unimaginative Lucids occasionally capture or create them for their purposes.

it's no joke. i once saw one of these babies break through a steel wall and swallow a half dozen dreams whole.

The Eater of Thoughts

id: 5	qualities: adder (fear), true eater
ego: 6	lucid dreaming: n/a
superego: 2	hits: 4

No one knows exactly where the Eater of Thoughts comes from, but it is one of the most dangerous ad oldest kinds of dreams in existence. They usually take the form of large predators. They are unique among Nightmares in that they cause fear by eating other dreams. As such, they are oft employed by shrewd Lucids.

i thought i was done for. it had me in its jaws, and then i woke up. and stood up. and it was standing right over me and i woke up again, and again, and again

The Other Death

id: 2	qualities: adder(fear)
ego: 4	lucid dreaming: n/a, shifting
superego: 3	hits: 1

The Other Death is a kind of nightmare that can take any form. Just when it has you on the brink of death (and hence full of fear), it causes you to “wake up” by shifting you to a nearby Dreamscape to attack again once most of the fear has abated.

what are you afraid of, little one? i'll tell you what you should be afraid of—YOURSELF!

Mirror, Mirror

id: varies	qualities: adder (fear)
ego: varies	lucid dreaming: n/a
superego: varies	hits: 4

This nightmare always takes the form of the Dreamer or Lucid it wants to scare, copying their id, ego, and superego scores as well. It inspires fear by touching its victims., who panic at the sight of themselves.

in the end, it all just comes down to one thing,

Afraid of the Dark

id: 6 qualities: adder (fear) x 2, lethal
ego: 6 lucid dreaming: shaping, shifting
superego: 4 hits: 6

Afraid of the Dark is the oldest Nightmare in existence today. It is also the most powerful. It begins with Shaping all light in a Dreamscape off, and creeps up behind its victims slowly, laughing maniacally all the time. Everyone in the Dreamscape must make an Ego roll each 1d6 turns or immediately gain two levels of Fear.

Anamolous

the little buggers are the ones you've got ta watch out for see, if you not careful—gaah! the sonnavabitch bit me!

Goblin

id: 2 qualities: control down
ego: 1 lucid dreaming: n/a
superego: 1 hits: 1

A goblin is possibly the weakest Dream that most are likely to face. They are incapable of manifesting any form larger than a pillow. More powerful, larger ones exist, but for most their only nifty function is their ability to lower Control in the reagion, making them effective imaginary climate control

okay, stay quiet now, y'hear. that one over there? yeah, that 'un. ok, here's the plane we sneak up behind him an—oh sweet lord of mercy HELP!

Warlord

id: 3 qualities: control down

ego: 2 lucid dreaming: shaping
superego: 2 hits: 3

An Anomolous Warlord is one of the few Anamolous with any real intelligence. They are far rarer than Goblins with a far greater degree of control over their forms. No intelligent Lucid would ever create one for mere climate control.

now, this last one, im not even going to come close to. there's only ever been one. we dunno who Dreamt it but it got away from them. whut? oh sh—

Anarchios

id: 6 qualities: control down x 2, lethal
ego: 4 lucid dreaming: shaping, shifting
superego: 4 hits: 6

Anarchios is an entity of chaos as old as the world. It is the undisputed king by strength of all the Anamolous, and cares nothing for puny Lucids or Dreamers. It rarely stirs, but when it does, it ratchets down the Sanity of a Dreamscape twice as far!

Bromi

when i first saw my first of these fellows i had now idea whut the hell it was. then it moved, and i realized it wasn't a statue

Bromus Construct

id: 1 qualities: n/a
ego: 1 lucid dreaming: n/a
superego: 2 hits: 1

The Bromi area an enigmatic group of Dreams that hail form parts unknown. Current theory is that the first ones were created and maintained by a group of Bromus constructs are thin, weak-mind Dreams that get

put together to make up the foot soldiers of the Bromus legions.

hey, who's that fellow with the hammer over there? don't recal seeing him around this build site before. oh, wait he's gone now.

Bromus Tasker

id: 2 qualities: n/a
ego: 1 lucid dreaming: n/a
superego: 3 hits: 2

These Bromi are the ones that the Legion uses to perform menial tasks in various Dreamscapes. Typically, a few Taskers and Constructs (both of which are expendable) will be Shifted in to a Dreamscape to do work by Mindservants (who are not) and left there after their task is completed.

hmmm...you wanna know what they looked like? i couldn't say. there were just three for them. then they put their hands together and they weren't.

Bromus Mindservant

id: 2 qualities: n/a
ego: 1 lucid dreaming: shifting
superego: 4 hits: 3

Mindservants are the most socially-minded Bromi. When three of them gather together, they can Shift themselves or other Bromi, or they can send or receive messeges from any Bromus within three concepts. For this reason, the Bromi cove the use of strategically placed relay stations for Mindservants.

*i've never actually seen one—the keep to themselves, mind—but there are rumors.
LOTS of rumors.*

Bromus Thinker

id: 3 qualities: n/a
ego: 6 lucid dreaming: shifting, shaping
superego: 1 hits: 4

Thinkers are the only Bromi with free will. According to the theory, these were the first ones created, and then they Shaped the Breeders to create the rest of the Legion.

well, as far as these guys go, i'd have to say that even the second or third time i saw 'em i had no freaking clue what they were.

Bromus Breeder

id: 3 qualities: n/a
ego: 1 lucid dreaming: shaping
superego: 3 hits: 3

Breeders are just like Mindservants, except that when three of them come to gether it's a talent for Shaping, not Shifting that is revealed. Three Breeders can make close to a hundred Constructs and Taskers a day, twenty Mindservants or Breeders a day, or a single Thinker in a week.

Sent

i'm not a religious man by nature, but the way these things go around—you'd be a fool not to think them angels!

One Sent

id: 1 qualities: control up
ego: 1 lucid dreaming: n/a
superego: 2 hits: 2

One Sent are the typical angelic figure of Dreams. They are pure and altruistic, but physically weak. Like Goblins, their only real purpose in the eyes of many is that of a climate regulator.

*now, these fellas are basically the same thing,
right? cept the next step up the ladder*

Two Sent

id: 2	qualities: control up
ego: 2	lucid dreaming: n/a
superego: 3	hits: 3

If One Sent were more or less a joke, the Two are serious business. They require the assistance of Four Sent to get where they are going, but they certainly make up the backbone of Sent forces when they do.

allright. now i know there's a god.

Four Sent

id: 3	qualities: control up x 2
ego: 5	lucid dreaming: shifting
superego: 3	hits: 4

Four Sent are the leaders of all of the Sent. They move the Sent Forces through Dreamscapes in the eternal battle over sanity that they participate in with the Anomalous.

Axionus

id: 4	qualities: control up x 2
ego: 4	lucid dreaming: shaping, shifting
superego: 6	hits: 6

Just as his counterpart Anarchios is chaotic and base, Axionus is a Dream of purity and order as old as the world. In his presence, just as in that of the Four sent, local Sanity increases by 2, rather than 1. According to Legend, Axionus and Anarchios are destined to annihilate one another.

The Free

look man, there's an infinite number of dreams that people create, right? so there's gotta be an equal infinitude of dreams that they don't create...

Fae

id: 1	qualities: outsider
ego: 2	lucid dreaming: n/a
superego: 1	hits: 1

Fae are the least of the Free, a group of free-willed spirits that live Outside of the Dreamscapes. Sometimes they manage to find a way in, but they're usually stuck until some benevolent Lucid frees them or the Dreamscape ends, in which case they would die.

Other Dreams

well, no sense pretending it doesn't exist. go ahead, look at it boy, everyone sees one for the first time sometime.

Succubus

id: 3	qualities: adder (lust)
ego: 2	lucid dreaming: shaping
superego: 1	hits: 1

The Succubus is so named for a demon of legend with similar habits. The Succubus is as weak a Dream as the Phobophage, the only difference being the emotion evoked. All the same, they are oddly sought out by male Lucid the world over.

well, i'd tell you all about this one here, 'cept i don't really remember...

Mnemovore

id: 2	qualities: mnemovore
ego: 3	lucid dreaming: n/a
superego: 2	hits: 2

A mnemovore is one of the weakest dangerous Dreams ever. They possess few innate capabilities other than their ability to cause forgetfulness in others. That, however, is incredibly useful to the mnemovore and to Lucid who employ them.

Ruling a Dreaming World

The responsibility of the Dreaming King is awesome—both in and out of character.

The Dreaming King has two main duties:

- Creating the world: A lot of this has been done for you, but not nearly all of it. It is still up to you to flesh out any Dreamscapes the players visit, any NPCs they encounter, and things of that nature. Hell, I even invite you to make new rules, Dreams, and content for this game. 24 hours isn't nearly enough to make it all.
- Bringing the story to the players: The players aren't pawns in an elaborate game that you've already written, nor should they be forced to write the entire plot themselves. A balance must be struck.

Creating the World and its Inhabitants

This part should be fairly self explanatory. As the Dreaming King it is your duty to create a functioning world for this setting, one in which the characters have a role.

It may seem to you like there is nothing left for the Dreaming King to decide. Nothing could be farther from the truth. In fact, off the top of my head, I can think of many variables that can change between different Dreaming Kings' worlds:

- What makes Dreamers becoming Lucids?
- How common are Nightmares and other free-willed Dreams?
- How common is the ability to travel between Dreamscapes?
- How often do Dreamscapes shift?
- How easy is it for Dreamers to die?

- Are most Dreamers completely oblivious that they are dreaming? Or do they simply lack the ability to control said dreams?
- How powerful are the players in comparison with most Lucids?
- Are most Lucids benevolent or malicious towards Dreamers?
- Can Dreamers recognize Lucids from Dreams or vice versa?

As far as creating Dreamscapes for your game goes, there are innumerable possibilities. I recommend that you provide your players with an artificial city as a home base—it has the advantage of permanency, stability, being a safe haven from most overtly malicious Dreams, allowing the players to acquire benevolent Dream allies, and giving them something worth protecting if it is menaced.

Delivering the Story

For most of the actual gameplay, the Dreaming King is the narrator. He will pose a situation to the players, who will roleplay it and you will adjudicate their actions. It might seem like a lot of work for you, but it starts to come naturally after a while.

Here are some major tips to take to heart:

- Your job is to provide a story, not shoehorn the players into it. If their actions threaten to derail your plot enough that you find yourself thwarting them,
- On the other hand, don't let your players rule you. You *are* in charge of them so keep them in line. They should know that your judgement is final and respect that.
- Don't let the dice rule your game. You should be in charge, not the nameless forces of Chance.
- Don't make an NPC to run alongside the characters and don't get attached to your NPCs. Just don't.

Lucidity, by William Prahl
www.stinja.com

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Blank Character Sheets

Personality id: <input type="text"/> ego: <input type="text"/> superego: <input type="text"/>	Symbol / Persona	
History		
Sense	Event	Emotion
Identity		
Pathos	Ethos	Logos
Will: <input type="text"/>	Memories: <input type="text"/>	
Bargains		
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Bargains		
<input type="text"/>		

Afterword

So now I can be reasonably sure that I am more than capable of pounding out 24 pages in a like more than fourteen hours. And the first time wasn't just a fluke.

This was really fun, and I'll probably do it again sometime. But right now, I need sleep.