

The Clinic



A Campaign Setting and Playing Aid for
Dreamwalker and Dreamwalker: *Diceless*
Roleplaying in the Land of Dreams

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A Campaign Setting and Playing Aid for Dreamwalker: Roleplaying in the Land of Dreams and Dreamwalker: *Diceless* Roleplaying in the Land of Dreams

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Designer's Note

I want to state up front that this supplement is not suitable for everyone. We did our part by slapping an Adults Only rating on the product and even put a further warning on the download page, but it is up to you to be adult enough to decide whether or not this kind of supplement is for you and/or your group and if it's not, to stop reading here. The good thing is, it's FREE, so you've wasted nothing so far but a little bit of time and some storage space on your hard drive. That said, we expect to receive more than a few emails from people out there who find this product, or parts of this product, offensive. My response to them in advance is: "Good." You should be offended by some of the material contained herein. I'd be more concerned if you weren't.

Running a Clinic campaign requires all players involved (including, perhaps even *especially*, the Game Master) to temporarily plumb the depths of human madness. Clinic patients include serial rapists, murderers, child molesters and all sorts of vile and disgusting criminals whose dreams are often chaotic nightmares, showcasing their own depravity. The upside to (and perhaps the only reason for) running a campaign like this is the chance to either directly help some of these sick and twisted individuals or, even more satisfyingly, the chance to help their past and future victims.

I want to make sure that I'm clear when I say that we at Lucid Entertainment do not condone or support hate, racism, senseless violence and/or cruelty towards men, women, animals or children. We all have spouses, children and pets and love them dearly.

Thank you for reading,

Peter C. Spahn
[Lucid Entertainment](#)

Debriefing

By Peter C. Spahn

"Thank you, Mr. Dennehy," Dr. Anthony Carter said. "That will be all for now. You may go."

George Dennehy crushed his cigarette in the ashtray on Dr. Carter's desk and stood up. Dennehy was a small, nervous man with gaunt features and dark, puffy circles under his eyes from lack of sleep. Last night's dream mission had been particularly traumatizing for him and he had been chain-smoking for the better part of an hour. Carter's office was saturated with smoke.

"Thanks doctor," Dennehy said, extending his hand.

Dr. Carter stood and shook it. "Please send Mr. Lyndon in on your way out."

"Yes, sir."

"And leave the door open," Carter added.

"Yes, sir."

Dennehy exited the office, cutting a path through the roiling haze. Dr. Carter opened Ben Lyndon's file and laid it on the desk in front of him. Lyndon was the last member of Dream Analysis Control Group R77-4 left to debrief. Carter had been closely following Lyndon's progress for some time now and was eagerly anticipating the upcoming interview.

Nor was he the only one. Dr. Carter glanced at the phone intercom on his desk. There was no light to indicate whether or not the boss was listening but Carter knew he was. The Boss was always listening.

"Should I close the door?" Ben Lyndon asked. He was a young man in his early twenties, calm and self-possessed, with an air of confidence and maturity that belied his age. Today, his manner suggested only a hint of anxiety; no more than one would expect beneath scrutiny of one's superiors.

"Please, leave it open," Dr. Carter said.

Lyndon nodded and sat down in the chair Dennehy had just vacated. "Hi doc."

"Mr. Lyndon. I trust you're doing well after last night's mission."

"Yes sir."

"Slept well today?"

"Yes sir."

Carter made a note with his pen. "Appetite normal?"

Lyndon chuckled. "Oh yes."

Dr. Carter made another note, then looked over Lyndon's file.

"It says here that you were the one who infiltrated Frederick Hobson's self-image last night, is that correct?"

Lyndon frowned and some of his levity disappeared. "Yes sir."

Carter raised his eyebrows, waiting for him to continue.

Lyndon shifted in his seat. "There's not much to tell, really. He's pretty messed up in the head. I'm no psychiatrist or anything, but if he's locked up, I suggest he stay locked up. I think I indicated that in my report."

"You did," Carter said. Clinic control groups often know very little about their target patient before undertaking a mission. Given the criminal nature of many Clinic patients, it is essential that dream analysts not harbor any preconceived notions. Prior knowledge of the Dreamer has been found to be misleading at best and to corrupt the Dreamwalker's objectivity at worst.

"I understand that your group had some misgivings about completing the dream's objective." Dr. Carter said. "Tell me about that."

Lyndon shrugged and looked away. "The objective involved Hobson tying his father to a chair and forcing him to watch while Hobson raped his wife and daughter---Hobson's mother and sister. Then he wanted to kill them all." He paused, frowning at the memory. "Some of us had misgivings, as you say."

Which was an understatement. As Dr. Carter understood it, several members of the group had flat out refused to participate.

"But not you?"

Lyndon frowned. "I didn't like the idea of doing it anymore than the others, but I did it. I mean we're supposed to be helping the guy, right? I know that means getting your hands dirty sometimes. Maybe even doing something sick and perverted. But if it helps, it helps, right? It's not as if they're real people or anything. The Unreal, I mean."

"I see. So you feel that the ends justify the means?"

"I suppose so. I mean in this case it really does, doesn't it?"

"We certainly think so." Carter gave him an appraising look. "What if I were to tell you though, that Hobson wasn't just acting out a dream, but instead reenacting a crime he actually committed in his past."

Lyndon paused, obviously uncomfortable with the idea, but it took him only a moment to respond.

"Well, I'd believe it sir. I know he's capable of it. I saw some things in his mind while I was merged with him that I'd rather not see again."

"No," Carter said, shaking his head. "What I meant was, if you had known that you were reenacting an actual event, would you still have completed the objective?"

Lyndon seemed confused. "I. . . I suppose so. I mean, the important thing is we helped Hobson achieve his objective so we could go on to destroy the colony, right?"

"Even though you failed to destroy his colony."

Lyndon frowned. "Yes sir. This time. We had some problems. . . but I'm willing to take another crack at it. At him."

Dr. Carter nodded wondering if Lyndon knew that he was the only member of his group who was willing to do so. The others were too frightened and/or disgusted at the thought of returning to Victor Hobson's dreams.

Dr. Carter closed Lyndon's folder. "Well, as far as I can tell, you performed admirably given the circumstances. I am going to recommend you for a bonus and some extra leave time."

Dr. Carter stood up and extended his hand. "Have a good day, Mr. Lyndon."

Lyndon stood and shook Carter's hand, surprised and no doubt a bit confused that the debriefing was over so quickly after sitting in the waiting room for the past three hours while Carter grilled the other members of Group R77-4.

"Thank you, sir," Lyndon said. "I will."

Dr. Carter saw him out, then closed the door and returned to his desk. He took a deep breath, steeling himself, wondering if he were being evaluated as closely as he

had evaluated Lyndon and the others. He thought he knew the answer to that question.

"Sir," Carter said.

The intercom crackled to life. "I'm here, Anthony."

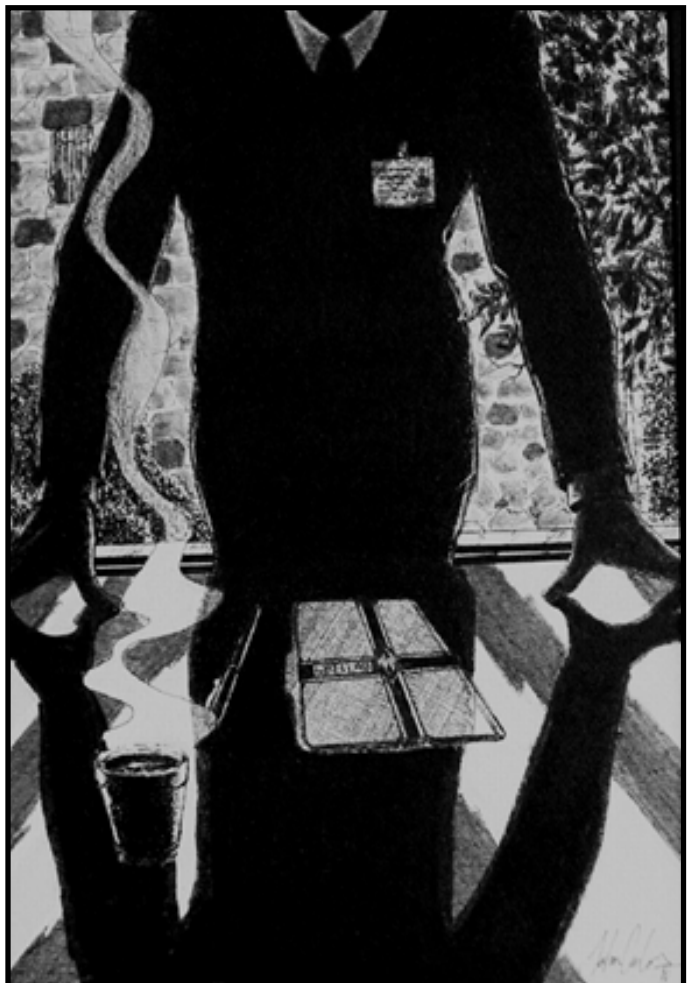
Dr. Gunther R. Endell's voice was every bit as hard and commanding electronically as it was in person.

"What did you think, sir?"

"I concur with your assessment. Once again you seem to have developed a knack for spotting promising young talent. I suggest Mr. Lyndon be upgraded to B clearance at once and subsequently reassigned to a new group."

"Yes, sir, I'll get on it right away."

The End



The Clinic

The organization known as the Clinic was founded by Dr. Gunther R. Endell. Dr. Endell was a colleague of the eminent dream researcher Dr. William Black, developer of the controversial Dreamwalking drug, Black25. In 1977, Dr. Endell was granted authority to manufacture Black25 in small doses and resume the Dreamwalking experiments detailed in the late Dr. Black's, "Black Files". Many of Dr. Black's former students and original staff were happy to return to their old work. In addition, people from all over the country who had reported experiences similar to Dreamwalking were assembled, screened and recruited. Some who came later were experienced Mystics, able to instruct Dr. Endell's Dreamwalkers in the ways of the Emyrean, the dangers of the Taenia and how to manipulate mana.

Morale was high during The Clinic's initial stages as Dr. Endell's experiments closely followed Dr. Black's line of research. However, as time and the capabilities of Clinic analysts progressed, the research began to take a more aggressive turn.

New procedures were planned and enacted. Taeniid larvae, drones and Queens were now captured and examined within the confines of the Dreamworld before being destroyed. Unsuccessful attempts were then made to transport and control the Taenia with the intent of distributing them into the Dreamworlds of others. Clinic research also turned toward influencing the subconscious mind of the Dreamer. The idea was to see if thoughts could be imprinted on the subconscious mind in such a manner as to make the sleeping person do things after he awoke.

These experiments did not go over well with many of the original Analysts and former members of Dr. Black's staff. Their complaints were ignored and many contemplated early retirement. One group of scientists, researchers and Dreamwalkers, led by Dr. Kevin Laerty actually defected from the Clinic and helped to form the organization that

would later come to be known as Project Dreamwalker.

The Clinic continued to perform its experiments with mixed results. There were several minor setbacks and one major one: the encounter with the Broodking (see The Broodking Disaster, pg. 30). Despite these obstacles, Clinic research has continued to break new grounds in the study of dreams and how they relate to the waking world. Chief among these is information gathering via dreams and the subconscious mind which has enabled Dr. Endell to turn the Clinic into a valuable asset to his government and corporate benefactors.

With the overall instability of today's world, the unpredictability of certain global leaders and the rise of terrorism, the focus of Clinic research has gradually shifted towards the more police and military oriented applications of Dreamwalking. After the events of 9/11, the Clinic has been granted more funding to pursue its research, some of which has been diverted from Project Dreamwalker.

Running a Clinic Campaign

Game Masters may decide to run a game where the players are employed by the Clinic rather than Project Dreamwalker. There are some subtle and some not so subtle differences between the two groups as the Clinic has a somewhat different agenda than the Project. These differences are noted below.

Characters

The rules for creating a character are the same as in the core rulebook with a few exceptions. The Clinic prefers educated Dreamwalkers rather than creative ones. The Clinic refuses to employ Mystics. Period. This ruling comes straight down from Dr. Endell. Mystics are considered too unreliable and unpredictable to work in a controlled environment like the Clinic. The Clinic prefers to hire Analysts or Users. Natural Dreamwalkers must have an academic background. If not, the character is expected to spend time studying and furthering his education. The Clinic even provides tutors and other assistance if necessary.

Prospective Dreamwalkers are screened, vigorously tested, profiled and evaluated before being offered a job. Dreamwalkers must sign a four year agreement that not only reads similar to a military contract but is just as legally binding. The contract includes nondisclosure terms that prohibit the character from talking about the Clinic, its employees or its practices with anyone outside the organization and/or of lower clearance level and/or clearance grade than themselves (see Security Clearance, pg. 8) without express permission from their superiors. The Clinic reserves the right to terminate this contract at any time.

Characters begin employment under a probationary period that lasts for four weeks, or about a dozen dream missions. During this time, a new hire who finds the job not to his

liking may request to be released from his contract. The Clinic usually approves this request although such former employees are still bound by the terms of the nondisclosure contract. In recent years, several sinister rumors involving those who have dropped out of the Clinic and were never seen or heard from again have begun to circulate. Senior staff members attribute these rumors to hazing of new employees and attempt to discount them whenever they occur.

Dreamwalkers live in individual dorm rooms located on the Clinic premises. They are free to roam about the grounds, but must notify their supervisor when leaving the island (see The Island, pg. 12) and must get special approval in order to leave the valley (see the Valleys of Ravens, pg. 11). Dreamwalks occur about 1-3 times per week. Group supervisors frown upon unauthorized or freelance Dreamwalking; Dreamwalking into the minds of Clinic staff members is expressly forbidden.

During the week, Dreamwalkers are expected to spend at least three hours each day improving their mental and physical skills (pursuing academic degrees, conducting research, hiking through the valley, reading, boating, logging hours at the firing range, etc.). Characters have the weekends off unless otherwise specified by their supervisor.

Dreamwalkers are paid a base rate of pay of about \$35,000 per year. This pay is adjusted according to academic achievements (degrees, etc.) and characters receive bonuses for high performance. Dreamwalkers accumulate paid leave time at the rate of one week per one month on active duty (12 weeks per year). The Clinic also grants bonus vacations to groups who perform well. The Clinic may also penalize characters or groups with monetary fines and/or leave time for doing poorly or for minor rules infractions.

Control groups (see Control Groups, below) are encouraged to take leave together whenever possible. Leave time is semi-supervised. A character or group picks three travel destinations and the Clinic tries its best to place them at or close to the desired location. Characters are expected to check in once a week with the local Clinic contact but are otherwise on their own. Emergency leave can

be arranged for special cases, such as in the death of a family member.

Control Groups

Dreamwalkers are broken up into control groups of 3-6 individuals. Control groups are designated by letters, numbers or a combination of the two that are pre-assigned. Each group answers directly to a senior staff member who acts as their supervisor.

Dreamwalkers are placed in groups depending on their area of expertise although for ease of play, the Game Master is encouraged to keep all the characters in one group. A standard group is led by an Analyst or Natural and almost always contains one or two Users who specialize in alteration. The Clinic cares nothing for compatibility, nor do they care for flashy nicknames or handles; the character's last name will suffice. Many Dreamwalkers use handles amongst themselves although this is frowned upon by senior staff and anyone using a nickname or handle when around Dr. Endell may be fined or punished with loss of privileges.

Dream Procedures

When inside the dream, group members are expected to defer to the group Leader. It is up to the group Tank to bear the brunt of combat. It is up to the group Handyman to alter any needed items while the others conserve mana. It is highly recommended that the group err on the side of caution when deciding whether or not to merge with the patient's dream self-image. Some patients are so mentally disturbed that they endanger the psyche of anyone who comes into contact with their mind.

Lexicon

What follows is a list of formal and informal Clinic parlance:

*Handyman	User who creates items via alteration
*Skin Shield or Shield	Possessed Unreal
*Tank	The warrior of the group.
Dream-analysis	Dreamwalking
Dream analyst**	Dreamwalker
Goal or Objective	denouement
Merge or Infiltrate	Join
Mission	Dreamwalk
Self-image	the Dreamer's pseudophysical representation
Sleuthing	the process of gathering real world information from dreams
The Boss/The Big Boss	Dr. Gunther R. Endell

** these are unofficial terms, used mostly by Dreamwalkers. Their usage is frowned upon by senior staff.*

*** The word "Analyst" (written with an upper case 'a') refers to the Dreamwalker type, while the word "analyst" or "dream analyst" (written with a lower case 'a') is a generic term that refers to all Dreamwalkers employed by the Clinic.*

Security

Clearance Levels

Upon being hired, Clinic staff members are fingerprinted, undergo retinal and voice scans and are issued identification badges. They are required to carry their identification badges at all times and to report a lost or stolen badge immediately. There are three levels of security clearance at the Clinic.

Level One

Level One employees know little to nothing about Clinic dream research. These include orderlies, custodians, groundskeepers and some lab technicians and nurses.

Level Two

Level Two employees know that experimental dream research is being conducted on the premises but are vague on the specifics. These include most nurses and laboratory technicians, interns and even a few doctors.

Level Three

Level Three employees have full knowledge of the Clinic and its Dreamwalking experiments. They include most doctors, some nurses, lab techs and all Dreamwalkers.

Clearance Grades

All Dreamwalkers are considered to be Clearance Level 3. In addition, Dreamwalkers are further divided up by Grades. Dreamwalkers may be upgraded from one Grade to another only through exemplary performance of their duties. Supervisors receive commendations and rewards for referring successful upgrades but are severely penalized if the employee does not perform well at the new clearance grade.

It is not known exactly how many Dreamwalkers the Clinic employs but the number is thought to be over one hundred. There are generally 1-3 Grade A groups and 1-2 Grade B groups on the premises at all times. The others are either on leave or special assignments. Grade C groups do not dwell at the Clinic but may be summoned there on special occasions.

Grade A

Grade A is the lowest grade of clearance for Dreamwalkers. Characters enter dreams and conduct dream missions just as outlined in the

Dreamwalker core rules. The focus remains helping the Dreamer achieve his denouement and then destroying the Taeniid Queen so that the Dreamer's psyche may begin the long process of healing. However, once every so often, the group is sent into the dream of a particularly disturbed patient. These Dreamwalks are tests designed to see how well the characters respond to difficult circumstances. Those who continue to account themselves well under these conditions are eventually considered for upgrade to Grade B clearance.

Grade B

Grade B is the highest grade of clearance that most characters will attain. Grade B Dreamwalkers begin to enter the minds of more twisted and disturbed individuals on a more routine basis (about once per week). The dangers are greater, as characters must routinely defeat large Taeniid infestations however, standard Dreamwalks are not the only adventures these groups undertake.

Grade B control groups are sometimes instructed to ignore the dream's objective and to explore, research and catalogue types of fluff, the Dreamworld, the denouement and the various Taeniid manifestations. An emphasis is placed on information gathering via sleuthing (see Appendix I: Sleuthing, pg. 47). Data gained via sleuthing is cross referenced with what is known about the patient in the real world. Groups who show an affinity for sleuthing are sometimes teamed with law enforcement agencies in the hunt for and/or dream analysis of convicted or suspected criminals.

Grade C

Grade C is the Clinic's highest grade of Dreamwalker clearance. These are elite Dreamwalkers who have proven themselves time and again under the worst possible conditions.

Grade C control groups almost never perform standard dream/denouement missions. Instead, their services are reserved for government (and sometimes corporate)

espionage, bounty hunting, influencing the subconscious mind, tracking down terrorists and other "enemies of the state", and Dreamworld security for government and wealthy officials. They are sometimes called upon to help in the testing of promising Grade B control groups.

Grade C groups spend little time on the premises and are assigned wherever they are needed. They are highly trained and conduct as many clandestine real world special ops as they do Dreamwalks. Sometimes they work in conjunction with military and law enforcement but many times they do not.

Unless the GM desires to run a strictly "special ops" or "investigative" type of campaign, most player characters will never attain Grade C clearance. It takes an ability to obey orders without question, loyalty to the Clinic, and a certain brutal mindset. Dr. Endell approves each member personally.



The Valley of Ravens

The Valley of Ravens is located in a remote part of western Virginia, nestled in the foothills of the Appalachian mountains. It is a meteorological anomaly in that the mountains and air currents combine to keep out most bad weather. Thus, the valley exists in a state of perpetual spring, broken only by brief periods of warmth or chill to mark the passing seasons.

The land is wooded and hilly and riddled with limestone caves, many of which are submerged underwater and eventually lead to Silver Lake. Trees thrive, the soil is rich and fertile and wild game and waterfowl dwell here in abundance, most notably the thousands of ravens that give the place its name (these are believed to have originally been attracted by the gold and silver deposits that once sparkled in the many small streams scattered throughout the valley). The area would seem ripe for habitation if not for the vague sense of dread hanging over the valley like a dark, mountain shadow.

The Shawnee Indians who live in the area believe the valley is cursed. Tribal elders say an evil medicine man named Black Feather once lived there and used the ravens to snatch the spirits of the dead from the afterlife to do his bidding. They speak in whispers of dark things that once crept out of the valley to maim and slaughter.

The Valley of Ravens is the property of the United States Government. A long road winds through the hills from the town of David's Claim to the shores of Silver Lake. At one time, hunters and fishermen from the surrounding area would enter the valley to camp or in search of game but after several incidents of vandalism, the government has declared the valley off limits to civilians.

The Clinic has built and outfitted three campgrounds, two lookout towers and a firing range scattered throughout the valley as well as several isolated cottages and equipment sheds. Clinic security guards police the area

on four-wheeled off road vehicles and attempt to apprehend any trespassers.

The Bunker

The Bunker was built in secret after the Broodking Disaster (see The Broodking Disaster, pg. 30) and was designed specifically for capturing a Broodking. Only Dr. Endell and a few choice staff members know of its existence. The entrance to the bunker looks like a simple shed protected by a humming electrical fence. Inside the shed, an elevator leads down into an airtight decontamination chamber. This then opens onto an observation room that adjoins a dream-analysis chamber. The walls are made of concrete reinforced with steel. The glass between the dream-analysis chamber and the observation room is three feet thick.

The dream-analysis chamber is airtight and outfitted with a series of advanced security measures including a depressurization switch, flame throwers, electrical conductors and tanks in the ceiling filled with liquid nitrogen. The beds where the analysts rest are encased in chemically treated, airtight secure glass which theoretically should protect the analysts until the Broodking can be dealt with.

All doors inside the bunker are made of reinforced steel and can only be opened with proper identification.

The Holding Pens

The Holding Pens are a series of natural caves that have been secretly outfitted and used to house captured Broodspawn created during and after the Broodking Disaster (see pg. 30). Grade C groups are sometimes called in to track down and capture or kill any Broodspawn that surface in the area. There are currently three Broodspawn inhabiting the pens---one part wolf, one part pig and the third part human. These monsters are kept under heavy sedation. The Holding Pens are guarded by two security guards and overseen by Dr. Hector Lambert who is in charge of conducting routine experiments on as well as

analyzing blood, bone and tissue cells of captured 'Spawn.

Silver Lake

Silver Lake is the sprawling body of water that occupies much of the valley. The lake is fed by numerous small streams, both above and below ground. The shoreline varies between slippery rocks, sandy beaches and swampy bogs that are overgrown with reeds. Fish and other aquatic wildlife may be found here in abundance. In the morning, the water is covered by an eerie blanket of mist that burns away when the sun crests the mountains (usually around 11:00am).

The Island

There are three small islands in Silver Lake. Two are unnamed and unremarkable, home to waterfowl and small animals; the largest is known simply as The Island. The Shawnee Indians say the Island once held another name but they refuse to speak it. The Island grounds consist of thickly wooded hills, broken up by winding, man-made paths. The Island has a strong stone foundation and is riddled with caves (many of which are underwater). Some of these caves contain primitive paintings depicting silhouettes of men fighting off strange looking beasts.

The manor home of Raven's Loft was built on the Island in 1823. It lies atop a hill on the western edge of the island, overlooking both the road and the sanitarium known as Raven's Retreat, built in 1850. At one time a ferry boat was the only means of accessing the Island but in 1889, a bridge was built from the mainland. A Clinic security checkpoint now guards the mainland side of the bridge.

History of Raven's Retreat

Raven's Retreat is an expansive asylum located near the center of the Island. Though founded from an act of kindness and respect, the Retreat has developed a dark and storied history since its inception, and has become the subject of local legend. Strange occurrences over the years have led many people to believe the Island, and perhaps the entire valley, is haunted as the Shawnee Indians have always maintained. More than one body has been dumped unceremoniously on or near the grounds and there have been many other undocumented incidents as well although the details change from one person to another, making it difficult to separate truth from rumor. What follows is a brief recount of factual events.



In 1823, the famous land baron Joseph Roy was directed to the Valley of Ravens by a friend who had once lived in the nearby town of David's Claim. Roy's wife, Claudia, was suffering from tuberculosis and it was believed that the valley's perpetual mild weather would be good for her health. Claudia was a simple woman who loved the outdoors. She fell in love with the peaceful valley from the start and moving there appealed to her far more than her physician's recommendation to move out West. Joseph built a manor house upon an island in Silver Lake and named the house Raven's Loft. Joseph and Claudia lived there in happiness for a time, their days spent taking leisurely strolls through the woods, riding horses, bird-watching (one of Claudia's favorite pastimes) and observing the beauty of nature.

Claudia died of respiratory complications in the Fall of 1835. Joseph was stricken with grief and did not live out the year. Folk thought he had died of sadness but there were those who hinted that something darker might have taken place---some even suggested that his soul had been consumed by evil spirits during an attempt to raise his departed wife from the dead.

Joseph and Claudia had one child, a son named Bartholomew, who was away at boarding school in New York at the time of his father's death. Bartholomew Roy came back to the valley for the funeral, then returned to school, finished his studies and went on to become a prominent brain surgeon.

In 1846 he moved back to the valley a wealthy man and took up residence in Raven's Loft. In honor of his mother, he built a sanitarium on the island and named it Raven's Retreat.

Raven's Retreat opened its doors in the Winter of 1850. In the beginning, the Retreat served less as a hospital and more as a spa or resort for wealthy patrons. After several strange accidents and the death of one visitor however, the place began to grow a bad reputation. Clients became fewer and fewer and the Retreat began to lose money and fall into disrepair. Bartholomew siphoned funds from his own fortune to keep the place running but one mishap after another soon began to take its toll on even his considerable finances.

By the late 1800s Bartholomew was getting on in years and day to day operations of the Retreat had fallen to his protégé, Dr. Paul Lerner. Dr. Lerner had studied medicine, science and the intricacies of the human brain under Bartholomew's tutelage and was highly regarded as a genius in his field. As Bartholomew's fortune waned, Dr. Lerner took it upon himself to make up for lost revenues. He negotiated contracts with the state of Virginia, opening the Retreat to the seriously deranged and mentally ill in exchange for government funding. Dr. Lerner used the money to rebuild and restore the failing Retreat and to build the bridge from the mainland, providing both patients and visitors with easier access to the Island. Patients and money once again began to pour in to the asylum and it seemed that the Retreat had successfully weathered the financial storm.

However, unknown to all but a few (Bartholomew not among them) was that Dr. Lerner was a cruel man who conducted radical experiments on many of his more delusional and/or destitute patients. These experiments included unnecessary lobotomies, electric shock therapy, isolation, sleep deprivation, pain tolerance tests, attempts at inducing interspecies pregnancies, and other more basic and brutal forms of torture such as unnecessary amputations, blinding and stretching on the rack, all ostensibly done in the interest of science and research, with the cover of helping future patients overcome mental and physical illnesses. Dr. Lerner screened all new employees himself, hiring only those who seemed either of like mind or those who seemed unlikely to question his authority, and thus was able to maintain his secrets with little fear of discovery.

Also under Dr. Lerner's direction, the Retreat became a maternity ward for young women of wealthy homes who had gotten pregnant out of wedlock, and as a haven for rich (and usually married) men to send pregnant mistresses until after the delivery. Most of these children were given up to the state for adoption however, Dr. Lerner was not above fudging the paperwork on occasion and negotiating the sale of infants to interested buyers with a "no questions asked" policy.

Dr. Bartholomew Roy died peacefully in his sleep in the summer of 1902, blissfully unaware of the depths to which Raven's Retreat, his tribute to his mother, had fallen. It was his intent that the asylum remain open beyond his death and Dr. Lerner took over as his successor. After the funeral, Lerner moved in to Raven's Loft and continued his operations for the next two decades.

In 1923 came the Great Riot. The patients overpowered the staff who had brutalized them for so many years, then tortured, raped and murdered their former keepers in a variety of gruesome and surprisingly creative ways. Some patients fled the asylum and followed the road to David's Claim where they were eventually rounded up by the authorities. Many more escaped into the surrounding countryside and were never apprehended.

Police officers who went to the asylum reported finding a horrifying orgy of sex and blood. Murders, suicides, patients eating flesh and drinking blood, others wearing necklaces made from ropes of intestines, and still others wearing the skins of senior staff members and masquerading as doctors and nurses were just a few of the grisly sights that greeted them--enough to turn the stomachs of even the most hardened investigators. Dr. Lerner's body was never found. Some believe he somehow escaped the carnage but others believe his dismembered remains were among those too mutilated to be identified.

Raven's Retreat was shut down and sealed off pending an investigation that stalled and was eventually closed due to lack of coherent witnesses. People from the surrounding community knew that something bad had happened there but had only a vague inkling of what it was and in reality, most preferred not to know all the gory details.

Years later, during the Prohibition Era, the O'Malley brothers, began to use the Island for a variety of illicit undertakings. They turned the wards into a brothel, roped off areas in the main building for weekly dog and cock fights, and paid the police of David's Claim a tidy sum to look the other way while they smuggled liquor into and out of the valley. The O'Malley brothers were killed during a surprise raid by the FBI that turned into a huge gun battle.

Bullet holes and shell casings can still be found on parts of the asylum grounds even today.

In 1938, a literature professor from the nearby William and Mary College mysteriously disappeared. A week later, two local boys found him hanging from the roof of the Retreat's main building, his body nearly picked clean by ravens. A Christian Bible lay at his feet but the pages had been torn out and scattered across the grounds. His death was ruled a suicide, even though the professor left no note and his friends and family claimed that suicide was totally anathema to his beliefs.

In 1947 there were a spate of disappearances. It started when the police found the wreckage of a car that they later identified as belonging to a traveling salesman. The car appeared to have hit a large animal, a deer perhaps, but other than a small amount of blood, there was no sign of either the deer or the salesman. A week later, two amorous teenagers vanished from Lookout Point. Their car was found with the driver's side door open and blood on the front seat. Over the next few weeks several groups of hunters and campers entered the woods around David's Claim and were never seen again. About this time, strange reports of a large, black animal roaming about the Valley of Ravens began to trickle in and despite arguments to the contrary from eye witnesses, it was decided that a bear had taken to living in the ruins of the old asylum.

A large group made up of police officers and local hunters went after the creature and claim to have killed it even though they adamantly refused to talk about what it was they had shot. A picture of the shaken hunters standing over their kill was later rumored to have surfaced but this was never confirmed.

In 1954 a flesh cult began secretly meeting in the basement of the Retreat. Many of the cult members hailed from the surrounding area and wore masks to protect their identities. The cult was drawn to the asylum by its bloody history and held the annual anniversary of the Great Riot as their holiest of days. Some of their rituals included animal sacrifices, orgies, flagellation and self-mutilation. Once every few months they would kidnap a hitchhiker, an indigent person or someone else they thought

would not be missed, tie and gag him, and then eat him alive.

This all stopped when one of the newer cult members began to have second thoughts about what they were doing and went to the police. Word of the cult's activities spread quickly and the police were either unable or unwilling to stop the mob that subsequently formed. The mob drove out to the retreat in an angry caravan of cars and pickup trucks, and set fire to the buildings. Many cultists died in the blaze but some were thought to have escaped through the winding cave complex underneath.

In 1967 a group of hippies fixed up part of the asylum and formed a commune there. They were a quiet, peaceful group who kept to themselves and didn't cause trouble. Even so, the sheriff kept a close eye on them. The townsfolk were divided on what to do about them. Many of the younger residents of David's Claim sympathized with their views while the older residents demanded that the squatters be evicted. Just over a year later the hippies solved the problem for them, committing suicide by drinking an herbal tea laced with rat poison. Rumors surfaced later that the suicide had in fact been a homicide but this could never be proven.

In 1970 a biker club named the Cold Iron Hogs moved onto the Island. They set up a methamphetamine lab in the basement of the asylum, guarded it with illegal weapons and kidnapped young female hitchhikers and runaways to keep them company. The FBI raided the Island in 1973 and once again, the raid turned into a bloodbath. Most of the bikers were either arrested or killed but some 'Hogs who were not present at the time of the raid escaped capture and continue to live in the area around David's Claim

In the late seventies Dr. Endell began putting his dream research plans into motion. Despite initial protests from the surrounding community he rebuilt the asylum and the manor home, and added dorms and a new administration building. The Clinic opened its doors in the Fall of 1977.

The Clinic

On the surface, the day to day operations of the Clinic and its staff resemble that of any other privately run, modern day hospital or asylum. Doctors, nursing staff and orderlies rotate in shifts, medical examinations are performed and patients are routinely treated. Upon closer inspection however, newcomers begin to notice subtle and sometimes disquieting differences.

Conversations between staff members are muted, as if in a library. The patients are calm and medicated which makes the occasional vocal patient all the more jarring. Burly orderlies and a syringe wielding nurse respond quickly to put down any violent outbursts.

The asylum itself has been fully restored and outfitted for use but other than the new administration building, the hospital looks much the same as it did when it was first constructed. The walls are painted off white in color. Barred doors and windows are abundant as are boxy, rotating security cameras and microphones. It is said that nothing goes unnoticed inside the Retreat. Security doors open with an angry buzz and windows and mirrors are reinforced with steel mesh, making the place seem cold and severe. The overall effect is bleak and disturbing, a far cry from the appearance and management of more humane sanitariums of this day and age.

Layout of the Compound

The Administration Building

The Administration Building was built in 1977 and is the newest structure on the Island. It contains senior staff offices, classrooms, a cafeteria, a gymnasium, an indoor swimming pool and an auditorium. The roof of the building contains a helipad for use by important guests.

The Main Building

The Main Building handles patient check in, routine examination rooms and storage facilities. The Clinic supports 250 beds and the wards are almost always full to capacity.

The East Wing is the minimum security ward. It contains individual patient cells and a common/recreational room that allows patients to mingle, play games and watch television. Patients are supervised but allowed to come and go within the ward as they please. All patients are encouraged to participate in a variety of indoor and outdoor activities (group discussions, arts and crafts, leisurely strolls across the grounds, etc.) scheduled each day.

The West Wing is the maximum security ward and is reserved for violent and/or extremely disturbed patients. Individual cells are small, padded and locked. Patients are sedated and kept under close watch. Doctor and nurse's stations are protected by secure glass and a series of barred doors are spaced along the hallway to prevent or delay escape attempts. In the examination rooms, antiquated equipment and wicked looking surgical instruments are tucked away behind more modern devices but their very presence is unsettling to many.

The Courtyard

The Courtyard contains a tall monument dedicating Raven's Retreat to Claudia Roy. The monument is actually a sealed crypt and both Claudia and her husband, Joseph, are interred within.

The Basement

The basement runs beneath the entire asylum. It is the most neglected portion of the Clinic; the air is damp and the walls are old and crumbling. The basement houses the hospital's boilers, furnace, maintenance and custodial offices as well as plenty of extra storage space. Rumors of a secret entrance to the sprawling cave complex beneath the Island have never been proven.

The southernmost half of the basement's west wing has been refitted with modern security doors and devices and is off limits to anyone below Clearance Level 3. These doors lead to the Clinic's Dream Analysis Chamber

The Dream Analysis Chamber

The Dream Analysis Chamber is actually a series of four chambers. The central chamber is the monitoring station. The door to enter it resembles an airlock door and the entire chamber is airtight. Glass partitions allow senior staff members to observe sleeping analysts in any of the three surrounding rooms. Theoretically, three control groups can operate simultaneously however, in practice only one team conducts a mission at a time. The Chamber was all but destroyed when the Brooding manifested (see the Brooding Disaster, pg. 30) but has since been restored.

The Chapel

The Chapel is old, dating back to the 1800s, with a vaulted ceiling, balconies and polished, hardwood floors. Huge stained glass windows depicting Biblical scenes have been restored to their original splendor. The Chapel was originally a Catholic church but has since been converted into a non-denominational place of worship.

The Cemetery

A small cemetery lies behind the Chapel, with grave markers dating back to the 1800s. This cemetery was reserved for patients with friends and/or families wealthy enough to buy and maintain a plot. A second cemetery, this one much larger, is also located near the Chapel. This was reserved for poorer patients and/or wards of the state. These graves are marked with simple stones and a numbering system but the records were lost a long time ago. Over the years the markers have sunk into the ground and the site is now forgotten and overgrown with grass and brush.

The Crematorium

The crematorium was built after Dr. Lerner took over operations of Raven's Retreat and was used primarily as a cheap form of patient disposal.

Campus Dormitories

The Clinic dormitories resemble a small apartment complex. Each individual dorm room is outfitted with a bathroom and kitchenette. Each building houses a recreational room and laundry facilities. A cafeteria and a small PX that resembles a convenient store offer staff members a quick alternative to traveling to David's Claim for meals and/or necessity items.

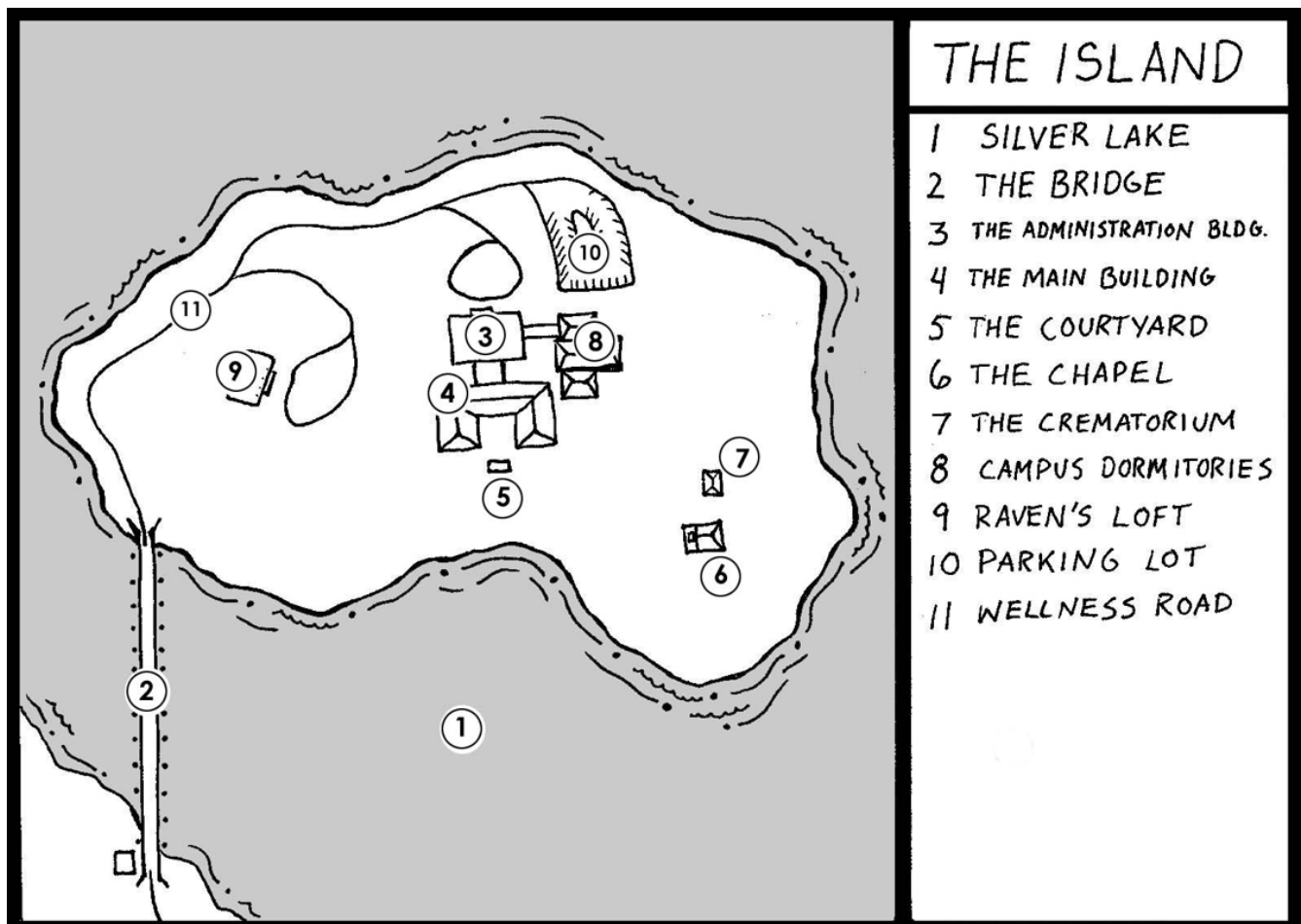
Raven's Loft

Raven's Loft is the name of the huge, sprawling manor home that rests atop the hill overlooking the asylum. Large oil portraits of the late Joseph and Claudia Roy, their son

Bartholomew and the eminent Dr. Lerner occupy places in the main hall. Dr. Endell is a collector of odd antiquities (such as period weapons and armor, surgical instruments, etc.) and his home is decorated in lavish fashion. A helipad was recently installed on the roof. A helicopter pilot is on 24 hour standby at a nearby airfield and can be at the valley within 20 minutes.

Raven's Loft is riddled with cleverly hidden secret passages; even Dr. Endell has not found them all. One such passage leads to the cave complex beneath the Island.

Dr. Endell lives in the house alone except for his personal bodyguard, Adam Short. About once a month he invites senior staff members and sometimes promising control groups to join him for an extravagant dinner party.



Clinic Organizations

Clinic Staff

The Clinic employs a host of doctors, nurses, laboratory technicians, orderlies, groundskeepers, custodians and maintenance staff. These employees treat the characters cordially but remain mindful of Clearance Levels. Game Masters are encouraged to flesh out any staff members that the characters befriend.

Clinic Security

The Clinic employs a government trained security force of fifteen who take their job seriously and do everything "by the book". They patrol the Valley of Ravens on four-wheeled all terrain vehicles. Headquarters is located in the Clinic compound but there are several locked sheds and checkpoints scattered throughout the valley.

People of Note

Dr. Gunther R. Endell, 58

Clearance Level 3

Dr. Gunther R. Endell is the senior official at the Clinic. He is an ordinary looking man with a nonetheless commanding presence. His demeanor is usually cordial but reserved. When discussing Clinic policies and procedures he is all business. He appreciates input from dream analysts and senior staff but his hardened eyes and flinty voice leave no doubt in anyone's mind as to who is in charge. When he issues an order he expects it to be followed to the letter. Dr. Endell keeps tabs on all happenings at the Clinic and it is said that nothing escapes his watchful eye.

Unknown to anyone, Dr. Endell secretly hates Dreamwalkers and anything else that can enter his dreams. This psychosis is rooted in an event that occurred during his childhood. Each night, he closes off his Dreamworld in much the same way as a seriously disturbed person might unconsciously do---Dreamwalkers

can enter his dream but they cannot leave. Dr. Endell attempts to catch Dreamwalkers he finds roaming about his Dreamworld. He then uses interrogation techniques to learn as much information about them as possible so he can have them eliminated. Barring that, he mercilessly tortures intruders in an attempt to injure their consciousnesses in the real world.

Dr. Endell was born in 1946 in Arlington, Virginia. His father was a colonel in the United States Air Force, his mother was a proud homemaker and Gunther was their only child. Gunther's parents did their best to bring him up in a warm, caring and stable environment. His father's job forced the Endells to move a lot but they remained a close and tightly knit family unit.

Gunther Endell was a bright boy who made friends wherever he lived. He did poorly in school, not because he was stupid; quite the opposite---he was so smart that he quickly grew bored with the subject matter and spent time daydreaming rather than studying. He had an active imagination and hoped to become a writer or actor or artist when he grew up.

Gunther was a lucid Dreamer from an early age. Books and movies were really only a pale shadow to the wonder and excitement he experienced within his dreams however as a child he never fully realized the control he could exert over his own dreams and was content just to be an active participant as events unfolded around him. As a teenager, Gunther was mesmerized by the works of J.R.R. Tolkien. His subconscious mind drew upon this fascination to manufacture a recurring fantasy Dreamworld full of charming hobbits, wise stately elves and grumpy old dwarves. Each night he entered this dream realm and embarked upon a daring new dream quest or adventure until his dream self eventually came to be regarded as a hero among men.

Then one night, the dream turned bad. He knew something was wrong from the moment he began dreaming. The land itself seemed to have turned against him. Roads and paths became treacherous and misleading, withered forests reached for him with claw-like branches and swampy bogs threatened to drag him to his doom.

Gunther learned from his dream travels that a new "Dark Lord" had arisen in the land, and that this one was even more terrible than the long ago vanquished Sauron. The lands of men, elves and dwarves were gradually overrun by orcs and other fell creatures. Whole villages were razed, people slaughtered, forests put to the torch and mountains toppled into the sea. Gunther was powerless to stop the carnage. Night after night the devastation grew and soon the dream people who had once hailed him as a hero now cursed his name.

Each night Gunther had the vague feeling that he was being hunted by some terrible force. Each morning he awoke with the feeling that he had just barely escaped some horrible fate. He soon began to fear going to sleep, knowing that his hidden enemy would be waiting for him when he closed his eyes.

Gunther's health began to suffer. He thought he going crazy but he didn't know what to do. He grew distant toward his friends and had several volatile confrontations with his parents. He knew he could not go on like this so one night he decided he must seek out and destroy this Dark Lord if he were ever to have peace again. For the next few weeks he traveled across his ruined dream lands, narrowly escaped untold perils and battling hideous monsters until at last he came face to face with the dreaded Dark Lord.

The Dark Lord was hideous--huge, powerful and full of rage. Gunther reached deep within himself and found the courage to face the monster. High atop a mountain stronghold they fought a titanic battle with sword and magic until at last Gunther cast the Dark Lord down into a yawning abyss. The Dreamworld rippled around Gunther and he awoke, sweating, heart hammering in his chest. He was terrified but at the same time, he was also filled with relief, somehow sensing that his ordeal had finally come to an end. And it had. He never had such bad dreams again but he no longer felt any joy from dreaming.

Gunther's personality underwent a drastic and abrupt change during this time. He became more sullen and withdrawn and threw himself into his studies, with a special interest in medicine and science. His experience had taught him that dreams were

fragile, too easily turned into nightmares and he dedicated himself to finding out what made dreams work so he would never have nightmares again. His grades quickly improved. His parents were somewhat saddened to see their happy-go-lucky carefree son suddenly become so serious but believed it was all part of his growing up.

Gunther attended the University of V----, majoring in psychology and psychiatry. In the late 1960s, he followed the controversy surrounding Dr. William Black's dream research with interest.

Dr. Endell graduated with honors at the head of his class and was recruited by a top secret branch of military intelligence known only as the Department where his background in psychology was needed for criminal profiling, prisoner interrogation and the development of mind and mood-altering drugs. He worked for the Department for the next decade, acquiring many contacts (as well as many enemies) among organizations such as the CIA, the FBI and the NSA.

During this time he compiled an extensive file on Dr. Black's research. Eventually, he developed a proposal on how the Dreamwalking drug Black25 might be put to practical use. His request to open and oversee his own dream-analysis center was approved and he immediately set about making it happen.

Dr. Endell had learned of the Valley of Ravens from a mysterious old journal he found among his father's possessions. The remote location appealed to him as did the storied history of Raven's Retreat. He had long suspected that dreams and psychic energy were somehow linked and believed that the psychological and emotional residue housed within the asylum could only serve to enhance his own research.

Adam Short, 34

Clearance Level 3

Adam Short is Dr. Endell's personal bodyguard. He is big man, with a crew cut and small, beady eyes. He is taciturn, rarely speaks to anyone and has developed a knack for being unobtrusive. He is a man without compassion

or conscience and is completely loyal to Dr. Endell. He is skilled in all manners of armed and unarmed combat and is quick to react with deadly force to any threat to the doctor's person.

Adam's private records are sealed. Few know he is a convicted serial killer who Dr. Endell rescued from death row. His unquestioning loyalty is the result of Dr. Endell's conditioning techniques, the use of experimental mind controlling drugs and repeated loyalty-reinforcing forays into his subconscious mind by Grade C control groups.

Adam's dreams are always violent affairs in which he ruthlessly murders his victims. Dreamwalkers who dare to Join with him become susceptible to his own unnaturally induced loyalty to Dr. Endell and may develop a similar psychosis.

Dr. Melissa Jones, 42

Clearance Level 3

Dr. Melissa Jones runs the day to day operations at the Clinic. She is a friendly, efficient woman who is truly concerned for the welfare of her employees. Her door is always open to those who want to talk.

Dr. Marcus Glasgen, 47

Clearance Level 3

Dr. Glasgen is in charge of the Clinic's maximum security ward. He has long white hair and a roving right eye. The muscles on the right side of his body droop slightly and he walks with a pronounced limp---the result of nerve damage he suffered at the hands of a violent mental patient. Dr. Glasgen is an intelligent man without morals or conscience who views his patients as little more than lab animals. He secretly covets Dr. Endell's position and hopes to replace him one day by whatever means necessary.

Dr. Hector Lambert, 39

Clearance Level 3

Dr. Lambert is an engaging man who loves working at the Clinic. He oversees research and daily operations at the Holding Pens. He

takes regular doses of Black25 to negate any side effects of the Broodspawn's limited spiritual disturbance. He is an esteemed biologist and cryptozoologist. Recently he has begun attempts at breeding captured Broodspawn so he can examine their offspring.

Dr. Kevin Garcia, 28

Clearance Level 3

Dr. Kevin Garcia is a charming, young man who has worked at the Clinic for almost five years. He has a dazzling smile and a friendly demeanor. He has a professional bedside manner and is highly respected by other senior staff members. Dr. Garcia is a lucid Dreamer who oversees several Grade A control groups. He believes in the good work the Clinic does for its patients and is unaware of the more sinister activities Dr. Endell engages in. Dr. Garcia is included here as a sample supervisor for a new control group.

Captain Sergei Wyatt, 36

Clearance Level 2

Captain Sergei Wyatt is the head of the Clinic security force. He takes his job very seriously and has a strong patriotic streak that manifests as a commitment to duty and to his government. He answers only to his superior, Dr. Endell, but is no blind fanatic and will not follow orders that are obviously illegal. He may bend laws in the service of his country but he will not break them outright. He detests Dr. Endell's bodyguard, Adam Short and sense something seriously wrong with him.

Brother Herman Edwards, 44

Clearance Level 2

Brother Edwards is a small, unassuming man who oversees the spiritual welfare of Clinic patients and staff. He claims to be one of a "new breed" of Christian ministers who acknowledges all other faiths equally. He is schooled in the customs of all the major religions and many minor ones and can usually give textbook advice on various matters of faith. This wishy-washy attitude towards Christianity has not been well received among

the devout Baptists in and around the area. Brother Edwards is always interested in learning about new religions.

Special Agent Timothy Gene, 40

Clearance Level 3

Special Agent Gene is an infrequent visitor to the Clinic and an acquaintance of Dr. Endell. He officially works for the United States Government but if asked what branch or in what capacity, he responds with, "I'm not at liberty to say."

Gene wears cheap suits, loose ties and often smells of bourbon. His untidy appearance and casual demeanor make him seem lax and maybe even incompetent at times but this is all just a carefully planned act. Gene is a calculating individual who recognizes the value of being underestimated. He works in conjunction with the Clinic, taking Grade B control groups out for sleuthing in the field. These extended missions vary between things like tracking down a suspected serial killer via information garnered from his dreams or questioning a suspected criminal in the real world.

Gene sometimes acts as liaison between the group and the investigating authorities (the police, FBI, CIA, etc.) but more often than not, he leads the group in the investigation himself. There is usually an element of danger associated with these missions. Characters may be called upon to do research in a library, to search a crime scene for clues or to befriend a suspected criminal themselves. Gene is not really concerned about the characters alerting potential suspects or botching ongoing investigations. These missions are merely tests designed to gauge the capability of Grade B control groups in the field. Somehow, Special Agent Gene seems to disappear if and when things start to go bad and it is usually up to the characters to fend for themselves.

Control Group F34

Dr. Frederick Bollinger, 43

Analyst

Dr. Bollinger is the leader of Control Group F34. He has been with the Clinic for the last ten years and believes he is deserving of more respect than he is shown. He acts condescending and sometimes outright rude towards anyone he does not consider his equal (basically anyone who is not a doctor). Dr. Bollinger's achievements during standard dream missions have been exemplary but his record in some of the more difficult missions has not been so good. It is likely he will never be upgraded to Grade B clearance which makes him somewhat resentful of other analysts who show promise.

Leonard Groundsel, 24

Analyst

Leonard Groundsel is the Tank of Control Group F34. He is an ex-marine who began to experience severe mood swings after participating in several military engagements in Afghanistan. While undergoing therapy, he proved to be receptive to Black25 and was recruited by the Clinic. He has been with the Clinic for only a short time but enjoys his work.

Cher Madison, 18

Natural

Cher's parents were poor and she has been homeless ever since she was eight years old. Agents of the Clinic discovered her a few years ago during volunteer dream experiments--the participants were paid \$15, a hot meal and a night's sleep in a warm bed while unbeknownst to them, a Grade B analyst infiltrated their dreams to search for any latent Dreamwalking ability. Cher loves her job. She is particularly adept at sleuthing, perhaps because she has seen all facets of human nature in her years on the street, and has been marked by her supervisor for potential upgrade, once her education comes into line with her ability.

James "Jimbo" Dodson, 27

User

Jimbo is the group's Handyman. He is addicted to the drug Ecstasy and "rolls" almost

every night. He can often be found in his dorm room listening to music with his "friend" Lisa Mendes. Lisa is a townie prostitute who enjoys Jimbo's steady supply of "X" more than anything else. In the Dreamworld Jimbo's job is to use alteration mana when needed and then to stay out of everyone's way.

Sample Patients

The Clinic contains a variety of patients from the mildly depressed to the seriously disturbed. We have listed a few sample patients below as well as a few adventure seeds or ideas on what their dreams might be like. The Clinic has a high patient turnover rate. Dr. Endell brings in patients with specific psychoses as needed for research.

Joshua Muldoon, 26

Joshua is a bloated, self-pitying man who weighs almost six hundred pounds. His eating disorder is thought to be psychologically induced.

Joshua reads a lot and watches hours of television (horror, fantasy and sci-fi books and movies are his favorites) and as a result, his dreams are often surreal and set against fantastic but readily recognizable backdrops.

Joshua is hungry in most of his dreams. His denouements usually involve food---obtaining food, eating food, being kept from food, etc. The Taenia do their best to keep him from eating in the Dreamworld and this makes him even hungrier in the real world. Ridding him of his Taeniid infestation eventually helps with his eating disorder, although continued therapy is needed to help him overcome his weight problem and prevent regression.

Paul Thurman, 63

Paul is a World War II veteran that has been having problems coping with growing old. He recently tried to stop a woman from being mugged by two teenagers and was subsequently stabbed and robbed by her assailants. He recovered from his injuries but has since slipped into a deep depression that

stems from feelings of pronounced helplessness.

Paul's dreams often involve scenes of war. The Taenia and his subconscious mind have fixated on his fear of aging, decorating his dreams with fluff retirement homes, life support equipment (wheelchairs, ventilators, EKGs, etc.) and graveyard motifs. Characters who enter his dreams become old themselves, reducing many of their physical characteristics and attributes (Strength, Dexterity, etc.).

Martha Kimble, 29

Martha is a waitress at a well known Virginia Beach tourist restaurant. After suffering from severe mood swings over the past few months, she checked herself in to the local hospital where she was diagnosed with sudden onset paranoia. She was eventually transferred to the Clinic for advanced therapy.

Martha's troubles began not long after she moved into a garage loft apartment on the beach. Prior to her moving in, her landlord installed tiny surveillance cameras throughout the apartment and now watches her every action. Her subconscious mind has picked up on this and her dreams contain an abundance of peepholes with bloodshot eyes looking through them. Successful sleuthing should eventually reveal enough clues to determine the true nature of the problem.

Boris Lansing, 38

Boris is a Russian immigrant who came to the United States when he was eight years old, as stowaway on an inbound oil tanker. Boris grew up on the streets of Newark, New Jersey and was in an out of state run orphanages, foster homes and juvenile detention centers. He became the leader of a teenage gang that eventually blossomed into a full grown "crew" of thugs who engaged in robbery, kidnapping, extortion and fulfilling the occasional murder contract for the local crime boss. Boris was picked up by the feds in 1990 after a botched kidnapping attempt. His well paid legal team managed to convince the authorities that he is legally insane and thus cannot comprehend right from wrong, and he has since been

confined to a mental institution rather than a prison.

Boris causes trouble and inflicts pain whenever he can. Because of this, he is kept under lock and key, sedated and restrained in the maximum security ward. Despite these precautions, he has somehow managed to get loose, kill four people and maim several others since his arrival at the Clinic in 1993.

Boris is here because Dr. Endell saw the advantage in having a patient who lacks conscience. Both Dr. Endell and Dr. Glasgen (with Dr. Endell's approval) have used Boris to eliminate suspected spies and other troublemakers. If the characters sufficiently arouse Dr. Endell's suspicion, they may find themselves accidentally locked in the maximum security ward with a suddenly alert and unrestrained Boris Lansing. Or, someone else may be the target and the characters just happen to be in the wrong place at the wrong time.

Lance Bertrum, 32

Lance has been catatonic since the death of his wife and daughter in a car accident and this catatonia is so severe that it extends even into his dreams. His Dreamworlds consist only of car accident scenes and (sometimes dark and twisted versions of) the Clinic and its staff.

Amazingly, Lance has recovered from his catatonia and is now only pretending to be a vegetable. He is a lucid Dreamer who realizes that his dreams are being invaded by Clinic analysts. He allows Taeniid colonies to grow in his psyche because he knows they are what attracts Dreamwalkers into his dreams. He allows characters to merge with him so that he may pick their brain for bits of information about what is happening to him and why, in the same way that they are able to delve into his mind.

Vera Myers, 19

Vera is a recovering alcoholic and drug addict who was dumped off at the Clinic following an overdose of heroin. She is an ex-member of the Cold Iron Hogs (see *The Cold Iron Hogs*, pg. 37) and her body is covered with tattoos and

piercing holes. Vera has responded well to treatment and is grateful for what the Clinic has done for her. She is a local girl who fell in with the wrong crowd and can become a valuable real world contact if the characters befriend her.

Vera's dreams are an unimaginative and chaotic mixture of violent crime and drug use, many of which contain scenes from her life. Through sleuthing the characters may learn of some crimes she knows of and/or witnessed the 'Hogs committing, possibly some that remain unsolved. Sheriff Briggs and his deputies question her every month about her ex-gang's criminal activities but she is too afraid of the 'Hogs to talk. Even so, the leader of the 'Hogs, Keith Wydell, is considering taking her out and the characters may somehow get caught up in her (attempted) murder.

Stanley Polmari, 27

Stanley is a thin man, with greasy hair and a reedy voice. He is blind in one eye and wears a black patch to cover the milky white orb. Stanley was once a hospital orderly who was convicted of killing dozens of critically injured patients in what he claims was an attempt to ease their suffering.

Stanley's psychosis stems from his childhood. Stanley loves animals which is why it pained him so much that a group of older neighborhood boys would catch mice, puppies, cats, birds and other small animals, and throw them into a dense thicket to see if they could escape the thorns. Those that did were horribly mangled, their bodies bloody and covered with dozens of puncture wounds. Stanley would wait for the boys to leave before mercifully braining the animals with a rock.

One day the boys caught Stanley's kitten, Loopy and tossed it into the thicket. Stanley's eye was pierced by a thorn as he plunged into the thicket, attempting to rescue the kitten. Blinded by his own blood and tears, he could hear Loopy's mewling as it tried to escape but by the time he found it, the kitten was a ragged, bloody mess. Stanley has never been able to overcome the horror of that day.

Stanley's dreams are filled with thorns and thickets, so much so, that other analysts have nicknamed him "Thorn". Stanley's enduring grief makes him especially susceptible to Taeniid infestations. Several Queens have been destroyed in his dreams over the years but a new one always manifests a short time later. The Clinic uses Stanley's dreams mostly for research, trying to find out what makes some people more susceptible to Taeniid infestations than others.

Karen Mills, 21

Karen is a computer programmer who has recently been diagnosed with epilepsy. The disorder makes working in her chosen field almost impossible and the thought of working at another job depresses her.

Her dreams contain strange flashes of disorienting light that may cause one or more characters to have epileptic seizures. The characters can do nothing to cure her of her epilepsy but they can alleviate her depression by helping her cope with the disorder. Successful sleuthing reveals that only a certain type of computer program triggers the seizures, so Karen may be able to continue being a programmer.



Jessica Rice, 11

Jessica is the eleven year old daughter of a local Congressman. The once cheery girl has been plagued by severe nightmares for the past year and this shows in the girl's pale complexion, wan smile and dark circles under her eyes. Unbeknownst to anyone, her problems lie with one of her father's most trusted aides, a man named Lewis Moody.

"Uncle Lewis" has been making casual sexual advances toward Jessica for some time. In the beginning, she thought his shoulder rubbing, pats on the rump, tickle sessions and discrete little kisses on the cheek (and occasionally on the lips) were no more than fatherly-like displays of affection. However, on a subconscious level, as her body has begun to mature, she now senses something more sinister in his attentions. Her nightmares give voice to that which she cannot say aloud---in her dreams, Uncle Lewis often hounds her as a monster with huge hands, a long tongue and a bulging crotch. His face is readily recognizable.

Characters who wish to pursue the matter outside of the dream find this to be a touchy situation. Lewis denies any direct accusations, of course. He has been a friend of the Rice family for years and convincing Jessica's parents that he is capable of anything so heinous is almost impossible. The Rice's may even be insulted enough to make waves for the characters.

The only way the characters can prove their claims is by entering Lewis's dreams. Through a series of successful sleuthing adventures, the characters can learn that Lewis is part of an internet child pornography ring and they should be able to discover dream representations of real world websites and/or pass codes that eventually lead back to Lewis (and the beginning of a huge scandal). If this comes about, the characters should be well rewarded for their actions.

Eva Barnett, 28

Eva Barnett is a chronic smoker who has tried everything from patches, to nicotine gum, to hypnotism to quit smoking. The Clinic transferred her here ostensibly to see if Dreamwalking techniques could be used to shake her addiction. In reality however, Eva is the mistress of one of Dr. Endell's rivals, a married Air Force Captain named James L. Stofey, who is currently deployed overseas. Eva's dreams contain scenes and images of their trysts. The Taenia have latched onto her fears of being discovered by Captain Stofey's wife and flood her dreams with scenes of anger and betrayal.

Characters are encouraged to explore Eva's fears via sleuthing as they may be the root of her addiction. In reality, Dr. Endell is interested in using whatever dirt they can uncover (names of hotels, favorite meeting places, exchanged gifts, etc.).

The Dreams of the Insane

Game Masters and players should discuss running a Clinic campaign beforehand so that everyone has an idea of what to expect. Control groups are sometimes called upon to enter the minds of extremely disturbed individuals and achieve perverse denouements within the confines of horrific Dreamworlds.

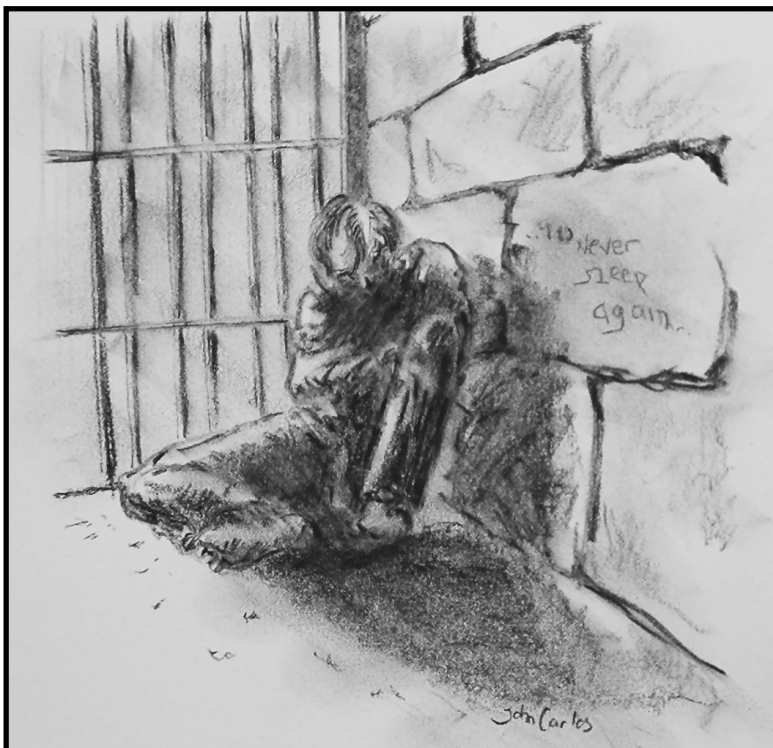
Many articles and even some books have been published that include tips on how to successfully run a horror-based roleplaying game. Some of the more popular techniques include no in-session joking among players, gruesomely vivid descriptions, dimming the lights, lighting candles and playing dark and broody, atmospheric music in an effort to set the mood. Even with all these props it is difficult to generate any real kind of fear in the players (and through them their characters). I will take it one step further and say that generating such fear is practically impossible. Face it, you can tell your players that zombies are rising up out of their graves and their characters will act accordingly, but they won't really be afraid no matter how well you describe the falling gobbets of flesh and clumps of moldy earth.

This is why I suggest the Game Master skip the horror altogether, and instead try to induce a sense of loathing in his players. For example, take the same tired old scene described above. Now add some history to it. Let's say that one of the zombies is actually the corpse of a pregnant woman that the Dreamer killed (or perhaps wanted to kill). The characters see the woman's corpse shambling toward them, then realize it is dragging a wriggling zombie fetus still attached to the bloody umbilical cord that disappears up, beneath her rotting gown. Is that disgusting? If not, then you and I are repulsed by different things. If you do find that

disturbing, then maybe you can see what I'm getting at. While it is nigh impossible to generate real fear while everyone is sitting around the table munching Doritos and drinking Mountain Dew, it is very possible to generate total disgust, and if you can disgust your players, either on an emotional or physical level, then their characters have no real choice but to act accordingly.

This tactic requires the Game Master to answer a few basic questions beforehand. Perhaps the most important is how far are the players willing to go? This question is easily answered by the players themselves. Talk to them. Tell them you plan to run a campaign that might contain some gruesome Dreamworlds and denouements and ask them if there is any subject matter that they would rather not explore. You should express a certain degree of empathy and consideration here. If one of your players has had a miscarriage or an abortion, she may not want to roleplay through a dream where dead, bloody fetuses dangle from tree limbs, or one where the denouement involves the sacrifice of a pregnant woman and/or her unborn child to some dark Elder god.

That said, if the players have no specific taboos, it is often more emotionally involving to



play upon their real world fears and disgusts. Does the player love dogs? Have a dream where animal cruelty is common. Is the player repulsed by certain sexual acts? Have them be included as part of the dream's denouement. Feel free to push the envelope and showcase the depths of human depravity, so long as your group is comfortable with that.

Be careful not to overdo the gore though. Buckets of blood have an immediate shock value but the effect doesn't last long. Remember that subtlety is the key. Think of horror as a scalpel instead of a bludgeon. One person living off a diet of his own chunky, mucous-laden vomit is repulsive; everyone in the Dreamworld doing so is borderline silly. Whenever possible strive for emotional and psychological repugnance rather than physical disgust.

Make it Matter

The dreams of the insane are almost always surreal. They are usually a conglomerate of scenes and images that rarely make sense to the visiting Dreamwalkers, but that hold some key significance to the Dreamer. Specialized fluff, such as Location Shifts, Time Shifts, Futility, etc., should be more common than in other dreams. Denouements are often mundane, sometimes incomprehensible, and need not reflect anything the Dreamer consciously wants to do. However, they generally involve some desire or perversion significant to the Dreamer. For example, take a Dreamer that hates horses. His denouement may be to tie a red magic marker to the tail of an Unreal horse. Tying the marker to the horse's tail makes no real sense (it doesn't really hurt the horse) but it somehow satisfies the Dreamer's hatred of horses and makes him happy. Why? Who knows? He's crazy, remember? ☺

Feel free to tie gruesome images and Dreamworld scenes into something the Dreamer experienced in the real world. To do this successfully, the Game Master must try to ask himself what it is like to think like a madman. And not just any madman. That particular madman. Design a background for the patient just as you would your own

character. Pick out key events in that patient's history that helped mold his insanity.

Non-fiction crime books are a big help here. They offer a wealth of game-worthy information on real world criminals---criminal backgrounds, and motivations as well as theories on what triggered the criminal's madness. Your mind will start racing to fill in any blanks. For example, what would someone like Geoffrey Dahmer dream about? A grocery store Dreamworld where the meat department offers a nice selection of fresh human body parts instead of pork? And worse, for some strange reason, the characters feel mouth wateringly compelled to eat it. Movies about criminals offer a more visual but somewhat less in depth version of the same. Or you can design your own ward of demented individuals.

A good handy foundation when designing a disturbed patient is to start with the seven deadly sins: Pride, Envy, Gluttony, Lust, Anger, Greed and Sloth. Pick one and personalize it to the patient.

Keep in mind that true madness is based upon perspective. Many serial rapists, child molesters and murderers see nothing wrong in the crimes they commit. Many do not in fact consider themselves criminals at all. To them they are just satisfying a natural urge, like drinking water or eating food. With that in mind, their dreams should reflect this feeling of normalcy. Think about the man who is so greedy that he sees nothing wrong with killing his wife so that he and his mistress can collect on the insurance policy. Or the woman who is so selfish that she would choose to feed herself instead of her starving children. Or the jealous child who has no qualms about suffocating his infant sister in her crib. On a conscious level, these people believe what they are doing is justified and/or right but their dreams most likely contain subconsciously created hints or motifs that suggest otherwise.

Most importantly, when designing a particularly horrifying adventure, don't just indulge in sickness for sickness' sake. It is important to try to include at least one or more goals or items of fluff that allow the characters to help someone or something in the real world. For instance, via sleuthing, the characters may learn the name of a child the

Dreamer regularly abuses. Or, the dream may reveal the name of a local animal shelter and then later involve the Dreamer taking great pleasure in drowning Unreal kittens. Then, in the real world, the characters can learn that the Dreamer adopts cats from the local animal shelter on a regular basis. The shelter employees think he is a really kind person for doing this, but if the characters check his home, they find no evidence of any pets. Or, the Dreamer may be a serial arsonist responsible for the firebombing of several churches. In his dreams, the characters may discover his plans to burn down another church and then prevent it from happening (or at least have the authorities question him after it does). Making it matter is the "light at the end of the tunnel" that helps justify the reason for wading through the twisted minds of degenerate scum and enables the players to at least feel that their characters are making a difference and doing some good.



The Broodking Disaster (File #0405993B)

The terrible Dark Lord who invaded Dr. Endell's childhood dreams was actually a Broodking. The Broodking recognized the boy's latent Dreamwalking ability and, well aware of the power that a lucid Dreamer wields within his own Dreamworld, it sought to weaken Dr. Endell by poisoning his dreams before launching an attack that would enable it to ride Dr. Endell's consciousness into the real world. Dr. Endell defeated the Broodking but the incident had marred him for life.

After thoroughly researching the Black Files and after a series of prolonged discussions with Kevin Laerty (at the time, one of the few people known to have encountered a Broodking and survived) Dr. Endell realized the Dark Lord had been a Broodking. He has since made it his number one priority to capture a Broodking for examination and analysis. This obsession was the last outrage of many that finally spurred several Clinic scientists and Dreamwalkers to defect to the as yet unformed Project Dreamwalker.

Undaunted, Dr. Endell continued with his plan to capture a Broodking. After many weeks of searching, a group of Grade C analysts finally located a Broodking inside the mind of a particularly disturbed patient, a serial rapist and murderer named Willard Hamlin, who was currently isolated on death row. The analysts used mana to try to neutralize the creature but were no match for its ferocity. In minutes, several were killed and subsequently dumped out of the Dreamworld. What's worse, the Broodking actually rode the conscious mind of one of the analysts out into the real world.

Dr. Endell was on hand to witness the Broodking's arrival in the lab and barely escaped with his life. The Broodking killed all of the analysts, several other Clinic staff and security members and destroyed the Dream Analysis Chamber before fleeing into the nearby foothills. Over the next few weeks it

began to prey upon the local populace in and around the town of David's Claim, killing the men and raping women and children. The official report was that a madman had escaped from the asylum and police and local hunters were mobilized to search the area. Many never returned.

The Broodking was hiding in farm that supplied beef and dairy products to many of the local residents. The Broodking's spiritual disturbance had befuddled the minds of those living on the farm, allowing it to remain unmolested inside the slaughterhouse. However, its very presence eventually began to have a negative effect on the occupants of the farm. The people gradually became more violent and cruel towards one another and towards the animals in their charge.

By now Clinic Dreamwalkers realized they could sense the presence of the Broodking lingering at the edge of their consciousness like a dark, malevolent whisper. With practice they were finally able to track it to its lair where they felt the odd effect of the spiritual disturbance. Dr. Endell decided to take no chances. He notified his contacts among the government and ordered a covert military strike on the farm. A special forces unit was flown into the area by helicopter and summarily fell under the effects of the Broodking's spiritual disturbance, as did the second unit sent in after them.

A team of Clinic analysts were then assembled to infiltrate the community however, before they could act, a band of Mystics suddenly appeared. Their leader was an imposing black man named Jimwabwe, who was dressed in the sparse and colorful tribal raiment of the lion hunting Masai of Africa. He told the Clinic analysts that he and his people were members of a group of Dreamwalker known as the Sword of Gaia, whose sacred duty it was to hunt down Broodkings and their spawn in the real world. He then warned the analysts not to interfere with their mission. While the group sent word back to Dr. Endell and awaited his orders, Jimwabwe and the Sword entered the affected area and according to eye witness reports, captured the Broodking using a large web-like net made of pure mana. The

enraged Broodking and its captors then disappeared into thin air.

Dr. Endell was furious both with his own analysts and the members of the Sword and has since made every effort to compile as much information as he can about the Sword of Gaia. The horror did not end with the capture of the Broodking. Over the next few weeks, months and years, several Broodspawn surfaced in the surrounding area--the offspring of those raped by the Broodking. Grade C groups were dispatched to capture or kill these creatures and some of them are now being kept in the secret Holding Pens.

Dr. Endell has never given up on his plan to capture a Broodking and is carefully planning the next encounter (see The Bunker, pg. 11).

Inspiration

The following media should provide you with some inspiration for running a Clinic campaign, or one involving the dreams of disturbed individuals.

Movies

In Dreams
The Cell
Session 9
Dark Asylum
The Road to Wellville
The House on Haunted Hill
Silence of the Lambs
13 Ghosts
FearDotCom
The Ring
The House of a Thousand Corpses (a.k.a. Texas cahinsaw massacre with more blood, gore and special effects). ☺
Spiral
Dead Again

Music

Sanitarium - Metallica
One - Metallica
Diary of a Madman - Ozzy Osbourne

Video Games

Silent Hill 1, 2 and 3
Resident Evil 3 Code Veronica
Twisted Metal Black
Manhunt

David's Claim

The town of David's Claim is nestled in the mountains, just on the edge of the Valley of Ravens. In the early 1700s David "Flintlock" Patterson discovered a small vein of silver in the nearby foothills. He built a house and eventually brought his family to live there. Other prospectors moved into the area but were driven off by the local Shawnee Indians. The prospectors gathered around David's home for safety and eventually a town sprang up around David's claim.

David's Claim had been in a steady state of decline for many years until the Clinic opened in 1977 and revitalized the town's economy. The locals were originally opposed to reopening the asylum but the influx of money has quieted the naysayers at least for the time being.

The town's population currently numbers several thousand. About half of these reside in the surrounding countryside and are what outsiders call "hillbillies" who live off the land (and government assistance), hunting, farming and fishing. The bulk of the town's population are blue-collar workers, mostly miners and loggers but there is also a surprisingly high number of professionals living in town, as many Clinic staff members (primarily doctors and nurses) have bought and/or restored homes, preferring to commute to work each day rather than live on hospital grounds. Many low level Clinic staff, such as orderlies, groundskeepers, maintenance workers and custodians were hired from among the local populace.

In many ways, David's Claim is like a step back in time. Several small businesses are located in or around the town square, in brick buildings that date back to the 1800s. These include city hall/the police station, the town drugstore, a small bank, a movie theater and the office of the Mason-Dixon Mining Company among others. A few more modern businesses like an arcade/miniature golf course and a video rental store have recently opened up as well, and more are thought to be on the way.

The town boasts a single school building---a sprawling, shabby complex comprised of a single brick building surrounded by a handful of trailers bolted to the ground. The school teaches grades Kindergarten through Eight; high school children are bused to the town of Winchester, an hour drive. The Clinic has taken an active role in promoting a higher education in David's Claim. Annual donations have brought new books and computers into the classrooms and partial scholarships are awarded to math and science contest winners that enable some of the poorer children to attend college.

Several large trailer parks are located in and around David's Claim and the number of trailers vastly outnumbers the number of houses in the area. Houses are usually two or more stories tall with hardwood floors and wraparound porches. Many have been in the family for generations and are in various states of repair. Most have electricity and indoor plumbing but some do not.

Places of Note

The David's Claim Museum

The David's Claim Museum contains Indian artifacts, antique mining equipment and authentic town documents and records. Almost anything to do with local history, be it fact or rumor, can be found here. The museum is state funded and operated by the head of the David's Claim Historical Society, Ms. Leslie Welsh.

The Dairy Queen

The Dairy Queen was built in the late sixties and hasn't changed much since then. It lies adjacent to the newly built miniature golf course/arcade and on the weekends, the mutual parking lot serves as a hangout for younger teenagers from the surrounding area. The police stop by every hour or so to make sure the kids are playing nice.

The Bijou

The Bijou is the town's only movie theater. It is a grandiose, two story structure that had fallen into a sad state of disrepair. Until recently, the second floor was unstable and the balconies were roped off for safety, new movies were months old before arriving and the concession stand was shut down after several customers spotted rats swimming in the glass popcorn bins. The Bijou's owner, Lowell Stevenson, was one of the first to recognize the boost the Clinic would give to the area and spent his life savings to give the theater a complete overhaul. His investment paid off. The Bijou now operates on a par with other movie houses across the country. Movies run seven days a week with matinees on the weekend.

Straplings Grocer

Straplings is part grocery store, part gas station, part trading post and part flea market. Local farmers and traders pay Old Man Straplins a small fee to use the field behind the store to sell their goods. Farmers sell fruits and vegetables, Indians sell handmade crafts and hillbillies sell furs and sometimes moonshine (when the police aren't around).

Lookout Point

Lookout Point is a scenic site that gives a good view of the whole town of David's Claim. It is located at the top end of a winding road (Up-Mountain Road), just outside the old drive-in theater. The drive-in is closed but older teenagers come here to make out and to indulge in a little underage drinking. The road itself is used as a drag strip with races beginning at the top and ending at the bottom. There have been several racing accidents in the past few years and the locals have named the road Dead Man's Curve although no one has actually died there as of yet. Sheriff Briggs feels it is only a matter of time before someone gets seriously hurt in a wreck and has tried to put a stop to these races by making arrests and impounding vehicles.

The Cave

The Cave is a rough and tumble, sawdust on the floor kind of bar that caters primarily to local miners, loggers, bikers and truckers although no one's money is ever turned away. It is a lively place that boasts pool tables, dart boards and arm wrestling tables with monthly tournaments held for each. The jukebox plays country western or bluegrass music and a live band performs behind a chicken wire cage at least one Saturday a month. Occasional bikini and wet T-shirt contests are always a hit. Fistfights are a semi-frequent occurrence that are quickly broken up to be resumed outside. Every so often the center of the bar is roped off and No-Holds-Barred fighting matches are held wherein the only rules are no biting or eye gouging. Gambling is common at all of the above mentioned events. The Sheriff turns a blind eye to activities at The Cave but has made it known that he will shut the place down if things start to get too out of hand.

Charlie's Pub

Charlie's Pub is a newly opened bar that caters to the more peaceful residents of David's Claim. Charlie's serves beer, alcohol and quick grill items (chicken wings, sandwiches, nuts, etc.). Digital trivia games are held on Wednesday night, Karaoke on Thursday with dancing and a live DJ on Friday and Saturday nights. Charlie's is a favorite hangout of Clinic staff members.

David's Claim Ticket

The 'Ticket is an all night diner and truck stop located on the stretch of road that eventually leads back to I-81. The 'Ticket's food is greasy and packed with cholesterol but the service is friendly and good. Truck parking behind the diner allows weary truck drivers to take a quick nap.

The Motel

The Motel is a series of one room motel rooms located behind the David's Claim Ticket Diner, whose primary business was once done in half-hour rates to the local prostitutes ("lot lizards") who serviced passing truckers. Since the arrival

of the Clinic, the Motel's owner has fixed the place up somewhat and business is booming.

Just Like Home

Just Like Home is a small, twelve room bed and breakfast built from a renovated old house that is located on a scenic hill overlooking David's Claim. The service is excellent and the house is almost always full. Most customers are visitors to the Clinic and/or its patients.

David's Claim Drugstore

The David's Claim Drugstore is a small business located in the center of town. It is an old-fashioned drugstore with a pharmacy and a soda fountain. There is no department store in David's Claim. Instead, the drugstore serves as a Sears catalogue outpost where locals who live outside of mail routes can place and pick up their orders. The owner of the drugstore, Mr. Finch, charges a small handling fee for each order.

The Church

The church is a small, brick building that services the local Baptist population (the few Catholics in town commute to Winchester for mass). Sunday services are held in the mornings and evenings and most of the population of David's Claim attend one or the other.

The Rail Station

The Rail Station is a combination rail and bus station operated by employees of the Mason-Dixon Mining Company. The company owns the local stretch of tracks. Most of the rail traffic is freight but once a week a commuter car is attached and a limited number of tickets are sold. Those wanting to leave the town sooner can take the Greyhound bus that arrives each day at 4:00pm and leaves at 5:00pm, heading for I-81.

People of Note

Billy Hunterson, 31

Billy Hunterson is the tribal spokesman of the local Shawnee Indian tribe. Many whites think he is their leader or chief and to some degree he fills that role, but the Shawnee are actually led by a council of elders who decide tribal policy. Billy is a good man who only wants what is best for his people. He is somewhat placating to town authorities, an attitude that has not endeared him to many of the older and younger members of the tribe.

Charlie Wigg, 30

Charlie Wigg owns Charlie's pub. He tends the bar himself on the weekends. He is an honest and friendly man who does his best to make customers feel welcome. He is balding and overweight and fancies himself something of a ladies man. He will make casual advances towards attractive women, compliment them, give them free drinks, etc., in an effort to pick them up.

Collin and Wendy Fredericks, 34 and 30

Collin and Wendy Fredericks own Just Like Home, the local bed and breakfast. Collin and Wendy are spies for Project Dreamwalker. They keep track of Clinic operations from a distance and are able to learn bits and pieces of what goes on there from those who stay at the bed and breakfast.

Jimmy Two Ducks, 29

Jimmy Two Ducks is the current leader of the Band of the White Feather (see The Band of the Whiter Feather, pg. 37). Though he is a spiritual man, he is also a man of action who loves a good scrap with the whites. He can be somewhat rash at times and knows this, so he often defers to the counsel of the medicine man, Speaks-to-the-Moon. He and Billy Hunterson were childhood friends but have been at odds ever since Billy went off to study at the white schools.

Jon “Iron Head” Hardy, 43

Iron Head is the owner of The Cave. He is a big, tattoo and scar covered man with broad shoulders and a round belly. He was an active member of the Hell's Angels biker club in his younger days and has a reputation for being an ass-kicker. He is not afraid to crack some skulls with the nightstick he keeps under his bar. The nightstick, which he calls “Bitch-Slapper”, is a thick, wooden, police-issue baton. Over the years, several troublemakers have learned the hard way that when Iron Head says, “Get the fuck outta my bar unless you wanna get bitch-slapped,” he is not making reference to a backhanded slap.

Keith Wydell, 29

Keith is the current leader of a local biker gang named the Cold Iron Hogs (see The Cold Iron Hogs, pg. 37). He is a fit young man who shaves his head completely bald and dresses in T-shirts, jeans and black military boots. Unlike most of his gang, he has no tattoos and only one pierced ear. Keith can be friendly and very persuasive. He comes off as an average guy just trying to stand up for the white race. In reality, Keith is a violent criminal although he is smart and careful enough not to do anything to incriminate himself directly.

Lloyd Bumgartner, 39

Lloyd Bumgartner is the owner of the Motel. He is a cheap alcoholic (\$1.50 tequila being his drink of choice) who is always out to make a few extra bucks. He is not above doing small favors for money (letting people look at his record books, calling when certain people check in, holding a “package” in his safe, etc.) so long as what he is being paid to do is not blatantly illegal.

Marcus and Yvette Richards, 46 and 40

Marcus and Yvette Richards are the owners of the David's Claim Ticket Diner. Marcus works there as the short order cook and Yvette is a feisty waitress. On weekends and other busy

times they hire local teenagers for help. Marcus and Yvette hear a lot of talk and are a good source of information for what is going on in and around the town.

Mayor Paul Victor, 50

Mayor Paul Victor is a cheery, bald-headed man who readily admits that there is little need for his position in David's Claim. He is well liked among the citizenry. He owns a portion of the David's Claim Bank and Trust which has made him a wealthy man.

Mr. Cardigan Finch, 57

Mr. Finch is the owner of the David's Claim Drugstore. He is a pinch-faced, miserly man who does not really like people. His biggest fear is that the Clinic will somehow run his small pharmacy out of business. He extends a line of credit to local customers but charges ridiculous interest rates each month.

Mrs. Leslie Walsh, 64

Mrs. Walsh is the widowed caretaker of the David's Claim museum and the head of both the David's Claim Historical Society and the local women's bridge club. She is an expert on local history and loves to gossip. She is an authority on the history of the Valley of Ravens.

Reverend Gregory Wayne, 48

Reverend Wayne is the local Baptist minister. He lives in a humble home behind the church. He is a likeable man who is well thought of throughout the community. He preaches the gospel to any who will listen and is always concerned about the spiritual welfare of his congregation. Although he tolerates those of other faiths by necessity, he will not sit idly by and listen to blasphemy or heresy (such as the ability to Dreamwalk) without quoting the appropriate passages of scripture. Reverend Wayne bears an intense dislike for Brother Edwards at the Clinic. Most of the residents of David's Claim are God-fearing people and Reverend Wayne has a strong showing at church every Sunday.

Sheriff Joe Briggs, 45

Sheriff Briggs is the head of the local police force. He is an intelligent man, physically fit and confident in his own abilities. He was born in a rural part of Virginia and is an expert woodsman. In police matters he has developed a reputation for being tough but fair and has earned the (sometimes grudging) respect of everyone in the area. He considers himself to always be on duty, even when he is not and acts accordingly.

Sheriff Briggs has been the Sheriff since 1986 after his predecessor was killed when a madman escaped the Clinic. While he treats Clinic staff the same as anyone else, he keeps a wary eye for anything out of the ordinary happening in the Valley of Ravens.

Speaks-to-the-Moon, ?

Speaks-to-the-Moon is a venerable medicine man and the spiritual leader of the local Shawnee Indian tribe. His patience and wisdom have made him the most respected member of the tribal council. Though not officially a member of the Band of the White Feather, his counsel is often sought by them and he sometimes acts as a counterpoint to the more volatile members of the 'Feather. Speaks-to-the-Moon is an accomplished Dreamwalking Mystic with loose ties to the Sword of Gaia. He discretely keeps track of dream-related happenings at the Clinic.

Organizations

The Police

The David's Claim police force is small, numbering only ten deputies, with two on duty at any time, not counting dispatch. They are a competent lot, most of whom hail from the surrounding area, so they have a good rapport with the locals. The police are generally friendly towards Clinic staff members.

The Shawnee Indians

The Shawnee Indians are a peaceful tribe who have always lived in the area. They are a poor people who live off the land (and government aid). They are led by a council of elders who decide tribal policy. One of the latest ongoing debates is the opening of a casino, as proposed by Billy Hunterson.

The Band of the White Feather

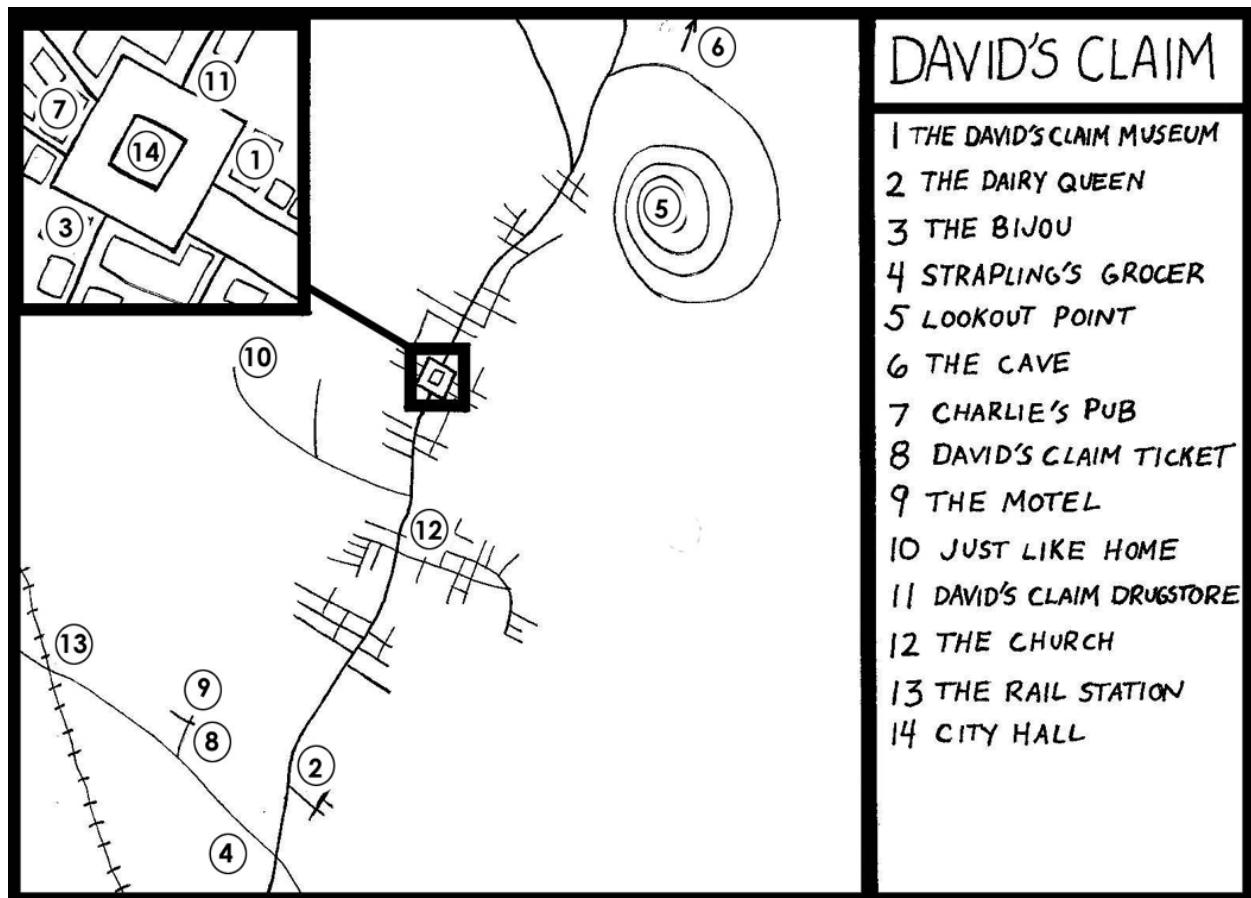
The Band of the White Feather is a group of Shawnee dissidents who have been at odds with the local miners and loggers for as long as anyone can remember. In the past, they have resorted to bullying tactics, threats and vandalism against the mining and logging companies. Recently, their attention has been focused more on the Clinic and its staff. Members of the 'Feather fear that the reopening of the asylum might awaken bad spirits in the Valley of Ravens and the Brooding Disaster only served to support this belief. Their numbers have swelled to about two dozen active members and double that who are sympathetic to their cause. One member of the 'Feather was killed by Clinic security as he attempted to burn down the Clinic with gasoline and several others were seen fleeing the area. The 'Feather has vowed revenge for this act of cold-blooded murder.

The Cold Iron Hogs

The Cold Iron Hogs are a local biker gang. They are a racist band with neo-Nazi roots. Their standard is a combination of the Confederate and Nazi flags, with the Confederate X having been turned into a blue and white, star-lined swastika. Each 'Hog sports multiple tattoos and piercings. Their numbers were severely depleted by the FBI raids in 1973 but they have gradually rebuilt to almost two dozen men and six women.

The 'Hogs once used the Clinic as a base but now operate out of a compound in the nearby foothills. This compound is walled and well fortified and the sound of automatic weapons fire can sometimes be heard from within. The clubhouse contains a small methamphetamine lab.

The 'Hogs can be found at the compound or sometimes in David's Claim buying supplies. They have been known to frequent The Cave on weekends. Sheriff Briggs and his deputies keep a close eye on the 'Hogs when they roll into town. Under the leadership of Keith Wydell, the gang has adopted a vigilante stance on crime and have delivered several (minority) vandals, drunks and thieves, along with any stolen property, into the hands of the authorities (after a bit of roughing up). Wydell developed this ploy to help the 'Hogs garner sympathy, support and perhaps even a few recruits from among the white locals and so far it seems to be working. The 'Hogs are at odds with the Shawnee and have traded several beatings with members of the 'Feather.



Adventure Seeds

While exploring the valley, the characters come across a group of campers. The valley is off limits to civilians but the campers seem to be doing nothing wrong. The campers may indeed be harmless, or they may be part of some radical human rights organization spying on Clinic activities. The proper thing for the characters to do is to report the intrusion but it is up to them to decide whether or not they do.

Collin and Wendy Fredericks had a contact inside the Clinic who suddenly disappeared and they are now afraid that their mission has become compromised. If the characters have befriended the Fredericks's, they may be asked to find out what happened to their "friend". Or the characters might witness (or prevent) the contact's abduction and perhaps begin their own investigation into what is happening. Or the characters might hear sounds of distress coming from one of the locked security sheds scattered throughout the valley. They investigate and find the contact, alone and tied to a chair, having been tortured and beaten unconscious by masked interrogators.

A rowdy group of Cold Iron Hogs have cornered a member of The Band of the White Feather in a back alley, on a dirt road or in some other isolated location. The 'Feather member is being severely beaten and might even be killed. If the characters intervene, they may earn the friendship of the 'Feather, but they certainly earn the enmity of the 'Hogs. If the Game Master desires, the reverse scenario could take place, with a member of the 'Hogs being assaulted by members of the 'Feather.

The characters' control group is granted leave time, but not at the destination they have chosen. A foreign politician is staying at the same hotel the group checks in to. The politician has been targeted for assassination and the characters may witness, attempt to prevent or otherwise become involved in the incident. Dr. Endell knew of the upcoming

assassination attempt and purposely sent the group there to see how they would respond.

While relaxing in town, perhaps at the Dairy Queen or at The Bijou, some of the younger characters are confronted by a gang of thrill-seeking teenagers and young adults who either challenge them to a fight and/or to a race down Dead Man's Curve. If the characters respond, they may run afoul of the law.

A dog-like Broodspawn escapes from The Holding Pens during a routine examination. The monster flees into the surrounding countryside and takes control of a normal pack of wild dogs. Due to a bookkeeping error, there are no Grade B or C dream analysts at the Clinic. The characters' control group is summoned to Dr. Endell's office where Dr. Lambert explains the situation and the group must then hunt down the Broodspawn before the authorities of David's Claim get involved. This is a good way to introduce the characters to the notion that there is more going on at the Clinic than what they see.

Sheriff Briggs is investigating the disappearance of a young woman. Her fat, lazy husband claims she packed her bags one night and left him. Even though his story is inconsistent, the investigation has stalled from lack of witnesses, evidence and leads. Sheriff Briggs has heard that the Clinic employs psychics who sometimes work in conjunction with police and has asked Dr. Endell for help. The characters' group is sent to give the husband's trailer a once over but they find nothing out of the ordinary. Characters who sleuth their own dreams however, find an item of fluff that manifests as a newly planted flower bed that was sitting in the husband's front yard. The character's subconscious mind registered the run down condition of the trailer and concluded that the man did not seem to be the type to make an effort to pretty up the yard. The husband did in fact murder his wife and then bury her beneath the display.

The characters are drawn into a bridge between the real world and the dream world that suddenly manifests inside the Clinic. The

bridge is fed by the residual psychic and emotional energy that has accumulated at the asylum over the years and the characters can find themselves in the middle of the Great Riot, or thrown into any of the Retreat's past events. Although the bridge contains a replica of the entire island, only a small area of the Clinic is actually affected, so few people outside of the bridge even realize that anything is amiss.

One or more characters stumble upon a drug stealing/smuggling operation run by a Clinic doctor and an orderly. The characters may be asked to join the operation for a cut of the profits, but the doctor almost certainly tries to do away with the characters at the first opportunity.

While exploring the nearby foothills, the characters discover a small vein of silver. A short time later, they are contacted by the venerable Shawnee elder, Speaks-to-the-Moon, who tells them that the silver vein is actually an ancient prison that contains a monster. He asks the characters not to disturb the vein and to destroy any records they have made of its location. It is up to the Game Master to decide what kind of creature (if any) is released if the characters ignore the warning.

Abomination

A Sample Clinic Adventure

Abomination is a sample *Dreamwalker* adventure, dual started for both *Dreamwalker: Roleplaying in the Land of Dreams* and for *Dreamwalker: Diceless Roleplaying in the Land of Dreams* (boxed text). The locations are relatively self-explanatory, so no maps were included with this adventure.

Ronald Carpfinger, 26

Ronald Carpfinger is a fat man with loose jowls and a vacant stare. He is borderline mentally retarded and has been diagnosed as incapable of understanding right from wrong. Ronald is unable to control his lustful urges and has committed several violent sexual acts. He has been in and out of mental institutions for most of his life after originally being hospitalized at sixteen when he raped a female classmate in his high school bathroom. He has been released three times on his own recognizance but each time failed to take his medications, suffered a relapse and forced himself onto a woman.

Ronald was transferred to the Clinic in 1998. He likes to draw and his cell walls are covered with sexually suggestive drawings, crudely rendered in colored crayons.

Dreamworld Information		
Dreamworld:		Surreal
Key Locations/Events:		Dream Bubbles (the cavern, sewer pipe, machine room, zoo, the swamp, the junkyard, the egg)
Denouement:		Passive
Details:		To change out all the light bulbs in the Dreamworld
Unreal:		Inert
Taenia		
Theme:		Varies
Number	Molt	Manifestation
24	Larva	Police, zoo animals, swamp creatures
3	Drone	Alligator, robot
	Queen	Octopus/crab (Abomination)
Underworld		
Setting	#Drones	Size of Mana Pocket
A room filled with porno magazines	1	8 (a box of tissues)
A bathroom	3	15 (the lock on the door)
A therapist's office	0	24 (inkblots)

The Dreamworld

Ronald's Dreamworld is a surreal conglomerate of several "dream bubbles". Each bubble actually comprises the nucleus of a single spermatozoa--one of thousands that are currently racing down an enormous vaginal canal.

The Balconies

Each dream bubble contains a single entrance/exit door that opens onto a dry balcony. From the balcony, the characters can get a clear sense of where they really are. The characters can see several similar balconies mounted on the sides of nearby sperm cells, bobbing and weaving amidst the stream of bodily fluids.

Characters can leap (wetly) onto another balcony with a successful Strength + Jumping roll.

Jumping from one balcony to another is a routine task (fitness + athletics).

Those who fail are swept into the stream and are essentially out of play until the sperm reaches The Egg (see The Egg, pg. 45). The characters may also make creative use of mana to access another balcony.

The White Rabbit

Three or four times during the dream (GM's discretion), the characters spot a small white rabbit that tentatively attempts to approach the Dreamer. Ronald is terrified of the rabbit although even he doesn't know why.

Despite what the psychiatrists say, on a deeply subconscious level Ronald does understand that what he does to women is not right. The white rabbit is a pseudophysical manifestation of this repressed guilt. However, his psyche does not want to be confronted by this truth and he attempts to flee from the rabbit or destroy it if it comes too close. Doing so only deepens Ronald's psychosis.

If the rabbit is hurt or killed, two natural form Taeniid drones manifest in the sperm stream and make their appearance during the final encounter, The Egg (see The Egg, pg. 45).

2 Natural Form Drones

Attribute Rating: 70/35, **Animal Size:** L(8'), **Weight:** 500 lb., **Dmg:** 4d6, **Health:** 35, **Skills Rank 3:** Bite, Claw, Climbing, Dodge, Fortitude, Observation, Reaction, Stealth, Swimming, Survival

2 Natural Form Drones

Fitness: +2, **Awareness:** +2, **Creativity:** 0, **Reasoning:** 0
Discipline: 2
Gimmicks: natural weapon (teeth, claws), tolerance to pain
Skills: brawling (proficient), athletics (proficient), survival (proficient)

Entering the Dreamworld

Upon entering the Dreamworld, the characters find themselves inside The Cavern dream bubble. They should be unaware that they are inside a sperm cell until they try to leave the bubble via the exit door.

The Cavern

This dream bubble contains a giant underground cavern. Stalagmites dangle from the ceiling and a huge mushroom forest sprouts from the rocky cave floor. Dim light emanates from three lamps scattered throughout the forest.

The characters immediately hear shouts and sounds of a struggle coming from a nearby clearing. If they investigate, they find the Dreamer being accosted by two larval police officers.

The Dreamer

Ronald manifests as himself in this dream. He is dressed as a custodian and carries a black

leather satchel. Inside are several boxes of 100 watt light bulbs.

Trouble

Two larval police officers have taken Ronald's satchel and are playing "keep away" with it. When they see the characters, one police officer drops to one knee and starts shooting while the other flees in terror, taking the bag with him. If the characters do not stop him, they eventually find him hiding in another dream bubble.

2 Larval Police Officers

Primary Attributes: STR 55, STA 55, DEX 60, ACU 50, APP 50, REA 50, PCP 55

Secondary Attributes: HTH 30, DEF 30, RFX 55, CHA 50, PER 50, WIS 55

Traits: CRV 50, CRG 60, SAN 50

Skills: Dodge 1, Fortitude 1, Grappling 1, Handgun 2, Investigation 1, Law 3, Leadership 1, Melee 2, Observation 2, Punching 2, Rifle 1, Security 2, Driving 2

Possessions: walkie-talkie (works even between dream bubbles), .38 revolver, nightstick

2 Larval Police Officers

Fitness: +1, **Awareness:** +1, **Creativity:** 0,

Reasoning: 0

Luck: 4, **Discipline:** 2

Gimmicks: authority

Skills: brawling (expert), athletics (novice), firearms (proficient), driving (proficient), streetwise (novice)

Possessions: walkie-talkie (works even between dream bubbles), .38 revolver, nightstick

The Denouement

The center of each dream bubble contains several lamps and/or light fixtures. The dream's denouement is to replace each of these lamps with bulbs of higher wattage. The characters may learn the dream's denouement either by Joining with the Dreamer, or by asking Ronald what he wants to do.

In the real world, Ronald feels the light in his cell is inadequate and the denouement represents him rectifying this problem.

Sewer Pipe

This dream bubble contains a cement sewer pipe that loops back upon itself, forming a circle. The pipe is eight feet in circumference. Three light fixtures are mounted along the length of the ceiling.

The door opens onto a set of concrete steps that descend into filthy, waist deep water, clogged with rotting food, human waste, spent condoms, used syringes, bloody tampons and other garbage. Dozens of rats (some infested with larvae) scurry into and out of cracks in the cement, perch upon floating debris or swim through the sludge. A drone alligator lies amidst the debris and attacks the first character who draws near.

Drone Alligator

Attribute Rating: 70/35, **Animal Size:** M(12'),

Weight: 400 lb., **Dmg:** 2d6, **Health:** 35, **Skills**

Rank 3: Bite, Dodge, Observation, Reaction, Stealth, Swimming, Survival

Drone Alligator

Fitness: +2, **Awareness:** +2, **Creativity:** 0,

Reasoning: 0

Discipline: 5

Gimmicks: natural weapon (teeth, claws, tail), natural armor, tolerance to pain

Skills: brawling (proficient), athletics (proficient), survival (proficient)

The Machine Room

This dream bubble contains a vast factory full of machines. The air is smoky, the constant clanging and banging of machinery is almost deafening but there is no danger here (unless the GM desires). The characters may access the three ceiling light fixtures via catwalks high above the floor.

The Zoo

This dream bubble contains a crumbling, dilapidated zoo. Concession stands filled with decaying food, an absence of customers and rusty cages housing mangy, underfed animals (many of which are infested with larvae) combine to make the zoo look barren and forlorn. The pale sun in the hazy sky looks twisted and warped. There is only one light bulb to change out here but it lies inside a cave in the lion exhibit. The characters must find some way to deal with the lions or else the lions attack.

6 Unreal Lions

Attribute Rating: 80/40 (DEF 10), **Animal Size:** L(10'), **Weight:** 570 lb., **Dmg:** 4d6, **Health:** 11, **Skills Rank 3:** Bite, Claw, Climbing, Dodge, Observation, Reaction, Running, Stealth, Survival

6 Unreal Lions

Fitness: +2, **Awareness:** +2, **Creativity:** 0, **Reasoning:** 0
Luck: 2, **Discipline:** 3
Gimmicks: natural weapon (teeth, claws), peripheral vision, night vision
Skills: brawling (expert), athletics (proficient), survival (proficient)

The Swamp

This dream bubble consists of a dark, gloomy marsh. The water level ranges from ankle to waist deep, the air is damp and fetid and the night is filled with the strained sounds of chirping crickets and deformed frogs. Cypress trees and low hanging moss seem to close in on the characters as they move through the swamp and various creatures can be heard splashing about in the muck (alligators, turtles, etc).

A tall floor lamp lies at the center of the marsh. The characters can clearly see its dim light through the mist. The lamp is surrounded by an undetectable sinkhole. Characters who approach it must make a Reflex + Reaction roll or else be sucked into the sinkhole and deposited in the fluid stream outside of the bubble.

If a character does not possess an awareness rating of +1 or greater, he falls into the sink hole.

Junkyard

This dream bubble consists of a vast electronics junkyard. Towering mounds of broken television sets, digital clocks, VCRs, outdated computers, airplane cockpits and many other electronic pieces of junk fill this area. Lightning plays across the black sky, live computer mice scurry through the junk, trailing their tail-like cords behind, and hundreds of television and computer monitors of all sizes eerily broadcast the Dreamer and anyone with him as if being filmed by a single camera.

A single lamp lies inside a computer screen at the center of the junkyard. Its dim light is readily apparent but as the characters approach, a pile of junk suddenly springs to life. The pile of junk is actually a robot drone made of electronic spare parts. It stands ten feet tall, has pinchers for hands and a cracked, big screen television set for a head. The drone attacks with its pinchers. Once every three Turns it is capable of generating a ranged attack in the form of an electrical burst of energy that causes 3d6 points of damage to anyone it hits.

Robot Drone

Attribute Rating: 70/35, **Animal Size:** L(10'), **Weight:** 500 lb., **Dmg:** 4d6, **Health:** 35, **Skills Rank 3:** Claw (pincher), Climbing, Fortitude, Observation, Stealth

Robot Drone

Fitness: +4, **Awareness:** +2, **Creativity:** 0, **Reasoning:** 0
Discipline: 2
Gimmicks: natural weapon (pincher/claws), natural armor (A5, B3), tolerance to pain
Skills: brawling (expert), athletics (proficient), survival (proficient)

Fluff: The Cell

The following fluff encounter can occur in any dream bubble, at any time during the adventure.

A door suddenly materializes in one wall, opens and a Clinic orderly walks out. Characters who make a Perception + Observation roll recognize him as an actual employee of the Clinic, although they do not remember his name, Gerald Fitzgerald.

Characters who possess an awareness rating of +1 or greater recognize him as an actual employee of the Clinic, although they do not remember his name, Gerald Fitzgerald.

When Gerald sees the Dreamer, he says, "There you are! Well, come on, hurry up. We don't have all night." He then attempts to usher Ronald through the door. Gerald appears impatient and constantly checks his watch.

If the characters try to talk to Gerald, he waves them off with a, "I don't have time to sit around and chat. My shift will be over soon." Otherwise, Gerald completely ignores the characters. If attacked, Gerald instantly dissolves and becomes the white rabbit (see *The White Rabbit*, pg. 42).

If Ronald is not Joined with a character, he docilely obeys all of Gerald's instructions. If Ronald is Joined with a character, that character can feel Ronald wanting to obey Gerald's commands.

Through the door is what looks to be a maximum security ward Clinic cell. In the center of the room, a terrified young woman with straggly blond hair is strapped to a steel bed. The woman is gagged and her hospital gown lies partly open. A video camera is mounted on a tripod near the bed.

A Joined character can feel sickening waves of lust emanating from the Dreamer as he gawks at the woman. Gerald directs Ronald to take off his pants. If allowed to do so, Ronald climbs onto the bed and then rapes the struggling woman. Gerald video tapes the entire crime, drooling and fondling himself through his pants as he watches. Once the Dreamer is finished, Gerald ushers him out of the room. If the characters prevent Ronald from committing the rape, Gerald

says, "Fine! Go back to your room then, dummy. You make me sick!"

This extraneous bit of disturbing fluff is significant as it relates to events that take place in the real world. The orderly, Gerald Fitzgerald, is an actual person who works the weekend night shift at the Clinic. Every month or so, he singles out a female patient and withholds her medications, leaving her disoriented and frightened, but awake and aware of what is happening to her. Gerald then waits until his partner falls asleep, then takes Ronald from his cell and lets him rape the patient while he videotapes the crime.

Ronald actually looks forward to and enjoys these rape sessions. On a conscious level he sees nothing wrong with what he is doing but on a subconscious level he knows it is best not to talk about it. Therefore, pressing him for more information may prove dangerous.

If the Joined character searches the Dreamer's mind for Gerald's name or any other related information, Ronald's mind immediately threatens to rebel. However, the characters can learn two important facts about these events via sleuthing. The first is the date of the next eagerly anticipated session; this date suddenly burns itself in glowing numbers into the cell's ceiling. The second is Gerald Fitzgerald's name, which manifests written on a piece of paper floating in a bottle in *The Sewer Pipe* dream bubble.

Achieving the Denouement

Once the last of the light bulbs are changed out, Ronald's face splits into a contented smile. Outside of the dream bubble, the stream of sperm finally reaches the egg and the entire Dreamworld is suddenly engulfed in a blinding white light. When the light fades, the characters find themselves inside *The Egg*.

The Egg

The Egg is an enormous dream bubble that contains an entire hospital. The characters find themselves inside one of the hospital's delivery rooms where a dream representation

of Ronald's younger sister, Delores, lies on the bed, going through the last stages of labor.

Ronald got Delores pregnant when he was fifteen and she was twelve. His parents were so horrified and certain the child would be an abomination that they made her have an abortion. The injustice of that has always stuck with Ronald, who feels that his parents robbed him of his only chance of becoming a father.

Delores screams in pain and begs the characters for help as black, probing tentacles start to flicker out of her vagina. The Game Master should then inform the players that their characters suddenly come to the horrific realization that Delores is about to give birth to the Taeniid Queen.

The characters have several options at this point. If they act quickly, a successful Reason + Medical roll enables the characters to perform a quick abortion, destroying the Queen without a fight.

Performing the abortion is either a routine task (reasoning + medicine) or a challenging task (reasoning + first aid).

If the roll fails, Delores screams in pain and starts hemorrhaging. Ronald's subconscious mind immediately rebels and forces him to wake up.

If the characters wait for the Queen to be born, Delores dies in the act of giving birth. The Queen slides into the world, hissing and scabbling across the floor. The Queen manifests as something that looks like a cross between a crab and an octopus. It is jet black in color and covered in blood, mucous and birthing fluids. Right now, the Queen is about the size of a football but the characters can tell she is growing with each passing second.

At this point, any natural form Taeniid drones that were created via harming the white rabbit smash through the walls of the delivery room and attack the characters. The Queen immediately attempts to flee by Reshaping the floor beneath her into a hole, then sealing it off behind her as she drops through. The Queen reaches her full size in three Turns, then seeks the characters out and attacks.

Abomination Queen

Attribute Rating: 80/40, **Animal Size:** S (1')/M (5')/L(8'), **Weight:** 20/200/400 lb., **Dmg:** 1d6/2d6/4d6, **Health:** 40, **Skills Rank 5:** Bite, Claw, Climbing, Dodge, Fortitude, Observation, Reaction, Stealth, Swimming, Survival

Abomination Queen

Fitness: +1/+2/+3, **Awareness:** +2, **Creativity:** +4, **Reasoning:** +3

Mana: 25, **ESP:** +1

Discipline: 5

Gimmicks: natural weapon (beak/teeth), inexhaustible energy, tolerance to pain

Skills: brawling (expert, prefers grappling attacks), athletics (proficient), survival (proficient), telepathy (expert, drones only)

Aftermath

The characters should be thoroughly disgusted by the time this dream is finished. Their supervisor records any information they relay about the dream rape and says he will check into it but it is obvious that he feels the fluff was no more than the lusty desires of a sleeping madman.

Nothing happens unless the characters decide to pursue the matter on their own. If they sleuthed the date of the next rape session, it is possible to catch Gerald Fitzgerald in the act although he may cancel the planned session if he gets word that his name is being tossed around. Even so, there is another way to nail him.

Gerald has videotaped all of Ronald's rape sessions. He keeps these tapes in a locked entertainment center in his trailer home in the town of David's Claim. In light of the evidence, Sheriff Briggs may be willing to overlook a little breaking and entering on the part of adventuresome characters. Characters who expose Gerald's crimes almost certainly receive a bonus as well as renewed attention from their supervisor although they must still prove themselves in several harrowing future Dreamwalks before being considered for upgrade. ---End

Appendix I: Sleuthing

Dreams are manifestations of our subconscious minds and thus may include any information contained in our long term memory. Many times this extraneous information manifests over the course of the dream as random bits of fluff. This often happens with more recent occurrences and/or important events in the Dreamer's life. If the Dreamer murdered someone, that person's grave might manifest in the middle of an otherwise "normal" Dreamworld. If the Dreamer recently stole some money, the Dreamworld might contain an abundance of cash. If the Dreamer recently got married, all of the Unreal might wear gowns and tuxedos.

Sleuthing is the process, some say the art, of uncovering the information hidden within a Dreamworld. By making note of the above described manifestations, Dreamwalkers may be able to learn more about what is happening to the Dreamer in the real world. More importantly, Dreamwalkers have discovered that with a lit bit of practice, they can actually cause certain types of useful fluff to manifest.

This can be accomplished in one of two ways. A Joined character can mentally prod the Dreamer into thinking about a specific bit of information. Doing so causes the information to rise to the surface of the Dreamer's subconscious mind and subsequently manifest as fluff somewhere in the Dreamworld. A non-Joined character can produce the same reaction simply by starting a dialogue with the Dreamer's pseudophysical form and asking him about the information. The fluff manifests regardless of whether or not the Dreamer answers the questions. This is most useful in dreams where it is dangerous to Join with the Dreamer, or when the Dreamer is inherently hostile towards the characters.

In general, one to six such items of fluff can be caused to manifest before the Dreamer's

mind begins to rebel. Therefore, characters must be clear and concise about what information they are after when asking questions. In the Joined character, the new items of fluff appear in his mind like blips on the radar, enabling him to track the fluff down with ease. The Joined character can impart this "fluff radar" to another character by spending 1 Mana Point. Non-Joined characters who cause such fluff to manifest through dialogue with the Dreamer must spend 1 MP in order to be able to home in on its location.

Once located, these items of fluff glow with a soft, iridescent light, invisible to anyone but the searching character. This fluff can be as cryptic or as clear as the Game Master desires, thus the significance of these manifestations are not always readily apparent nor are they one hundred percent reliable. For example, if the Dreamer is asked what his social security number is, it might manifest as a jumble of numbers in a newspaper advertisement. If the Dreamer is asked about a person who has been abusing him, the place where the abuse most often takes place might suddenly appear in a remote location in the Dreamworld. If the Dreamer is asked where he lives, a street sign might manifest, or the license plates on all cars in the Dreamworld might change to that of the state where the Dreamer lives, or a significant landmark might suddenly appear in the distance.

In general, the more important the information, the more obscure the fluff will be, thus sleuthing can sometimes turn into an adventure of itself. Many times the Dreamwalker must put together obscure pieces of a puzzle before being able to see it clearly as a whole. For example, say the Dreamer failed in an attempt to assassinate a political leader and was caught. The authorities now want to find out who hired him. The characters enter his dream and prod the Dreamer for his employer's name causing several bits of fluff to pop up throughout the city, each one containing a few letters of his employer's name. The characters must then track down the fluff and piece them together to get the name. To complicate matters, the fluff letters can

manifest on literally anything---a picture on the desk of a local crime boss, inside a password protected computer, inside a safety deposit box, aboard an aircraft carrier, etc., or perhaps even inside the memory of an Unreal who agrees to tell the characters about the strange letters that keep appearing in his thoughts only after they do something for him in return. If this isn't bad enough, the Taenia, not knowing what the characters are up to, will almost certainly attempt to throw a wrench into the works.

With all of that, it may seem easier for a Joined character to just delve into the Dreamer's subconscious mind and extract the desired information. However, doing so, especially where more important information is concerned, often involves a substantial risk of Dreamer rebellion.

Characters can also utilize sleuthing to ascertain vital information from their own dreams, provided they have some way of knowing this information in the first place. To do this, the character must concentrate on what he is trying to learn before he goes to sleep. Remember that theoretically, everything we see, smell, hear, touch and taste is recorded in our long term memory and can be accessed through our dreams. Therefore, a character's subconscious mind might be aware of something that his conscious mind has overlooked. It might be the size and type of a footprint that the character glanced at near a crime scene, it might be the person with binoculars stationed

across from the character's apartment, or it might be the sudden realization that someone they know is intending to do them harm. Countless movies and books deal with psychics who enter the home of a criminal, get a "feel" for how that criminal thinks and then later has some psychic flash or insight that enables the psychic to either catch the criminal or to prevent him from harming his next victim. Sleuthing one's own dreams should be similar to this.

There's a catch however. Under normal circumstances, a Dreamwalker retains far too much control over his own dreams to explore them objectively. Therefore, the character must first release his control and allow his subconscious mind to take over in order to produce the desired fluff. In game terms, this means that for the duration of the dream, the character loses all the benefits of being a lucid Dreamer in his own Dreamworld. He can still wake up at any time, but if he is killed or otherwise ejected from the dream, he suffers the same negative effects as he would if he were ejected from the Dreamworld of another. Other characters can enter his dreams and help with the sleuthing as well.

Sleuthing provides a welcome change to the standard dream/denouement adventures since these adventures often cross over into the real world. Game Masters are encouraged to develop entire scenarios based around good sleuthing.

The End

Appendix II: Redefining The Nature of Fluff

Expanded Rules for *Dreamwalker: Roleplaying in the Land of Dreams*

Fluff are extraneous touches and details that can be used to reinforce the impression that the characters are in a dream. Fluff usually has no bearing on the denouement and most often manifests as things that have left a mark on the Dreamer's subconscious mind. Put more simply, fluff are those confusing little things that seem both natural and out of place during your dream but whose meaning sometimes becomes clear once you wake up and have time to think about it ("Oh! So, that's where that came from.").

That is the definition of fluff as described in the *Dreamwalker: Roleplaying in the Land of Dreams* core rules. In retrospect we feel that it did not adequately emphasize the limitless possibilities and/or significance of fluff. To better understand fluff, let's first talk a little bit about memory.

The human brain is a vast repository of knowledge, much like a computer, that routinely stores sensory information in the form of memories. The most accepted theory states that there are three stages of memory storage---sensory, short-term, and long-term.

Sensory memory retains sensory images for only a small part of a second---just long enough for us to develop a perception. You see someone and recognize him as male. You smell something and recognize it as baking bread. You hear a noise you recognize as a car horn. These are all examples of sensory memory.

Short-term memory persists for about 20 to 30 seconds, without rehearsal of the information. The color of someone's shirt or

dress, the lyrics to a new song, brief conversations, unfamiliar telephone numbers, names and dates are all examples of short term memory. These memories do not immediately disappear, but slowly fade into what is known as our long-term memory.

Long-term memory is believed to be permanent---that nothing is forgotten and that only the means of retrieving it is lost over a period of time. This information is not lost however and is in fact quite accessible in the place few people think to look---in our dreams.

In *Dreamwalker*, fluff represents the pseudophysical manifestation of the Dreamer's long-term memory. This means it can be anything the Dreamer has ever seen, felt, heard, smelled, tasted or even thought about over the course of his entire life.

Types of Fluff

For game purposes, fluff is divided into three main categories---humorous, insignificant and dangerous. These categories are entirely dependent upon what tone the Game Master wishes to set for the *Dreamwalk*. A light-hearted adventure with lots of potential for laughter should stick with humorous or insignificant fluff. A more serious or lethal *Dreamwalk* should obviously contain dangerous fluff.

Listed below is a brief explanation of the three different categories of fluff. Keep in mind that fluff is generally extraneous to the dream's denouement although its effects might hinder the characters from completing their task, especially where dangerous fluff is concerned.

Humorous

Humorous fluff manifests as something funny to the Dreamer. This humor might have a darker or even unfunny edge to it, say for example if the Dreamer finds dead baby jokes funny. Humorous fluff is seldom dangerous to Dreamwalkers.

Insignificant

Insignificant fluff is the most common type of fluff. It manifests as either something the Dreamer has thought about or something he has actually encountered in the real world. While not inherently dangerous, insignificant fluff can be lethal. For example, take a Dreamer who was once awed by the sight of a dam opening up. In his dreams, a simple water faucet might release a torrent of water that slams into the unsuspecting characters, threatening to drown them in an unexpected flood.

Dangerous

Dangerous fluff manifests as, well, something dangerous. It can be something the Dreamer is actually afraid of or just something he knows to be dangerous. For instance, take a Dreamer who was once injured in a fire. In his dreams, the building he is in might spontaneously combust, trapping everyone inside. This event might even happen more than once.

Personalizing Fluff

A few examples of fluff are listed in the Dreamwalker core rulebook, however it is much better to personalize fluff to the Dreamer in question. Giving it a reason for being there, even if no one ever discerns what that reason is, not only adds flavor to the setting but also helps the Game Master to better visualize the Dreamer.

Personalizing fluff is very easy to do. Ideas for fluff often pop up naturally as the Game Master develops the Dreamer's background. Game Masters who are interested in dream symbols and interpretations (as posited by the many dream interpretation books on the market) are encouraged to use these to flesh out the Dreamer's fluff. For those who are not, the following guidelines should be of use.

For each category listed below, jot down at least one thing appropriate to the Dreamer. After that, determine exactly how many items of fluff are to appear over the course of the dream (usually 1d3). Then roll percentile dice for each item of fluff, consult the list and write down the results.

Roll	Nature of Fluff
01-05	Best thing that happened to the Dreamer
06-10	Favorite actor or actress
11-15	Favorite person
16-20	Favorite movie or television show
21-25	Favorite animal
26-30	Favorite song or type of music
31-35	Favorite story, magazine or novel
36-40	Favorite color
41-45	Favorite place
46-50	Favorite job, hobby or interest
51-55	Least favorite job, hobby or interest
56-60	Least favorite place
61-65	Least favorite color
66-70	Least favorite story, magazine or novel
71-75	Least favorite song or type of music
76-80	Least favorite animal
81-85	Favorite movie or television show
86-90	Least favorite person
91-95	Least favorite actor or actress
96-00	Worst thing that happened to the Dreamer

Putting the "Sur" in Surreal

Once this is done, look closely at the results and determine what aspects of each item are the most memorable. Try to go beyond the obvious. With movies and books for instance, think of what images immediately come to mind. With a person, ask yourself what that person is best known for, or what he does for a living, or even which of his facial characteristics are the most prominent. Now decide the type of fluff (humorous, insignificant, dangerous) and try to assimilate these things into the Dreamworld.

Here are some examples:

Benny's fluff is humorous. The Game Master rolled three times on the table above and got Benny's favorite animal (pigeons), his favorite movie (The Godfather) and his least favorite music (Rap). Benny's dream takes place in a medieval fantasy kingdom. The dream's denouement is for Benny to win a pie-eating contest at the annual festival. The name of the kingdom is Pigeonia and of course their crest and coat-of-arms is a fearsome looking

pigeon. Before the contest, the Dreamer is approached by a trio of hard looking Italian men who say it would be in his best interests to win the contest. At the festival itself, the medieval musicians play rap music as a court jester sings rap tunes.

Rita's fluff is insignificant. For fluff rolls she gets her least favorite person (her dentist), her least favorite hobby (boxing) and the best thing that ever happened to her (she once won a short story writing contest). Her Dreamworld is set in a 1920's city and the denouement is to go on a date with her wealthy fiancée later that evening. The characters enter the dream with toothaches that cause a penalty to all tasks until they either visit a dentist or use mana to Heal themselves. Bare-knuckled boxing matches are held in the street. The onlookers are drunk and brawls frequently erupt, possibly drawing the characters into the conflict if they are not careful. The Dreamer is a writer and her novel a bestseller. She is often stopped and congratulated by the other Unreal in the dream.

Tom's dream contains dangerous fluff. The fluff rolls turn out to be his favorite color (green), his favorite place (San Francisco) and his favorite actor (Mel Gibson). The Dreamworld is set on a large spaceship and the denouement is to safely return to earth. During the course of the dream, an alien warship attacks the Dreamer's vessels--its laser bolts are colored bright green. A small replica of the Golden Gate Bridge connects one part of the ship to the other. Characters must don space suits, leave the ship and risk walking across it unless they do some serious Reshaping. Lastly, a feral little boy lives in the ventilation system of the ship and occasionally comes out to steal food and shiny things. He hurls a sharp metal boomerang at anyone who accosts him (the boy is from the movie "The Road Warrior", starring Mel Gibson).

Now, you should have a better idea of how to use the table above. I find it interesting to note that in all likelihood you probably could

have taken the same dreams, denouements and fluff listed above and come up with a completely different manifestation. In that respect, fluff is even more diverse than the dreams in which they occur.

Recognizing Fluff

Due to their generally odd manifestations, Dreamwalkers often recognize fluff on sight. The Joined character can attempt to discern the nature of this fluff (i.e. what it represents to the Dreamer) by scrolling through the Dreamer's memories and/or making an occasional Wisdom + Intuition roll (GM's discretion). This roll might suffer negative penalties if the nature of the fluff is particularly personal or obscure and the roll might be subject to resistance by the Dreamer's own Reason + Willpower if the information is potentially traumatic or damaging to the Dreamer's overall peace of mind.

Other Types of Fluff

Listed below are several other common types of fluff, many of which can be combined for even greater effect. These occurrences always center around the Dreamer--the characters (and the Taenia) are swept along without any choice in the matter.

For game purposes, these effects should always be pre-planned by the Game Master as they could potentially have an adverse effect on achieving the dream's denouement. For instance, if the goal was to take a plane to New York City, a Location Shift to Planet X might make achieving the denouement nearly impossible.

Note that while these events can be quite interesting, it is recommended that only a few take place during the course of a single dream as the effects can be somewhat disorienting and/or aggravating for the players.

Abrupt Changes

Abrupt Changes are relatively random occurrences where a part of the Dreamworld transforms into something else. Thus a

building might melt into a runway or a road might turn into a stream.

Time Shift

Time Shifts send the characters backwards or forwards in time. This can be a shift of a few minutes, hours, days or even years. In extreme cases, the shift can span eras or centuries as in a Time Shift from colonial America to modern day.

Location Shift

Similar to a Time Shift, a Location Shift abruptly transports the characters to a new location. This might be just a different floor of the same building, a different part of the city or even a different country or planet.

Futility

Futility is a common occurrence in many dreams. It manifests as a complete inability to accomplish something within the dream, be it fire a gun, punch someone with any real effect, drive a car, remember something important or give a speech without embarrassing yourself. Futility rarely affects anyone other than the Dreamer--the Joined character is susceptible to its effects as long as he remains Joined. Unfortunately, futility often manifests during stressful times and can therefore be quite dangerous to the characters.

Problem Solving

Probably the most important and underused aspect of fluff is its ability to provide clues or answers to questions that are troubling the Dreamer in the real world. These clues are sometimes obvious but more often they are not. Take for instance a Dreamer who has lost his wedding ring down his bathroom sink. In the dream, any time a character approaches a drain he hears a clinking sound. If he investigates he finds the ring, which should point him in the right direction when he awakens.

Or, take a Dreamer who was out walking her dog one night. Without realizing it at a conscious level, she saw a man lurking in the shadows of a nearby house. The next day she learned that someone had broken in and killed the occupants of that house. Unbeknownst to her, a detailed image of the man has been burned into her long term memory and he occasionally manifests in her dreams and commits murder. If the characters can discern the true nature of this memory, they can provide his description to the police in the real world in order to aid in his capture.

Note: Problem Solving is further defined under Appendix I: Sleuthing (pg. 47).

End

Appendix III: Bridges

Throughout the world there are places where the lines between dream and reality occasionally become blurred. These "bridges" between the two realms most often result from high concentrations of residual psychic and/or emotional energy. Each bridge varies in size and appearance but its general nature usually conforms with the type of energy that caused it to form.

Bridges are classified into two main categories---permanent and temporary.

Permanent bridges are bound to certain locations although in rare cases, a bridge may be bound to an item or artifact. The location, if not the true nature, of a permanent bridge is often well known and sometimes even incorporated into local mythology and folklore. The home of a beloved politician, that section of subway where weird things always seem to happen, Area 51, a child's treehouse, an Indian burial ground and haunted houses or castles are all examples of permanent bridges.

Temporary bridges are brief and generally random manifestations that can occur almost anywhere. Bleeding idols and other stigmata, unexplained shifts from one location to another, UFO abductions, crop circles and cattle mutilations are all examples of temporary bridges.

Additionally, bridges of both types may be governed by triggers---that is, the bridge may lie dormant until activated by some event or occurrence (which may or may not be random). For instance, a rain of frogs may be triggered by some obscure planetary alignment or for no particular reason at all, a ghost ship might only appear on the anniversary of its sinking, pressing a certain gem on an ancient Egyptian scepter may cause a bridge to form, or the bridge at Stonehenge may only manifest at certain times of the day, month, year, etc.

Some bridges have been known to produce Unreal manifestations which may

explain such varied phenomena as angel, mermaid, leprechaun, dinosaur, fairy, ghost, Bigfoot and even Elvis sightings. These Unreal usually conform to the nature of the bridge in question---the amorous denizens of "Makeout Point" will appear and react vastly different than those manifesting around Auschwitz or Chernobyl.

In the dream world, a bridge may be accessed via the Periphery where it usually appears (and functions) as a normal Dreamworld, sans Dreamer. In this case, the bridge's area of effect in the real world acts as a Barrier which cannot be crossed by creatures or items of spirit (including creatures such as Broodkings who stumble across the bridge in this manner).

In the real world, a bridge creates a spiritual disturbance within its area of effect, similar to that created by the presence of a Taeniid Broodking. Non-Dreamwalkers who enter this area are affected in a variety of ways. Some retain complete control over their actions while others slip into a waking, dream-like state and may behave or act erratically. For game purposes, they become Unreal as long as they remain within the affected area. Upon leaving, memories of the time spent within the bridge are cloudy and disjointed. Normal people often attempt to rationalize, downplay or even repress the memories of their experiences within the bridge in order to avoid ridicule and/or maintain a grasp on their own sanity.

A Dreamwalker who enters a bridge through the real world may manipulate mana as if he were in a dream although he may not cross the Barrier into the Periphery. The character's mana supply may be restored in one of two ways---by slipping into REM sleep (or the Dreamwalker's equivalent) or by leaving the area of the bridge and returning later. In the latter case, the mana supply replenishes itself at the rate of 1d6 MP per hour (or completely if the character later enters REM sleep).

Dreamwalkers can always sense when a temporary bridge or one governed by a trigger is about to close. When a bridge closes, creatures who accessed the bridge through the dream world are usually expelled into the Periphery unharmed. It is up to the

Game Master to decide what effect a closed bridge has on any real creatures caught inside. Most bridges fade away peacefully leaving the real world unaffected but occasionally some manifest special effects. For instance, the bridge located in the Bermuda Triangle has been known to carry real things off to places unknown.

Characters (and normal people) who enter a bridge via the real world must be extremely careful when engaging in combat. Injuries sustained affect the character's physical form (although they may be Healed with mana while in the vicinity of the bridge) and death is permanent, more often than not. Altered items (or people) sometimes continue to exist

(or remain changed) outside the boundaries of a bridge but these effects eventually wear off at the Game Master's discretion.

From a campaign standpoint, bridges (especially those bound into an object) should be extremely rare occurrences. Game Masters should resist the temptation to include a bridge in every real world adventure just so the characters can manipulate mana. It is often much more rewarding for the players when they can solve problems as "normal", mundane people.

It is certainly more amusing for the GM. ☺

End

Broodspawn

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Broodspawn

Broodspawn are vile creatures that are created by Broodkings in the real world either via some inherent special ability, the use of mana or in rare instances, the mating of a Broodking and a mortal (human, animal, etc.).

Broodspawn are much less powerful than Broodkings. The abilities and manifestation of individual Broodspawn vary greatly, depending on the event that brought about their creation, so as with Broodkings, the Game Master can either select a pregenerated creature type (such as that of a dragon, a vampire, a ghost, etc.) or create a new one.

A Broodking manifests in the real world as a monstrous shark-like creature and mates with a real shark---the offspring is a hideous, shark-like Broodspawn. Similarly, a Broodking manifests as a lycanthrope and bites a woman, thereby creating a new Broodspawn who has her own lycanthropic powers.

Most Broodspawn serve their masters (either willingly or not) and are only unleashed into the world if the Broodking is destroyed or if it returns to the Empyrean.

Broodspawn may perform all of the common mana powers. In addition, Broodspawn emit a spiritual disturbance similar, though weaker, to that of a Broodking, which makes it much harder to locate. The GM may decide when the players pick up the trail of a Broodspawn.

Game Statistics

Percentile-d6 System

Attribute Rating:

75/40

Animal Size: Varies**Weight:** Varies**Dmg:** Varies**Health:** 40**Skills Rank 3:** Varies**Mana Points:** 3d6**Talents:** 0-2

Active Exploits Diceless

Fitness: +2, **Awareness:** +2, **Creativity:** +3,**Reasoning:** +2**Mana:** 10-15, **ESP:** +1**Luck:** 1, **Discipline:** 5**Gimmicks:** inexhaustible energy, tolerance to pain**Skills:** as per manifestation

The End