

The Sword of Gaia



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



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

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Prelude

Broodking. Among those who walk the dream, no other word carries with it such fear and loathing. They are soulless monsters that have plagued humanity ever since the first primitive men huddled together in fear of the darkness beyond the firelight.

That very fear gave strength to the darkness. Fed it. Nurtured it. Allowed it to grow and take shape. And yet, it was the darkness within our own souls that gave life to these nightmares and made them reality.

They are here now. Feasting on our misery. Reveling in our pain. Millions have perished to quench their dark thirst. Countless more have endured untold suffering in order to slake their eternal hunger.

They are the hunters. We are the prey. Worse---we are cattle, fit only for slaughter. For thousands of years we have been completely at their mercy.

No longer.

The Sword of Gaia

*Forged in the fire of the sun,
Hammered to shape in the core of the
earth,
The burning blade, cleansing the
blight from our world,
We are, the Sword of Gaia.*

----Anna Biela, Mystic

The Sword of Gaia is a loosely organized alliance of Mystic and Natural Dreamwalkers who have dedicated their

lives to combating Broodkings (and their spawn) in the real world. They remain on constant alert for Broodking activity and are honor bound to investigate spiritual disturbances, which they call blights, and to exterminate Broodkings and their spawn.

History of the Sword

The Livonian Brothers of the Sword, was a 13th century Christian military order that was loosely affiliated with the Templar Knights. According to history, the Sword Brothers were decisively defeated in the year 1236 by an army of Lithuanians at the Battle of Siauliai. What history doesn't say is that there *was* no army of Lithuanians---the Sword Brothers were defeated by a Broodking who had crossed over into the real world.

The Broodking manifested as a handsome young knight with cruel, mocking features and eyes that "burned with the fire of the sun itself" (---Tristan du Loch, 1240). Its spiritual disturbance, or blight, washed over the Sword Brothers and instantly drove them mad. The Broodking watched and laughed as the leader of the order, Headmaster Volquin, loudly recited passages of scripture while dousing himself with oil. He then set himself aflame. The other knights reacted in various ways. Some drew weapons and began fighting amongst themselves. Others dropped to their knees and clawed out their own eyes. And still others mutilated their bodies and ate their own flesh.

Only one man was immune to the Broodking's madness. His name was

Tristan du Loch, a Sword knight of Scottish birth and a latent Dreamwalker. The Broodking's spiritual disturbance had triggered Tristan's hidden Dreamwalking ability, protecting him from its effect.

Tristan watched in horror as his comrades succumbed to bloodlust and insanity. He recognized the Broodking as the source of the chaos and took it to be an evil servant of Satan. He also realized that he alone had been granted the power to destroy it. Praying to God to give him strength, he crept up behind the creature and lopped off its head. The Broodking's headless body exploded with a shockwave and a burst of flame that scorched the earth and flattened the surviving knights.

Tristan managed to harangue the dazed knights into some semblance of order and lead them away from the region. As they regrouped, he was stunned to realize that he alone had seen the Broodking for what it was. The rest of the men barely remembered what had happened and were convinced they had been ambushed and defeated by an army.

Tristan's faith was shaken by the personification of evil he had seen. He reasoned that if one such creature existed on earth, there were likely others and so he took his leave of the Brothers of the Sword and went to the Vatican to inform the Church.

This was the height of the Medieval Inquisition and Tristan was not well received. After telling his story, he was summarily arrested for heresy. In the dungeons beneath the Vatican he began to find others who had witnessed similar horrors. Many stories of such creatures had arisen during the Crusades, as Broodkings and their ilk are known to revel in slaughter and destruction. But the

Crusades alone were not to blame. Terrible creatures were also said to exist in places like the northern seas of Scandinavia, in the deserts of the Middle East, deep in the jungles of Africa and high in the mountains of the Far East.

There in the Vatican dungeons, amidst the blood and sweat of Moors, Africans, Mongols, and the brutally repressed Cathars of France, Tristan came to understand the bond that is shared by all of humanity. That despite differences in race, religions and culture, they all had a common enemy. That the only war they should be fighting was against the Broodkings.

Tristan vowed to God that he would hunt down Broodkings wherever they dwelt if ever he got free of the dungeons. One moonless night, his prayers were answered. He and a few other prisoners overpowered the guards and fled into the city. The others were eventually hunted down and recaptured but Tristan managed to elude his pursuers and escape.

He traveled across Europe, letting his dreams guide him from place to place. He became attuned to the spiritual disturbances emitted by Broodkings and their spawn, enabling him to seek them out in their lairs. A werewolf Broodspawn in the forests of Italy. A monstrous river troll in the waters of Prussia. A fearsome man-horse on the Mongolian steppes. He was almost killed by a bat-like creature in the Carpathian mountains and barely escaped with his life but he made good on his vow, tracking these monsters down and destroying them whenever he could.

During his travels he was surprised to meet others who shared his gift of

dreaming. Mystics, holy men and many more who had witnessed the horror of a Broodking and survived. They taught him everything they knew about the Taenia, the Emyrean and how to manipulate mana. And little by little, he began to find other stout-hearted warriors willing to join his cause. Soon there were so many they had to split up so as not to draw unwanted attention upon themselves. And thus the Sword of Gaia, defenders of men and earth, was officially born.

In 1252, Tristan was slain in battle with a tiger-like Broodking in the jungles of India but to this day, the Sword of Gaia continues to carry out its mission.

The Cabal

Little has changed in the organization of the Sword since the days of Tristan du Loch. The Sword of Gaia has no central leadership. Instead, it is divided into cells of one to five individuals, called cabals. Each cabal is a highly diverse unit. Some are deeply rooted in mysticism, religion and tradition while others are more grounded in the modern day world. Many incorporate arcane rituals and other practices into their daily routines.

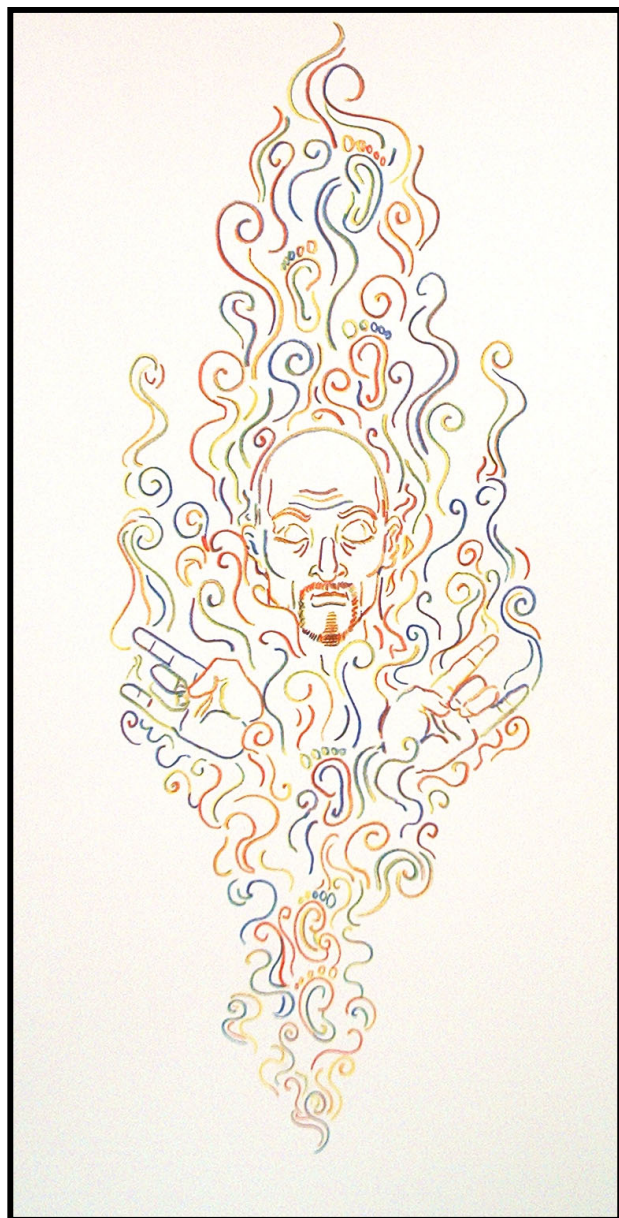
Each cabal is a close knit group. Its members are allowed to live whatever life they choose however, they must be ready to move at a moment's notice. Because of this, the members of a cabal are often married, related or otherwise involved with one another.

Most cabals choose a leader who is given the honorary title of "Master". The leader is responsible for the safety and mentoring of his cabal, interacting with

other cabal leaders and for developing strategies to hunt down Broodkings.

The exact number of cabals operating across the globe is unknown but is believed to be no more than a thousand. Members of different cabals seldom interact in the real world. In fact, usually only the leader of a cabal knows how to contact another cabal.

Vastly outnumbered by their enemies, the Sword of Gaia must rely on secrecy and anonymity to preserve its existence



and to further its cause. Because of this, the Sword of Gaia does its best to operate outside of the public eye.

Factions

The Sword of Gaia is made up of several thousand diverse individuals from a variety of different cultures and backgrounds. Many are priests, healers, tribal shamans and holy men. Others are warriors, "in tune" with the spirit world. And still others are simply enlightened men and women who have aspired to reach beyond the physical world.

Three separate factions dominate the core of the Sword's membership, each with its own unique attitudes and viewpoints. Joining a faction is not required for membership into the Sword of Gaia and members of different factions are frequently members of the same cabal--despite philosophical differences, the destruction of Broodkings remains the central mission of each faction.

The Sword Mind of Gaia

The elders of the Mind speak of a time when the real world and the spirit world were one and the same. They believe the worlds split apart long ago, although whether this occurred as a natural phenomenon or was the work of a great (or higher) power is the subject of spirited debate. The goal of the Sword Mind of Gaia is to find a way to bring down the barriers between the real world and the spirit world in order to regain what was lost. Members of this faction tend to be philosophers and deep thinkers. Most come from cultures and religions that

emphasize spiritual enlightenment rather than spiritual ascension. They are curious about fluff and other anomalies (both real and spirit) and often try to determine why things are the way they are before they act.

The Sword Hand of Gaia

The Sword Hand of Gaia forms the core of the Sword's membership. Its roots lie with Sir Tristan du Loch and its original members were mainly Cathars. The Hand views the real world as a form of hell and the spirit world as either a stepping stone to heaven or as heaven itself. It sees Broodkings and their spawn as agents of a solitary evil power (the Demiurge, Satan, etc.) sent to hinder humanity's rise to heaven. Members of this faction tend to come from cultures where the line between good and evil and/or heaven and hell is sharply drawn. Those of the Hand number among the greatest of the Sword's warriors.

The Sword Heart of Gaia

The elders of the Heart believe that life must be enjoyed to its fullest in both the real world and the spirit world. In their eyes, anything that causes pain and suffering is an affront to the divine; by their very nature, Broodkings epitomize this blasphemy. Members of this faction are often artists, inventors, composers, performers and other creative individuals who are highly valued for their unique insights, despite a tendency towards self-indulgence and a reputation for both laziness and drug addiction.

New Talents

The Sword of Gaia have developed several unique Talents they have not shared with other Dreamwalking groups. The experience point cost for learning these Talents is the same however, a character must first have someone teach him the Talent before it can be purchased.

Minor Talents

Dreamcatcher

The Dreamcatcher Talent can only be used in the real world. Using Dreamcatcher, the Dreamwalker creates a spider web-like net of pure mana that ensnares a Broodking in the real world, rendering it immobile and incapable of any action. In order to escape the web, the enraged Broodking must return to the Empyrean. Dreamwalkers who make a Creativity + Artistic roll may follow the Broodking into the Empyrean as if he were using the Walk the Dream Talent.

Scent of the Dream

Dreamwalkers emit a very faint, but distinct, spiritual disturbance of their own, especially when they dream. Scent of the Dream enables a Dreamwalker to home in on this disturbance and locate other Dreamwalkers. In the Empyrean, the chance of locating a Dreamwalker is the same as that of locating a specific Dreamworld (core rulebook, pg. 77). In the real world, the character suffers a -50 penalty to the Base Chance. Scent of the Dream has also been known to react

subconsciously, alerting the character to the presence of a nearby Dreamwalker through a combination of dreams, brief visions and/or odd series of coincidences (GM's discretion).

The Sight

The Sight enables a character to detect creatures and anomalies native to the Empyrean. The Sight does not reveal the exact nature of the creature or anomaly viewed, but the character can certainly tell that something about it is abnormal. For instance, in the Periphery, the character may be able to see a slight disturbance in the waters where a hidden whirlpool has formed. In the Dreamworld, he may be able to realize that a Dreamwalker (or perhaps a Broodking) is posing among the Unreal using the Chameleon Skin Talent. Other spiritual anomalies may also be detected, both in the real and the spirit worlds, at the GM's discretion.

Divine Touch

Divine Touch creates a minor spiritual disturbance in the real world that enables a character to use mana at the rate of 10% of his normal Mana Pool. This Mana Pool replenishes itself once per day, as long as the character gets a good night's rest. Note that certain mana powers, such as Possession, are unusable on non-Unreal, and that long standing effects (such as Gain Skill and Increase Attribute) and altered items disappear during the character's next period of REM sleep.

Major Talents

Soulforge

Soulforge enables a character to invest his own mana in the crafting of permanent spiritual items. These items manifest along with the character whenever he enters the Empyrean. Additionally, a character with the Genesis Talent is able to create permanent living creatures in the same fashion. These creatures are initially loyal to the character however as they continue to develop and grow, the more intelligent creatures eventually choose to leave the character's service. Items or creatures that are destroyed or killed anywhere in the Empyrean, cease to exist.

Soulforging is not undertaken lightly. In order to forge an item (or creature), the Dreamwalker must Create the item using Mana Points deducted directly from his Mana Pool. This mana point loss is permanent.

A Soulforger may also invest Talents into the item (at the normal Experience Point Cost), giving anyone who possesses the item access to those Talents. For instance, a Soulforged gold bracelet costs 2 MP to Create. An additional 300 XP invests it with the Talent of Raven's Wings so that whoever wears the bracelet gains the ability to fly. A forged creature may use any Talents it has been invested with, but cannot convey those Talents to its "owner".

Walk the Dream

Walk the Dream enables a person to physically enter and exit the Empyrean. This enables Dreamwalkers to cover vast

distances in the real world. To use this Talent, the character must be either asleep or in an advanced state of meditation and/or concentration.

The character may traverse the Empyrean as if he were in his spiritual form. His physical body actually leaves the real world and enters the world of spirit. However, exiting the Empyrean is somewhat tricky---the character must enter the Dreamworld of another person and essentially "ride" that Dreamer's consciousness back into the real world when the Dreamer exits REM sleep. The Dreamer does not automatically awaken when this happens although this is always a possibility.

Other problems may certainly arise, if the Dreamwalker exits into a prison cell for instance, or someone's bedroom, aboard an airplane, etc. These situations must be roleplayed accordingly. Given time, the Dreamwalker may be able to discern the Dreamer's physical whereabouts via Joining or by investigating fluff via sleuthing (GM's discretion).

The geography of the Empyrean roughly correlates to that of the real world. The GM should use the rules for locating a specific Dreamworld (core rulebook, pg. 77) as a guide to determine whether or not the character comes close to his desired real world location. Navigating the waters of the Periphery in this manner is not only difficult, but hazardous as well---if the character dies in the Empyrean, he ceases to exist.

Totem

Totem enables a character to become in tune with his own animal spirit or guide. Once per dream, this guide may be called upon to manifest and grant the character the ability to use any Talent for a brief period of time, usually until the completion of a single task (GM's discretion).

While the totem animal can be helpful, it is often rude, fickle and vain. It expects the Dreamwalker and his companions to treat it and others of its kind (both in the real and spirit worlds) with respect and dignity. If not, the totem refuses to answer the Dreamwalker's calls until he atones in some way (GM's decision, depending on the degree of insult). It should be noted that the totem animal is not an actual creature, but rather a manifestation of the Dreamwalker's own subconscious mind. It is unclear what this says about the totem's behavior, but many theories abound.

The player does not get to choose his character's totem animal. Instead, he should consult the list below and determine three animals whose traits best fit the character's behavior. The Game Master should then do the same. Once six animals have been chosen, the player rolls a six-sided die to randomly determine which totem animal answers his call. The list of animals can be expanded, if the Game Master approves.

Animal	Trait
Ant	patience, hard work
Bear	power, introspection, wisdom
Cat	independence, cleverness, curiosity
Dog	loyalty, honesty, friendship
Eagle	the sun, clear vision, health, truth
Fish	water, life
Gorilla	family, strength, territorial, nurturing
Horse	steadfastness, loyalty, travel
Iguana	patience, stealth
Jaguar	nighttime, fearlessness, hunting
Kangaroo	family, survival
Lizard	rebirth, stealth, perception
Mouse	order, wariness, stealth
Narwhal	individuality, protection, innocence
Otter	playfulness
Peacock	beauty, self confidence
Quail	sacrifice, stealth, family
Rat	fertility, stealth, intelligence
Snake	growth, knowledge and learning
Tortoise	practicality, self-preservation, reliability
Unicorn	virginity, innocence, goodness
Vulture	scavenging, patience, confidence
Wolf	free spirited, loyalty, family, courage
Yak	strength, warmth, helpfulness
Zebra	individuality, confidence

The Empyrean

The Sword of Gaia spends quite a bit of time in the Empyrean, mapping the Periphery, exploring dream islands and otherwise learning the ways of the spirit world and its denizens in order to better help them fight their enemies, the Broodkings. Unlike Project Dreamwalker and the Clinic however, they rarely combat individual Dreamworld Taeniid infestations---the Sword of Gaia devotes most of its time to eliminating Broodkings and their spawn.

Sanctuary

Sanctuary is a dream island that the Sword of Gaia has crafted into its own realm. It is a safe haven where members of different cabals can meet to trade knowledge and discuss happenings in the real world. Those who have “crossed over” as well as certain spirit folk (see Appendix II: Spirit Folk) sometimes go there to discuss happenings in the Empyrean.

Sanctuary is ruled by a being known only as the Old One. He is believed to have been a man or woman who “crossed over” long ago and has been the ruler here for far longer than anyone can remember. It is his whim that shapes and reshapes the land. It is believed he can reach deep into the subconscious minds of those who enter his realm because Sanctuary is often populated with people, places and things that are familiar to those who visit. The Old One never manifests in the same form more than a handful of times. He seldom interacts openly with others although he does sometimes disguise himself as one of

the Unreal in order to observe visitors to Sanctuary.

Sanctuary is in a constant state of controlled flux (see Appendix I: Dream Islands and Flux). It can appear as any type of place, spanning any type of genre (space age, modern, fantasy, medieval, horror, etc.) and be populated with any type of people or creature. The Sword of Gaia often uses the island as a testing and training ground to hone their skills and powers.

Manaed

Deep in the heart of the Empyrean lies the fabled realm of Manaed, the Lost City of Dreams. Manaed is a dream island like none other. It is a place of mystery and enchantment. A shining kingdom steeped in myth and legend, given life and substance from the hopes and dreams of those who have lived and died in what we know as the real world.

Manaed is a hidden place. A secret place. Few alive have ever crossed its borders. Fewer still have found their way back upon leaving. There are elders among the Sword of Gaia who know the way to Manaed, but this information is closely guarded. These elders are divided in their opinions of Manaed and their beliefs are echoed by the various factions.

The Hand elders hold the opinion that Manaed’s very existence corrupts the spirit world and tampers with the natural order of things. Heart elders tend to romanticize the fabled beauty and glory of Manaed while elders of the Mind suggest Manaed may hold the key to the reunification of the real world and the spirit world. This is because Manaed’s

very existence challenges the normal concepts of real world vs. spirit world--- Manaed and those who dwell within its borders are as real as those inhabiting the "real world".

Happenings in Manaed and pieces of its history are occasionally passed on from the Saldotti (see Appendix I: Spirit Folk), or handed down by Sword elders inside Sanctuary. Thus it can be learned that

Manaed, despite its beauty, is also a place of strife and conflict where Broodkings and their spawn terrorize the land under the banner of the Black King---a being believed to be a Broodking of enormous power. Newly formed cabals are discouraged from attempting to locate Manaed.



Broodkings

The Sword of Gaia are the sworn enemies of Broodkings and their spawn. These creatures are a blight upon the earth that must be eliminated. However, this has become somewhat more difficult in the modern age.

Broodkings feed off negative emotions so they are almost always found around groups of people. Contrary to popular belief, not all Broodkings are ravenous, slaving beasts just waiting to be put down by a few shotgun blasts or Mana Bolts. Many appear human and some of the more intelligent Broodkings and their spawn have inserted themselves into human society. They become teachers, lawyers, doctors, etc., abusing their positions of power in order to foment negative thoughts and emotions in those in their charge. These Broodkings avoid open conflict with Dreamwalkers when possible but do not hesitate to use whatever mortal resources they might have if they feel threatened (police, security guards, etc.). Characters must tread lightly in the civilized world or else they might end up as fugitives from the law.

Broodkings who become aware of the Sword of Gaia are especially dangerous to unsuspecting cabals--- years ago, one Broodking rose to high rank in the Soviet army and used his military authority to hunt down several cabals before he could be dealt with. This is the main reason that the Sword's secrecy and anonymity must be maintained at all costs.

Over the years, the Sword of Gaia has come to realize that Broodkings tend to associate themselves with at least one of what we call the seven deadly sins: Pride, Envy, Gluttony, Lust, Anger, Greed and Sloth. The Broodking either gravitates to situations where the "sin" is abundant or it tries to foment these thoughts and emotions in those who enter their territory. Dreamwalkers are immune to this effect but it is generally a good idea for a cabal to understand the nature of its enemy before any battle takes place.



Running a Sword of Gaia Campaign

The Game Master may decide to run a campaign where the characters are members of the Sword of Gaia instead of working for Project Dreamwalker (or the Clinic). This type of game is well suited for players who like to conduct more real world adventures as well as for players who wish to explore the vastness of the Empyrean.

The loose setup of the Sword means that characters are largely on their own and are free to pursue whatever holds their interest. However, being a member of the Sword is a dangerous and sometimes demanding life that tends to end badly more often than not. In the Dreamworld, characters can afford to make a mistake, awaken and live to tell about it. Against a Broodking, the first mistake is usually the last.

Characters

The rules for creating a character are the same as those in the core rulebook. However, it is not easy to become a member of the Sword of Gaia.

Traditionally, latent Dreamwalkers are discovered by Sword of Gaia "spotters" using the Scent of the Dream Talent. The cabal then enters the person's dreams to learn more about him---his life, his values, his hopes and dreams and his fears. Over the course of time (usually a few weeks, months and in some cases even years) the cabal uses mana to craft the person's dreams into scenarios designed to determine how well he reacts

to certain situations. As a final test, the cabal crafts the dream into a realistic Broodking scenario. This scenario often contains gut-wrenching personal information and is designed to test the individual's courage, integrity and desire.

The cabal only reveals itself to those who pass this final test. They introduce themselves first in the Dreamworld and then gradually help the person recognize his own Dreamwalking ability by taking him deeper into the Empyrean. Once the leader of the cabal feels the person is ready, he gives him several precise sets of real world instructions. If the person follows those instructions, the cabal makes contact in the real world, explains their mission and then asks him to join the Sword of Gaia.

If the character is already a Dreamwalker, the Sword discretely keeps an eye on his activities, usually in the spirit world but sometimes in the real world as well. They only make contact if they believe the character might be amenable to their cause. Characters who have faced Broodkings or their spawn and lived to tell about it are almost always contacted by the Sword. For ease of play, the GM can assume that the characters have already been inducted into the Sword of Gaia and have formed their own cabal.

The Sword of Gaia accepts only Mystics and Naturals into its ranks.

Adventures

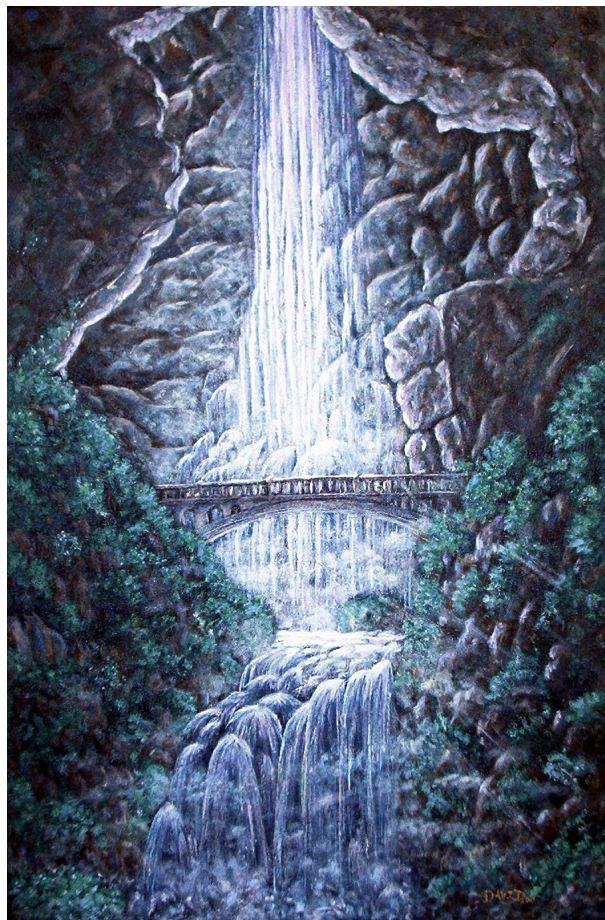
The mission of the Sword of Gaia is to destroy Broodkings inhabiting the real world. However, when designing an adventure, Game Masters should be fully aware of the awesome power of a Taeniid Broodking and try to limit newly formed cabals to encounters with their weaker spawn.

Most adventures begin with one or more of the characters being subconsciously drawn to the site of a spiritual disturbance. In some cases, the characters may stumble upon a situation that appears mundane and then later learn that a Broodking is somehow involved.

The mind-numbing effects of a Broodking's spiritual disturbance seems to have one of two effects on those who experience it---some people remember fragments of particularly horrid events while others attempt to assign completely rational explanations to the things they witnessed. For this reason, newspaper articles (especially tabloids) often provide a good hook to locating a Broodking manifestation.

Members of the Sword almost never go on standard dream/denouement adventures. However, they are sometimes drawn to those who have encountered a Broodking (GM's discretion) and this type of adventure could be used to provide subconscious clues to the Broodking's location. Game Masters are also encouraged to introduce relationships, intrigue, moral and emotional dilemmas and other real world complications into adventures to prevent the campaign from devolving into a series of simple search-and-destroy missions. As always,

adventures should be tailored to the interests and capabilities of the players.



Sample Cabal

Sword of Gaia cabals are scattered across the globe. Each cabal is a collection of diverse individuals that have joined together to fight Broodkings and their spawn in the real world. Their methods of fighting vary, depending upon the makeup of the cabal, its personalities and its resources. Listed below is a sample cabal based in New York City.

George Chamberlain, 48

Businessman

Natural

George is a handsome but unassuming man with a ready smile and an easygoing disposition. He prefers to dress casually and is unaccustomed to lavish displays, despite his wealth. He and his daughter live in a large house in the Hamptons.

George is the owner and president of Chamberlain Textiles, a medium-sized business with several stores located throughout the New York area. George inherited the company from his grandfather, who was not only his mentor but also a member of the Sword of Gaia.

As a young man, George learned of his grandfather's "secret life" as a member of a cabal and eventually convinced him to teach him how to Dreamwalk. George's grandfather was killed almost twenty years ago by a Broodking that had crossed over into the real world. George has since dedicated his life to upholding his grandfather's cause.

For many years after joining the Sword, George attempted to live a normal life. He decided to marry, despite his late grandfather's warnings to the contrary. His wife gave birth to a daughter, Carolyn and the three of them were happy for a time. George's family life was shattered ten years ago when his wife was killed and his daughter abducted by a Broodspawn that was attempting to gain leverage against George's cabal.

After Carolyn's rescue, George taught her how to Dreamwalk and later brought her into the Sword for her own safety. He loves his daughter and wants only the best for her. At times he is riddled with guilt at bringing her into this life but at the

same time he is openly proud of her strength of character, her ability and her achievements.

George's only other living relative is his father, James Chamberlain, a man with a reputation for being a womanizer and a wastrel. Their relationship is shaky at best. James is bitter that his son inherited ownership of the company, having himself made plans to sell it upon his father's death. James never developed the ability to Dreamwalk and has no knowledge of the Sword of Gaia.

Carolyn Chamberlain, 25

Student

Natural

Carolyn Chamberlain is an attractive young woman who wears glasses and prefers to dress conservatively. She does her best to maintain a positive outlook despite having suffered many hardships in her young life, not the least of which was the death of her mother at the hands of a Broodspawn.

Carolyn graduated from college with a masters degree in psychology. She is unemployed, and those who do not know her assume she is spoiled and lazy. Carolyn is anything but. She devotes much of her time to research and study, trying to gain insight into the terrible creatures her cabal must encounter. She has built an extensive library of texts dealing with the occult and the supernatural, especially where they pertain to dreams.

Carolyn is single and does not date because of what happened to her mother. She is afraid to put anyone else in danger by getting involved with them. She is

lonely, although even she has not fully realized this.

Carolyn misses her mother and dearly loves her father. She understands the situation between her father and grandfather but wishes the two could come to friendly terms.

Mr. Chips, ?

Street Shaman
Mystic

Mr. Chips is the leader of the cabal. He is an intelligent and thoughtful, dark-skinned man of indeterminable age and race. He lives on the street, sleeping in abandoned buildings, sewers, homeless shelters, landfills and anywhere else he happens to be when he gets tired. He dresses in whatever castoff coats and clothes he can scrounge. He chooses to live simply and has refused George and Elise's offers of aid many times.

Mr. Chips lives in a realm of mysticism, half-in and half-out of the spirit world. He talks to the spirits, practices many arcane and meditative rituals in the real world and adorns himself with what appears to be junk picked up off the street. Those who do not know him think he is crazy and he does nothing to discourage that belief.

Mr. Chips much prefers the company of rats (his totem animal) to people. He seldom speaks and when he does, it is usually in cryptic phrases that often prove to be more profound or prophetic than they initially appear. When he senses a spiritual disturbance, he summons the others, either in the Dreamworld, or by sending a rat unerringly to their location in the real world.

Mr. Chips was a friend to George's grandfather and a former member of his (since disbanded) cabal.

Elsie Halloran, 35

Businesswoman
Natural

Elsie is an attractive, single woman. She is personable and outgoing, the owner of a private art gallery downtown. She was born to a wealthy family and has many prominent friends and contacts in and around New York. Elsie lives in a large apartment in Greenwich Village.

The gallery was how she initially met the cabal. A local artist who specialized in nudes attracted the presence of a Broodspawn to a showing. The creature's spiritual disturbance provoked acts of lust and decadence in all those who attended. This triggered Elsie's latent Dreamwalking ability, making her immune to its effects. Disgusted by what she was seeing, she tried to leave the gallery but was accosted by one of her patrons. Seconds later, the cabal arrived, dispatched the spawn and then made a hasty retreat.

Never one to let questions go unanswered, Elsie tracked George down through her network of connections and explained what had happened to her at the gallery. After a series of Dreamworld tests she was invited to join the cabal. Elsie has come to respect Mr. Chips and is on good terms with the rest of the cabal. She is secretly attracted to George but for the first time in her life has found herself hesitant to make the first move.

Ben Poole, 28

Businessman
Natural

Ben is a handsome, physically fit young man. He began his career as a limo driver and now owns his own limousine service with four cars. Ben lives in a modest apartment in Manhattan.

Ben has always been creative. He has secretly written several romance novels that he is too embarrassed to try to publish. Ben taught himself how to Dreamwalk after reading several "new age" books on the theory and practice. He is still surprised that it actually worked.

Ben found himself working for George Chamberlain while filling in for one of his employees. One day while napping in the car, waiting for George to summon him, he happened to stray into Carolyn Chamberlain's Dreamworld. Although she recognized him instantly, she made no indication that she had. When she awoke, she told her father what had happened.

After some discussion with the rest of the cabal, they began to enter Ben's dreams, probe and test him until they felt satisfied he would make a good addition to the team. Ben was initially hesitant to join. After his first encounter with a Broodspawn however, he realized there was more to life than making money and paying bills.

Ben has a huge crush on Carolyn but does not think he is smart or wealthy enough to ask her out.

Peter Vandevic, 45

Sanitation Worker
Natural

Peter is a large, even-tempered man who works on a trash barge scooping the East River. He lives in a small apartment in the Bronx.

Peter is a second generation German immigrant who comes from a long line of wandering gypsies. His grandmother taught him how to Dreamwalk when he was very young but an early encounter with the Taenia made him hesitant to leave his own Dreamworld.

Peter is an alcoholic. He is a hard worker though, and his supervisor/brother-in-law has thus far been sympathetic to his condition by overlooking his frequent, unscheduled absences. Some of these absences are indeed due to drunkenness but many others are due to his business with the Sword.

Peter would not be alive today if not for Mr. Chips. One day he drank too much during his lunch break and passed out at a landfill. A dog-like Broodspawn picked up his scent and would have killed him if not for Mr. Chips's timely intervention.

Peter is on good terms with the other members of the cabal but he is too proud to accept handouts from any of them. Since joining the Sword, he has sought help for his alcoholism in the form of counseling and group therapy. His biggest fear is that one day his friends might suffer because he was too drunk to act.

Serve it Your Way

Serve it Your Way is a sample *Dreamwalker* adventure, dual statted for both *Dreamwalker: Roleplaying in the Land of Dreams* and for *Dreamwalker: Diceless Roleplaying in the Land of Dreams* (boxed text).

This adventure can be set in any small to large sized city or town. The locations are relatively self-explanatory, so no maps were included with this adventure.

Beginning the Adventure

While in town, at least one of the characters witnesses several teenagers tormenting a mentally disabled boy dressed in a Big Burger uniform. The boy is sitting on the curb crying as the teenagers smack him in the back of the head, mimic his cries and otherwise make fun of him.

Joel Benjamin

The mentally disabled boy's name is Joel Benjamin. Physically, Joel is twenty-nine years old but mentally he is much younger. Joel lives in a local co-op apartment building with several other mentally and physically disabled young adults as part of a charity program designed to help instill a sense of responsibility and community in the participants.

Joel is employed at the local Big Burger where he mops floors, takes out the trash and sometimes gets to handle the deep fryer. He is very proud of his job

and is liked by his manager and coworkers. Joel was walking to work today when he was accosted by the teenagers.

Joel Benjamin

Primary Attributes: STR 50, STA 50, DEX 40, ACU 20, APP 50, REA 40, PCP 40

Secondary Attributes: HTH 25, DEF 25, RFX 30, CHA 35, PER 40, WIS 40

Traits: CRV 70, CRG 60, SAN 70

Skills: Intuition 4, Occupational (custodian) 2, Swimming 1

Possessions: Big Burger uniform, lucky buffalo head nickel, I.D. card.

Abilities

Fitness: 0, Awareness: 0, Creativity: +2, Reasoning: -1

Skills

Athletics (novice)

Luck: 1, Discipline: 1, Extra

Experience: 0

Possessions: Big Burger uniform, lucky buffalo head nickel, I.D. card

Good/Bad Samaritan

If the characters do nothing to intervene, the teenagers eventually tire of their fun and wander off. However, Joel begins making appearances in the dreams of one or more characters, manifesting as elements of fluff. This is a message from the subconscious mind that should alert the characters that their dealings with Joel are far from over. Once this begins happening, the characters should be able

to home in on his presence with little difficulty.

If the characters do choose to intervene on Joel's behalf, the oldest teenager, a boy named Lenny Kidder, pulls a knife and warns the characters to mind their own business. Lenny is only sixteen years old, a minor, so the characters have to be very careful when dealing with him to avoid running afoul of the law.

Lenny is satisfied just to get the characters to back down but he defends himself if attacked. If Lenny is incapacitated, the other teenagers run off. If the characters do not attack, Lenny ridicules them before he and his gang head off down the street in search of more "fun".

Lenny Kidder

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

Secondary Attributes: HTH 25, DEF 30, RFX 55, CHA 55, PER 55, WIS 55

Traits: CRV 20, CRG 60, SAN 50

Skills: Handgun 1, Intimidation 1, Leadership 1, Melee 2, Punching 1, Stealth 1, Survival (street) 2

Possessions: clothing, switchblade knife, \$7.24

Abilities

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

Skills

Brawling (novice), Streetwise (novice), Leadership (novice), Melee (expert)

Gimmicks

Connections (gang)

Luck: 1, Discipline: 1, Extra

Experience: 1

Possessions: clothing, switchblade knife, \$7.24

If the characters help Joel, he is heartwarmingly grateful and insists on buying them breakfast (or lunch or dinner, depending on the time of day). If the characters accompany him to the Big Burger around the block, he asks them to wait outside while he gets the food. If asked why they should wait, he tells them the "bad man" might be inside, but is unable to elaborate further.

Big Burger

Big Burger is a prominent chain of fast food restaurants located throughout the U.S. In recent years, the trend in most fast food restaurants has shifted towards providing healthier meals such as salads, soups and sandwiches as an alternative to greasy, fried foods. Big Burger management decided to buck the trend and go in the opposite direction, doubling the size of the burger while reducing the price. The strategy has paid off handsomely and Big Burger has posted record profits in the last few quarters.

The Broodspawn

The influx of hungry customers has attracted a Broodspawn to the local Big Burger. This creature, an intelligent Broodspawn who calls himself Gordone. Gordone, is drawn to the "sin" of Gluttony. He feeds off the feelings of guilt, inferiority, self-doubt and worthlessness that is caused by

overeating. His spiritual disturbance creates an addictive “eating zone” where people go to gorge themselves on fast food. Gordone’s pleasure is all the more heightened because people go to Big Burger already knowing the food is unhealthy for them.

Joel does not enjoy going to work as much as he used to. His mental condition makes him immune to Gordone’s spiritual disturbance, but the monster’s presence has caused Joel’s coworkers to become agitated and rude. Gordone is aware of Joel’s immunity and is amused by the fear his presence generates in the boy.

Gordone can be encountered either inside Big Burger or inside his lair (see below). Gordone can choose whether or not to be visible to non-Dreamwalkers---Dreamwalkers can always see and recognize him for what he is. Inside Big Burger, he manifests as a fat man with food stains on his shirt.

Gordone is sarcastic, smug and completely sure of himself. He considers all humans to be his cattle and believes he has little to fear from anyone, even the characters. He is even willing to converse with them if they are so inclined, but he refuses to leave Big Burger except to return to his lair.

If combat seems inevitable, Gordone attempts to lead the characters to his lair. He prefers not to fight inside Big Burger so as not to disrupt his steady meal, but he is prepared to defend himself if attacked. If forced into combat, Gordone assumes the form of a large, ugly man wearing a blood stained leather apron and wielding a two-handed sledgehammer.

If combat erupts inside Big Burger, the customers and employees flee in terror. The characters must act fast, as it is only a

matter of time before police and newscasters arrive on the scene. The Broodspawn’s spiritual disturbance ensures that eye witness accounts of the events will be distorted but the characters would be well advised to make a hasty retreat to avoid having to answer uncomfortable questions.

Gordone (Broodspawn)

Attribute Rating: 75/40, **Animal Size:** Medium (6’3”), **Weight:** 300 lbs., **Dmg:** 3d6 +5 (sledgehammer, strength and skill), **Health:** 40, **Skills Rank 3:** Fortitude, Intimidation, Melee, Occupational (butcher), Reaction, Stealth, Willpower, **Mana Points:** 15

Abilities

Fitness: +2, Awareness: +2, Creativity: +3, Reasoning: +2

Aspects

Mana Points (Open Aspect) 10

Skills

Brawling (novice), Streetwise (novice), Survival (novice), Athletics (proficient), Melee (proficient)

Gimmicks

Tolerance to pain, Inexhaustible energy

Luck: 3, **Discipline:** 2, **Extra**

Experience: 2

Gordone’s Lair

The entrance to Gordone’s lair is in the manager’s office. It appears to be a normal door except that it opens onto the lawn of a rural farmhouse. It is nighttime, the air smells of green grass and the

muffled lowing of cattle can be heard in the distance.

The farmhouse is empty. The slaughterhouse located behind the farmhouse is not. Inside the building, the air is thick with the smell of blood, sweat and excrement. Flies buzz in swarms amidst rows of freshly slaughtered beef carcasses hanging from steel meat hooks. Several Unreal cows lay dead on the floor, their heads bashed in by a large, blunt object.

Any character who enters the slaughterhouse must make a Stamina + Fortitude roll at -15 to the Base Chance to avoid throwing up.

Characters who do not possess a Fortitude of +2 or greater automatically become sick and throw up.

If Gordone is inside the slaughterhouse, he hides amongst the hanging slabs of beef and attacks whenever a character passes close by, preferably when the characters are distracted by being sick. Gordone fights until he is destroyed.

Concluding the Adventure

Once Gordone is destroyed, both the farm and the doorway leading to it disappear. Non-Dreamwalkers who are inside Big Burger at the time become befuddled and dazed, as if waking up from a dream. Any characters caught inside the lair are deposited back in the manager's office and might have some explaining to do if they do not leave immediately. Although the adventure is over, several other

adventures could spin off from this one, if the GM desires.

Big Burger continues its practice of offering more for less and this may serve to attract other Broodspawn.

Joel continues to work at Big Burger and begins to enjoy his job once again. He now considers the characters to be his best friends. Not only does he attempt to get to know them better but it is likely that he attaches himself to the character he admires most. Joel has the uncanny ability to track the characters down wherever they are and his unexpected appearances may be used as plot hooks to later adventures or as a way to get the characters out of a bad situation (if they are trapped somewhere, for instance).

No matter what the outcome with the teenagers at the beginning of the adventure, they could also return later to cause problems for the characters. This might manifest as something minor like vandalism or theft of property. Or, if the teens belonged to a larger gang, the characters could find themselves hounded by violent youths, subject to harassment, robberies or even assault. If the characters hurt Lenny badly, he may actually be goaded into attempting to murder one of the characters.

Whatever happens after, the characters should feel good about upholding the honor of the Sword and ridding the earth of another abomination.

The End

Appendix I: Dream Islands and Flux

Dream islands are pseudophysical manifestations formed by the thoughts and dreams of thousands, sometimes millions, of people that were inspired by the same concept or ideal.

Islands vary greatly in size, shape and content. Some are based around a certain time period, some are centered around a particular person, organization or movement, while others have deep religious significance. In recent years, several well-known books and movies have given birth to brand new islands.

Designing an Island

Islands follow the same rules for design as do Dreamworlds although they do not have denouements. The inhabitants of an island are usually considered to be Unreal. Of all the Taenia, only Broodkings have been known to manifest on an island. Islands are most useful for Game Masters who wish to run long campaigns using the same setting.

An island constantly floats through the Periphery. Therefore, Dreamwalkers wishing to return to an island may do so only at the Game Master's discretion.

Islands are shifting and malleable and concepts like time and distance can never be trusted. Some islands undergo normal changes with the passage of time but many islands do not. Instead, they continually repeat major events as they originally happened and only change if a Dreamwalker intervenes. In these cases, the island splits off into two parts---one

part reverts to its original form, while the other becomes a "new" island.

This new island is entirely dependent on the Dreamwalker (or Dreamwalkers) who caused it to form and dissolves if the character leaves the island for a variable length of time. Therefore, only characters who have "crossed over" may permanently alter the fabric of an island.

Flux

New islands enter into a perpetual state of the phenomenon known as flux.

Flux is the result of either conscious or subconscious manipulation of mana. Flux is both everything and nothing. Flux is change. It is the earth of thought and the waters of the Periphery, molded into clay by will and desire. Flux is the stuff of dreams.

Flux surrounds all of creation, forming the border between the ordered realms of the real world, the malleable spirit world of the Empyrean and the disorder of complete chaos.

The ability to create flux is innate in every individual. Dreamers send the Empyrean into flux each night, when they dream. Dreamwalkers create a miniature state of flux whenever they manipulate mana. The spiritual disturbance created by a Broodking is often a region in flux. Dream islands especially are in an ever-changing state of flux.

Flux taps into our subconscious minds, allowing us to experience new events, relive old memories and sometimes help solve problems that plague our waking lives. A person may be thinking of a lost pet and then come across a puppy, or a mural depicting the pet. A person

agonizing over whether or not to take a new job may walk into a region of flux that resembles his current workplace, clearly highlighting all of its good and bad points.

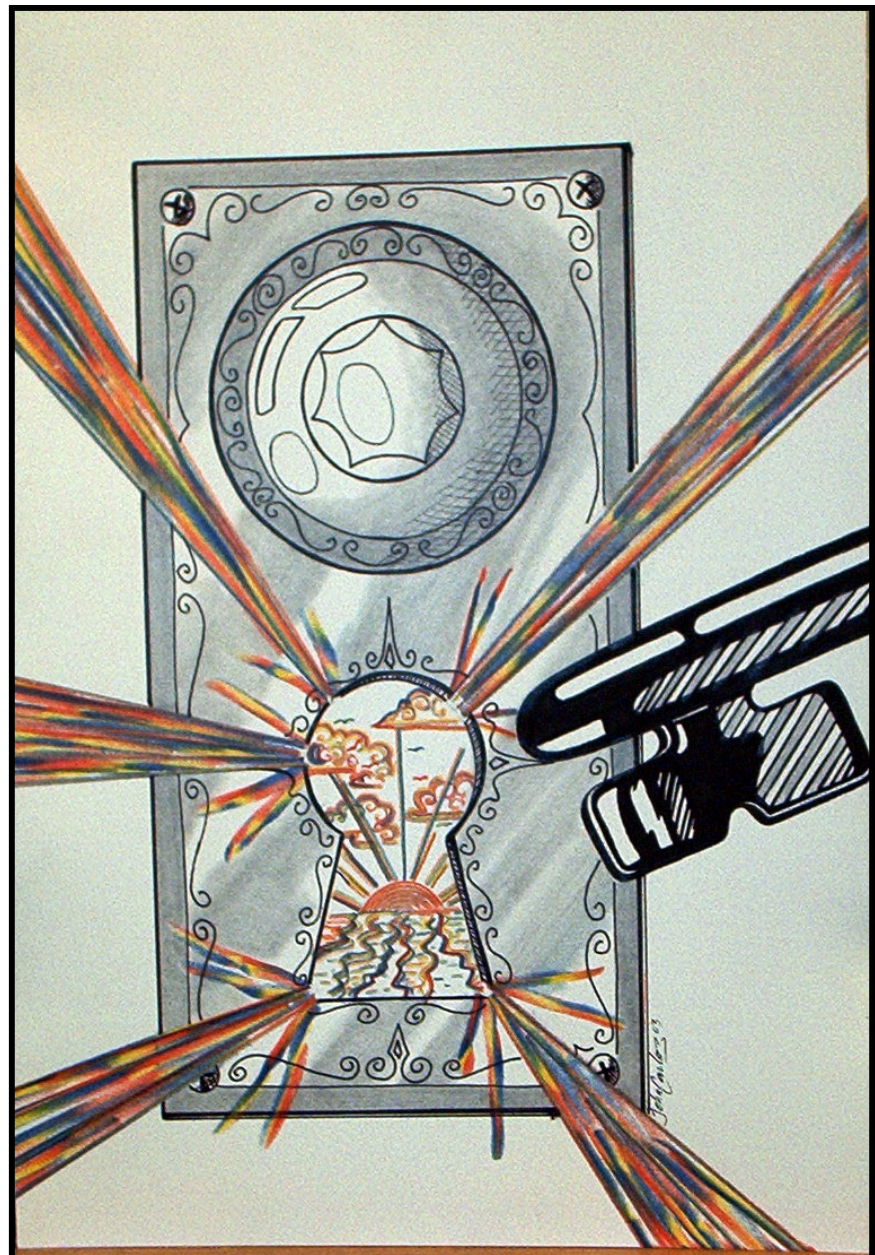
In many ways flux is similar to dreams, and specifically to fluff. In fact, nearly all of the rules and special effects for dreams and fluff apply to flux. And yet in some places, flux is far more than just a dream.

Regions in Flux

On a dream island, any region can slip into flux, generating a new set of circumstances for characters to deal with. Put simply, flux creates adventures. For example, the characters can be exploring a “science fiction-themed” dream island and be approached by an interstellar trader whose daughter was abducted by space pirates. Or the characters could be exploring an “ocean-themed” island, rescue a research submarine from the clutches of a giant octopus and then be asked by the crew to provide security while they explore a set of underwater ruins. These adventures are generated by the character’s presence and may not have even been part of

the original island’s makeup.

The change from order to flux can be a subtle one but it is sometimes dramatic. A person can be on a dream island, walking down a hallway and suddenly find himself in a gloomy dungeon. A person might find the door to a pantry open onto a vast shoreline. Dreamwalkers immediately realize when they have crossed into or out of a region in flux.



Dream Islands and Mana Powers

Characters who explore a dream island for a prolonged period of time find they do not regain used mana points by “sleeping” on the island. Instead, they must search regions in flux for mana pockets if they wish to replenish their supply.

Certain mana powers operate differently on dream islands than they do in standard Dreamworlds. Even though the inhabitants of an island are usually Unreal, Possession in particular is often either limited to certain creatures or is completely unusable (GM’s discretion). In addition, long standing effects (such as Gain Skill and Increase Attribute) and altered items disappear when the characters cross into or out of a region in flux.

Flux and Mana Pockets

In addition to problem solving and opportunities for adventure, flux often provides opportunities to harvest precious mana pockets. These mana pockets may be worth anywhere from 1d6 to 5d6 Mana Points (GM’s decision).

Mana pockets may take the form of deeds, much like a denouement---the character does something significant and is rewarded with mana. For example, while exploring a Broodking’s spiritual disturbance, a character enters a town plagued by disappearances. The characters learn the disappearances are caused by a band of harpies and kill them. Along the way, they discover a lost child and return it to its parents. These should be treated as denouements and

subdenouements respectively. Only Dreamwalkers may retrieve mana in this fashion.

A mana pocket may also take the form of an item. For example, the characters are exploring a dream island and come across a treasure chest. In it, they find a coin printed with a picture of a character’s mother on one side. This coin is actually a mana pocket that can be harvested (dissolved) for its mana point value. Anyone may retrieve mana in this fashion, even the Unreal, but only Dreamwalkers can absorb the mana they contain.

Mana pockets in the form of items are usually stable and may be taken anywhere in the Empyrean. If the character wakes, the next time he sleeps, the item manifests with him in the Dreamworld. For this reason, certain items, such as readily recognizable clothing, swords, helms or armor, sometimes take on mythical proportions throughout the Empyrean.

The End

Appendix II: Spirit Folk

The Taenia Spiritus are not the only beings inhabiting the vastness of the Empyrean. The boundless waters of the Periphery are home to a variety of diverse and exotic creatures, each with its own goals and motivations. Some are intelligent and thoughtful while others are barely sentient. Some are friendly, some are not. Some are able to use mana while others have developed their own unique powers and abilities in order to survive. Many spirit folk manifest as Unreal in the Dreamworld while others appear similar to features found in the Periphery. Veteran Dreamwalkers are often surprised to learn they have unknowingly encountered such creatures in the past.

Over the centuries, the Sword of Gaia has familiarized themselves with many of the more commonly encountered spirit folk. A few of these are described below. Note that the game information following each description represents the average for that type of creature.

Curieux

The curieux are an intelligent race of creatures that seem to have taken an interest in humanity's dreams. In their natural form, they appear as shapeless, iridescent masses which enable them to roam the Periphery virtually undetected. In the Dreamworld, they undergo attunement as do Dreamwalkers (see core rulebook, pg. 77), manifesting as a non-

denouement related creature in the dream. This makes them indistinguishable from the Unreal.

The curieux have never made any real attempt to communicate with others and it is uncertain what their true motivations are. They seem content to enter a Dreamworld and observe the natural progression of the dream. What they do with the information they learn is unknown.

The curieux have thus far never directly acted against the Taenia. However, for some reason, they do appear to be interested in the welfare of an infested Dreamer. If a curieux realizes that a group of Dreamwalkers are trying to help the Dreamer achieve his denouement, he may attempt to discretely provide aid.

The help they provide is subtle and almost always conforms to the reality of the dream. For example, a curieux who manifests as an Unreal hotel clerk may give the characters the key to the Dreamer's room without having to be coerced. A curieux manifesting as a police officer may decide not to detain the characters, even if ordered to by his larval superiors. Or a curieux manifesting as a dog might attempt to warn the characters of danger by barking at the drone hiding behind a building.

The curieux never reveal their true nature to anyone during the course of a dream. If a curieux is detected (such as via the Sight) and confronted, he denies that he is more than what he appears. If the characters persist, the curieux exits the Dreamworld and returns to the Periphery. The curieux always prefer to flee rather

than fight but will defend themselves if attacked in the Periphery.

The curieux are a communal species that have long memories. They are able to convey the spiritual signature of Dreamwalkers they encounter to other curieux they meet. If the encounter was good, the characters may often find themselves aided by curieux disguised as Unreal. If the encounter was bad, the characters may find the "Unreal" working against them for no apparent reason.

If a curieux is killed in the Dreamworld, his spiritual form rematerializes in the Periphery. If he is killed in the Periphery, he ceases to exist.

Curieux

Primary Attributes: STR 60, STA 60, DEX 70, ACU 60, APP 60, REA 70, PCP 70

Secondary Attributes: HTH 30, DEF 35, RFX 65, CHA 60, PER 65, WIS 70

Traits: CRV 70, CRG 60, SAN 60

Skill Ranks: Any 25

Mana Points: 25

Talents: 0-2

Abilities

Fitness: 0, Awareness: 0, Creativity: +2, Reasoning: +1

Aspects

Mana Points (Open Aspect) 15

Skills

Any 3 novice, 2 proficient, 1 expert

Gimmicks

Any 0-2 gimmicks

Luck: 3, Discipline: 2, Extra

Experience: 3

Apaulos

The apaulos are a solitary race of creatures that feed off the emotions generated by dreams. Unlike the Taenia, the type of emotion does not matter---the act of dreaming itself is what provides them sustenance.

In their natural form, the apaulos appear as dark, formless blots hurrying through the waters of the Periphery. In the Dreamworld, they undergo attunement, manifesting as a non-denouement related creature in the dream. This makes them indistinguishable from the Unreal.

The apaulos fully immerse themselves in the Dreamworld. If an apaulos perceives the characters are acting against the interests of the dream, it does not hesitate to attack, attempting to eject the characters from the dream so that the dream may continue.

The apaulos can make use of any normal mana power as well as Dreamworld weaponry however their preferred method of attack is a devastating power known as Immolate. Immolate causes a person's pseudophysical form to spontaneously combust, instantly ejecting him from the Dreamworld. Immolate has a range of ten yards and can be used on one person per Turn. There is no known defense against this power. The Unreal are oblivious to this event and continue to function as if nothing untoward had happened. Immolate has also been witnessed to work on a band of Taeniid drones that were disrupting the course of a dream. Many Mystics have tried over the years to

duplicate this power but have thus far been unsuccessful.

The apaulos seldom inhabit the subconscious of one person for long, preferring to sample emotions from a variety of different hosts. They may occasionally be encountered in the Periphery. The apaulos refuse to communicate with anyone except, it is assumed, other apaulos. If detected and confronted in the Dreamworld, the apaulos denies being anything more than the Unreal it resembles. If the characters persist, the apaulos Immolates the most offensive character and warns the rest off. If they still persist, it begins to Immolate them all, one by one.

If an apaulos is killed in the Dreamworld, his spiritual form rematerializes in the Periphery. If killed in the Periphery, it ceases to exist.

Apaulos

Primary Attributes: STR 60, STA 60, DEX 70, ACU 60, APP 60, REA 70, PCP 70

Secondary Attributes: HTH 30, DEF 35, RFX 65, CHA 60, PER 65, WIS 70

Traits: CRV 70, CRG 60, SAN 60

Skill Ranks: Any 25

Mana Points: 20

Talents: 0-1

Abilities

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

Aspects

Mana Points (Open Aspect) 15

Skills

Any 3 novice, 2 proficient, 1 expert

Gimmicks

Immolate (see description), Any other 0-1

gimmicks

Luck: 3, Discipline: 2, Extra Experience: 3

Hata

Hata are negative thoughts and emotions that have taken on a life of their own. Hata are only encountered in the Periphery, manifesting as two to three meter long, fish-like monsters with wide, gaping mouths filled with razor sharp teeth. Their bodies are long and supple and studded with a variety of spikes and fins. Hata are often referred to as astral sharks because of the telltale sight of their spikes jutting out of the water.

Hata are spawned by strong concentrations of hatred, fear and loathing usually directed towards a particular race, religion or culture. They roam the Periphery in schools of 3-6 creatures, tending to gather near the object of the hate that created them (the Dreamworlds of the certain race, culture, etc.). They do not hesitate to attack anyone they encounter along the way.

Unfortunately, hata have become more and more common in recent years, making the waters of the Periphery an even more dangerous place.

Hata

Attribute Rating: 80/40, **Animal Size:** Large, **Weight:** 700 lbs., **Dmg:** 4d6 (15), **Health:** 6d6 (20), **Skills Rank 3:** Bite, Dodge, Observation, Reaction, Stealth, Swimming, Survival

Abilities

Fitness: +2, Awareness: +1, Creativity: 0, Reasoning: 0

Skills

Athletics (expert), Brawling (expert)

Gimmicks

Natural weapons (teeth)

Luck: 1, Discipline: 1, Extra Experience: 2

Chiang-Shih

The chiang-shih are a solitary race of creatures that feed on raw mana. In the Periphery, a chiang-shih appears as a squat, humanoid shape, with bat-like wings and a long proboscis jutting from its face. Its coloring is an ugly, mottled purple, like that of a bruise, which makes it difficult to spot when flying through the roiling, purple sky of the Periphery. In the Dreamworld, a chiang-shih undergoes attunement, manifesting as one of the Unreal although it must assume its true form in order to attack.

Chiang-shih may be encountered anywhere in the Emyrean. They are expert hunters and trackers and can follow their prey unerringly throughout the Emyrean. Chiang-shih can feed on mana pockets if necessary, but their preferred prey are Dreamwalkers.

No matter where a chiang-shih is encountered, it first tries to isolate a Dreamwalker before attacking with its proboscis. A successful hit injects a spiritual poison that paralyzes the character, rendering him incapable of any action. The chiang-shih then begins siphoning off mana at the rate of 1 MP per Turn. This mana point loss is permanent,

affecting the character's mana point total.

The character can attempt to break the connection by waking up but suffers all the normal penalties for being ejected from a Dreamworld. Once the character has been drained of all mana, the chiang-shih withdraws its proboscis which diffuses the poison and enables the character to move freely once again. Depending on the circumstances the chiang-shih then either attempts to kill the character or flees into the Emyrean.

Chiang-Shih

Primary Attributes: STR 60, STA 60, DEX 70, ACU 60, APP 60, REA 70, PCP 70

Secondary Attributes: HTH 30, DEF 35, RFX 65, CHA 60, PER 65, WIS 70

Traits: CRV 70, CRG 60, SAN 60

Skill Ranks: Any 25

Mana Points: 0

Talents: 0

Abilities

Fitness: +2, Awareness: +1, Creativity: 0, Reasoning: +1

Skills

Any 3 novice, 2 proficient, 1 expert

Gimmicks

Mana point drain (see description), Natural weapon (proboscis), Any other 0-1 gimmicks

Luck: 3, Discipline: 2, Extra

Experience: 3

Mana Leech

These disgusting, slug-like creatures are scattered throughout the Periphery, in or around waters that have been polluted by

Taeniid infestations. They are small, black in color and virtually undetectable in the Periphery to those without the Sight.

When a Dreamwalker passes through an infested area, 1d6 Mana Leeches attach themselves to his spiritual form. When the Dreamwalker takes pseudophysical form (upon entering a Dreamworld or a dream island) each leech automatically drains 1 MP from the character and begins to drain an additional 1 MP mana point every hour it remains attached. The creatures become visible once the Dreamwalker takes pseudophysical form but the character may not immediately realize he is infested (if they happen to materialize beneath the character's clothes, for instance). In this case, the mana point loss is not noticed until the character attempts to manipulate mana. Once discovered, mana leeches are easily removed. Mana point loss is temporary. The total returns to normal during the next period of REM sleep, making mana leeches more of a nuisance rather than a true threat.

Mana Leech

Attribute Rating: 5/1, **Animal Size:** Tiny (1'), **Weight:** 1 lb., **Dmg:** 0 (mana point drain), **Health:** 1, **Skills Rank 5:** Bite

Abilities

Fitness: -1, Awareness: -1, Creativity: -1, Reasoning: -1

Skills

Brawling (novice)

Gimmicks

Mana point drain (see description)

Luck: 0, **Discipline:** 0, **Extra**

Experience: 0

Phrouros

The phrouros are a race of creatures that feed off a variety of emotions, sampling each one as it would a delectable dessert. They do this by embedding themselves in a Dreamer's subconscious mind and then influencing his daily behavior in a variety of subtle ways, often causing the host to undergo radical mood swings, bouts of uncontrolled emotions, violent tendencies, perform selfless acts of charity and to display other uncharacteristic behaviors. In some cases, the phrouros becomes so entrenched in the Dreamer's psyche that it is actually able to take control of the host body for short periods of time.

Phrouros have been responsible for some (but not all!) diagnoses of schizophrenia, bipolar disorder, depression and a variety of other mental illnesses. Certain prescription drugs seem to inhibit their ability to influence the Dreamer, either forcing the phrouros to seek easier prey or sending it into hibernation until the medication is discontinued.

Some phrouros prefer to promote good emotions over bad ones and vice versa, but most enjoy a balance between the two. A phrouros's actions often encourage Taeniid infestations to flourish but this does not seem to be its intent.

In the Periphery, a phrouros appears as an iridescent eye measuring about one meter in diameter. They are virtually undetectable when floating along the astral waters. If confronted, they prefer to flee rather than fight. In the Dreamworld, the phrouros undergoes attunement, manifesting as one of the Unreal. It fights

only if confronted, but may abandon its host if it is not too deeply entrenched.

Dreamwalkers are not immune to phrouros invasions and sleuthing one's own dream is often the only way to detect and eliminate the creature.

Phrouros

Primary Attributes: STR 60, STA 60, DEX 70, ACU 60, APP 60, REA 70, PCP 70

Secondary Attributes: HTH 30, DEF 35,

RFX 65, CHA 60, PER 65, WIS 70

Traits: CRV 70, CRG 60, SAN 60

Skill Ranks: Any 25

Mana Points: 15

Talents: 0-1

Abilities

Fitness: 0, Awareness: +2, Creativity: +1, Reasoning: +1

Aspects

Mana Points (Open Aspect) 15

Skills

Any 3 novice, 2 proficient, 1 expert

Gimmicks

Any 0-1 gimmicks

Luck: 3, **Discipline:** 2, **Extra**

Experience: 3

Ambrosia

Ambrosia is a plant-like substance that seems to be created by benevolent thoughts and emotions drifting up into the Periphery from the Dreamworlds below.

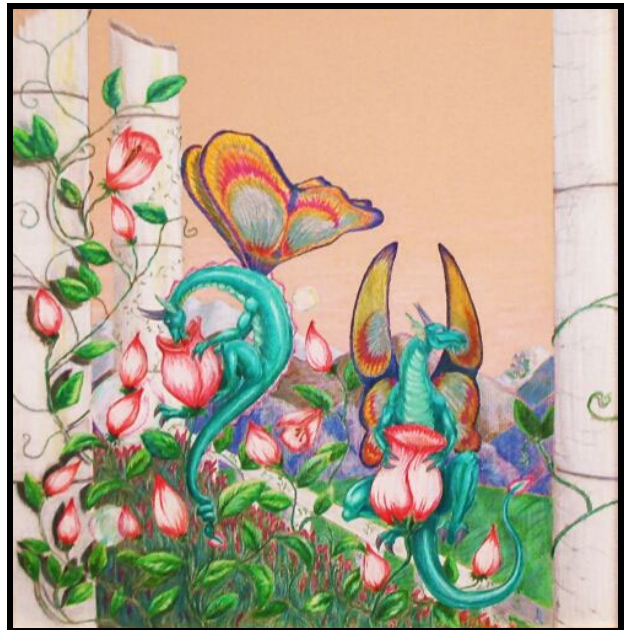
Ambrosia manifests as patches of leafy, glowing strands dotted with iridescent flowers. The plant is considered a delicacy among denizens of the

Empyrean. Eating the blooms triggers a positive and pleasurable response from all five senses. However, eating too much ambrosia at one time is said to have an adverse effect---the Dreamwalker becomes dissatisfied with (and sometimes even sickened by) the taste of food in the real world.

Each patch of ambrosia usually contains from 2d6 blooms. Each bloom temporarily raises a Dreamwalker's mana point total by 1d6 points until he enters his next period of REM sleep (or until one day passes on a dream island).

Saldotti

The Saldotti are an enigmatic race of diverse creatures who appear to be able to traverse the Empyrean at will. Each Saldotti manifestation is unique, and sometimes bizarre---in their natural forms, they can appear as literally anything, from an insect to a dragon to a sentient potato.



The Saldotti seem to have an affinity for mankind as well as a general desire to help infested Dreamers to some degree. In the Dreamworld, they often manifest as Unreal and discretely attempt to help Dreamwalkers in much the same way as the curieux. Whenever they can, they attempt to lead Dreamwalkers to possible subdenouements.

Unlike most other spirit folk, the Saldotti have been known to communicate with Dreamwalkers outside of the Dreamworld. A few Saldotti have even visited Sanctuary to discuss happenings in the Emyrean. They are friendly towards Dreamwalkers, but remain vague about their origins, motivations and capabilities. Many Saldotti are said to dwell in the fabled realm of Manaed, the Lost City of Dreams.

If a Saldot is ever killed in the Emyrean, he is ejected back into Manaed with the same ill effects as that of a Dreamwalker who is ejected from a Dreamworld. If a Saldot is ever killed in Manaed, his death is permanent.

Saldotti

Primary Attributes: STR 65, STA 65, DEX 75, ACU 60, APP 60, REA 70, PCP 75

Secondary Attributes: HTH 35, DEF 35, RFX 70, CHA 65, PER 70, WIS 75

Traits: CRV 75, CRG 70, SAN 70

Skill Ranks: Any 40

Mana Points: 50

Talents: 0-2

Abilities

Fitness: +1, Awareness: +2, Creativity: +2, Reasoning: +1

Aspects

Mana Points (Open Aspect) 35

Skills

Any 6 proficient, 3 expert

Gimmicks

Any 1-3 gimmicks

Luck: 4, **Discipline:** 4, **Extra**

Experience: 5

The End