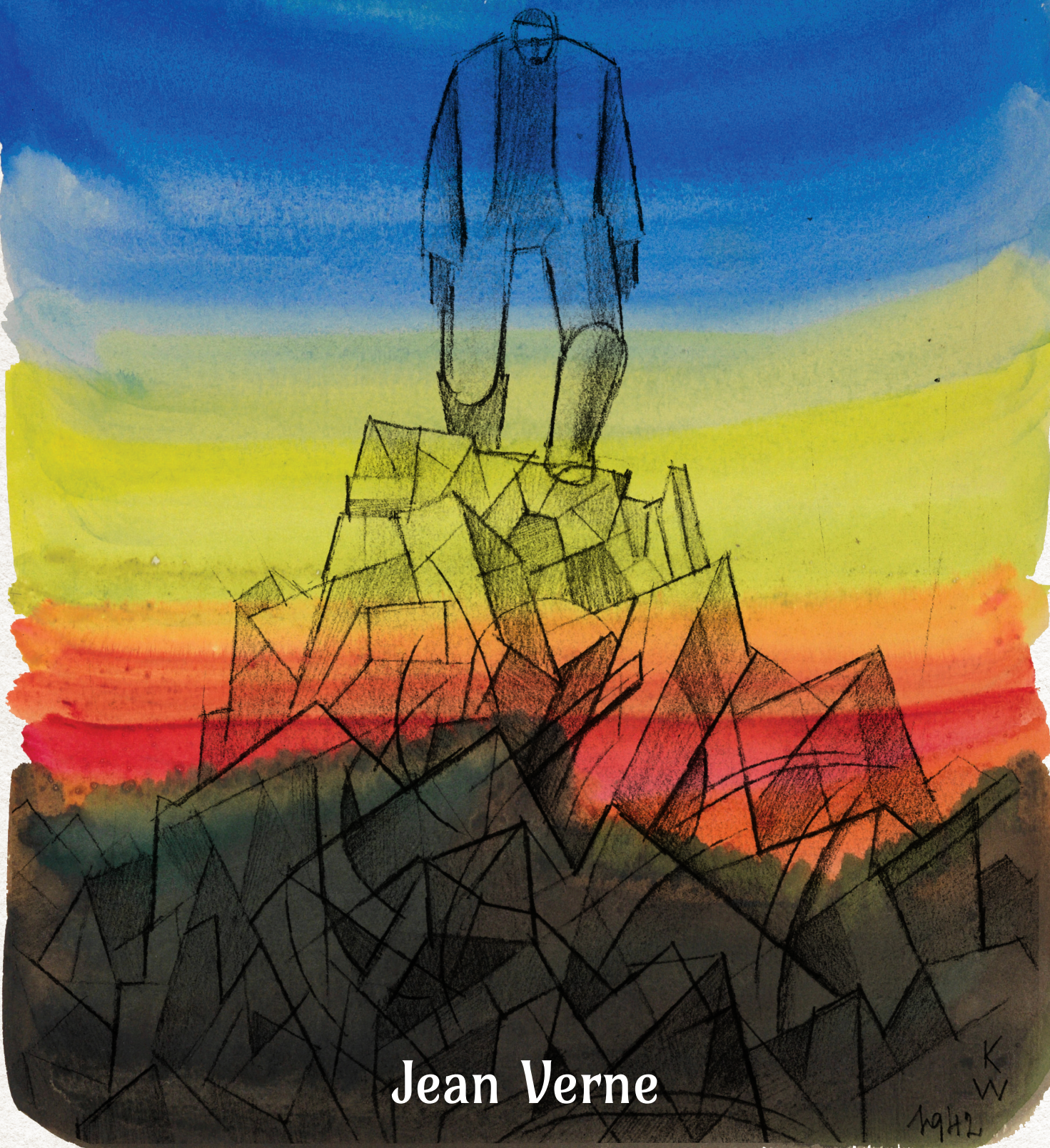


# ONIRIA'S SLUMBER



Jean Verne

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# SAFETY ADVICE

*Oniria's Slumber* addresses dreams and nightmares as representations of our deepest hopes and fears so make sure to only mention topics you're comfortable with. It is in no way meant to be a therapeutic tool, so if you decide to include personal details or events from your past, please only do so if you feel safe sharing these to the people you're playing with. Most importantly, as the GM or as a player, be respectful and mindful of how you discuss these topics, we all have our fears and anxieties, so don't be an ass about it.

# ART CREDITS

All art is by Karl Wiener and comes from the public domain.

*Oniria's Slumber* is an independent production by Jean Verne and is not affiliated with the Melsonian Arts Council.



Thanks to Nicole for her help, support and comments on my use of commas.

# ONIRIA'S SLUMBER

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The city of Oniria is very unique. Dreams come true there.  
Or rather they come to life.

At night, when everyone is off to sleep and the streets are empty, Dreams and Nightmares, also called Reveries, escape the inhabitants' slumber and roam freely, mostly harmless, sometimes tinkering with the city. The people of Oniria have grown accustomed to this, and the morning sighting of how the landscape was transformed during the night has become a ritual everyone expects eagerly. But sometimes Dreams are too big and ambitious, Nightmares too terrifying and destructive... And that's where you come in.

You're a member of the Quixotic Society, a squad tasked with containing Reveries. You intervene at night, whenever the modifications operated by Dreams and Nightmares become too disruptive for the city. But be careful, you must only hinder them, too much interference - or even worse, damage - could hurt the psyche of the original sleeper. Your mission is to limit the Reveries' impact by any means necessary without destroying them.

# CHARACTER CREATION

1. Get a character sheet and roll a few dice to determine Skill, Mind Points and Luck:
  - Skill -  $1d3+3$
  - Mind Points -  $2d6+12$
  - Luck -  $1d6+6$
2. Choose a role and write down the corresponding Equipment and Remarkable Faculties.
3. Create your character's Recurring Dream and Worst Nightmare.
4. Calculate the Skill Total for each Remarkable Faculty by adding Rank and Skill together.

A character's Recurring Dream illustrates the hopes and the aspirations of your character, but they're also a wild mess of memories processed in surreal proportions. A Recurring Dream can be something as grand as curing the most terrible of illnesses or something more personal like learning how to paint. It grants you a Cherished Token and a Remarkable Faculty, which represent with more or less abstraction what you are trying to achieve. Using the previous examples, it could be a stethoscope and the ability to concoct potions, or a set of brushes and the mastery of colours.

- Describe your character's Recurring Dream in one or two sentences and derive your Cherished Token and one Remarkable Faculty (rank 2) from it.

A Worst Nightmare is your character's biggest fear, their insecurities or a past event that still haunts them, all taking place in a bizarre and disturbing landscape. These are extremely varied and can be irrational or rooted in a past experience, such as a fear of spiders or feeling uncomfortable near water. Because they are unleashed when your character's Mind Points reach 0, describe what your Worst Nightmare looks like and what happens when you are facing it. Does a giant spider appear out of nowhere or is everything covered in cobwebs? Are you paralysed by fear or do you run away?

- Describe your character's Worst Nightmare in one or two sentences and discuss with the GM how it manifests when your Mind Points reach 0 and how it affects the game.

# LUCID DREAMER

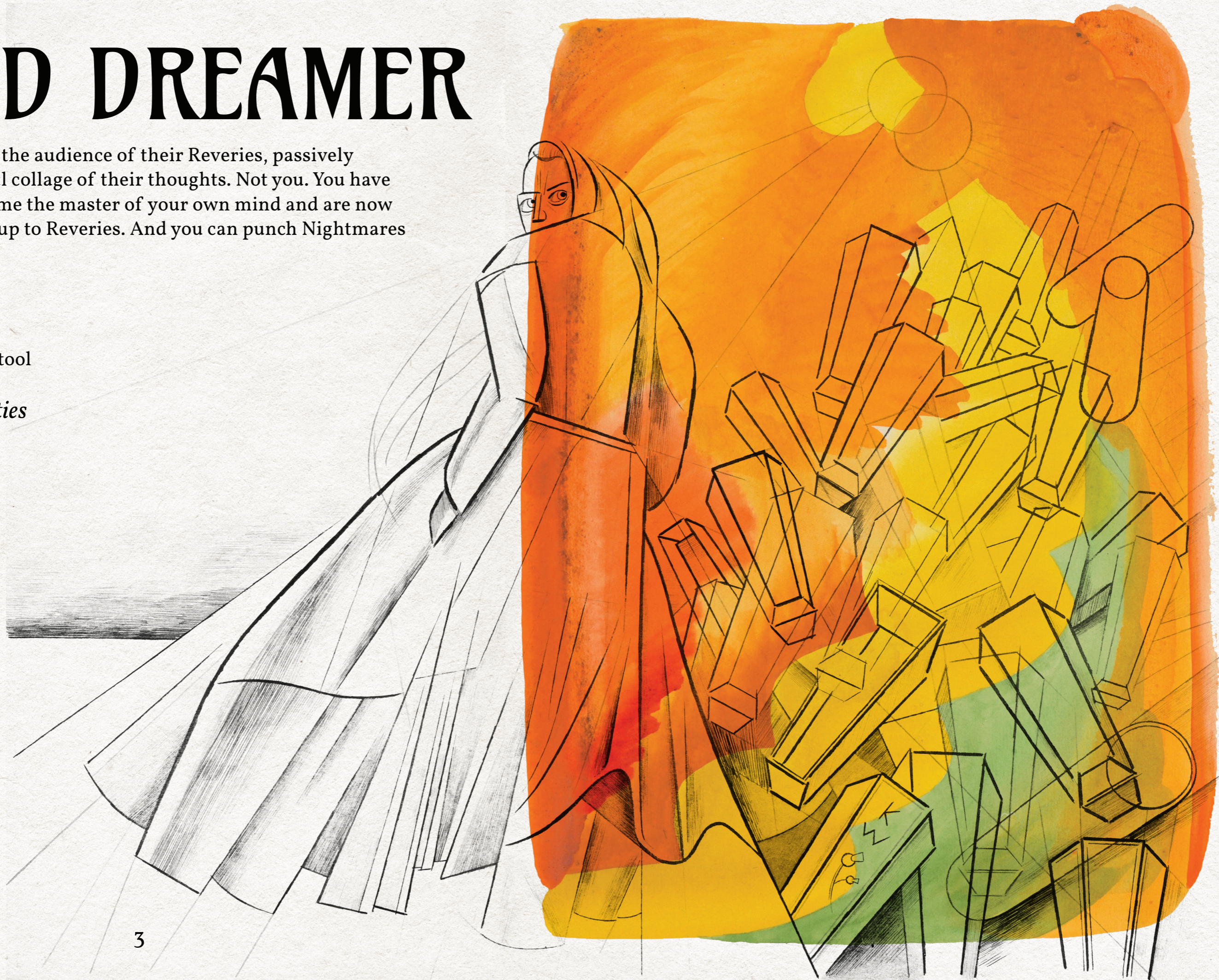
Most people are just the audience of their Reveries, passively observing the surreal collage of their thoughts. Not you. You have learned how to become the master of your own mind and are now capable of standing up to Reveries. And you can punch Nightmares in the face.

## *Equipment*

- Camo-PJ
- Incorporeal multi-tool

## *Remarkable Faculties*

- 4 - Thought survival
- 2 - Spectral reflexes
- 1 - Surreal brawling



# DREAM READER

A scholar in the study of Reveries, knowledgeable in fears and fantasies. You always try to interpret and analyse Dreams and Nightmares, invoking the *id, ego and super-ego* to explain why giant potatoes dressed as cowboys strutting down the street are actually about your childhood.

## *Equipment*

- Brain map
- Dream journal

## *Remarkable Faculties*

- 3 - In-depth understanding
- 2 - Enlightening oratory
- 2 - Experimental examination



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# DAYDREAMER

While everyone in Oniria sees Reveries as objects of curiosity and wonder, you consider them an essential part of the life of the city, and your purpose is to nurture and protect them. Especially these smaller Reveries which appear during the day whenever someone drifts off at work or just takes a nap.

## *Equipment*

- Circadian clock
- Rejuvenating apparatus

## *Remarkable Faculties*

- 3 - Imagination Soothing
- 3 - Stargazing
- 2 - Sublime cheering



# SLEEPWALKER

You have fully embraced the power of Reveries. Or maybe they assimilated you. Whatever happened, you are now a bridge between Dreams, Nightmares and those who think them to life. This unique bond allows you to use powers similar to those of the Reveries. But who knows what else this unusual bond has changed in you...

## *Equipment*

- Celestial shard
- Comfort blanket

## *Remarkable Faculties*

- 3 - Nebulous tether
- 3 - Self-transmuting
- 3 - Tailoring reality



# RULES

## *Skill tests*

Any time you want to attempt something where success is uncertain or failure would have interesting consequences, do a Skill Test. Roll 2d6 and compare the result to the Skill Total of the relevant Remarkable Faculty. If the result is inferior or equal to the Skill Total, it's a success! Otherwise it's a failure and the GM describes the consequences of your failed attempt. Players roll with Advantage if a character is well equipped or prepared, or with Disadvantage if a situation is particularly tricky to navigate.

- Advantage: roll 3d6, take out the highest dice
- Disadvantage: roll 3d6, take out the lowest dice

## *Critical success and failure*

A double 1 is a critical success and as your character outstandingly achieves what they were trying to do, they receive one Hope.

A double 6 is a critical failure which means the character fails in such a spectacular way that the opposite of what they were attempting happens instead. They also lose d3+1 Mind points.

## *Hope*

Each character starts the night with 1 Hope which can be used at any point during the game to try again a failed roll. Characters can stock up to three Hopes.

## *Luck*

Luck is used when a character's talents and abilities are not enough anymore and fate comes into play. When this happens, roll 2d6 to test your luck. If the result is inferior or equal to the character's current Luck score, fate has favoured them. Every time you test your luck, whether you fail or succeed, reduce your Luck score by 1. A player can choose to refuse to test their luck, but they will have to face the consequences. Luck is replenished after each night.

## *Interacting with Reveries*

Dreams and Nightmares cannot physically hurt a character, but that does not mean they cannot affect them. Whenever you attempt something against a Reverie, test the relevant Remarkable Faculty (if none applies, just use your Skill or invent a new one). A success means your character manages to do what they set out to. In case you fail, the Reverie will retaliate. Roll 2d6 and compare the result to your Skill or a relevant Remarkable Faculty you would use to avoid whatever is coming your way. If the result is inferior or equal to your Skill Total or Skill, you manage to avoid the consequences, if not, you lose Mind Points (see Damage).

When your character runs out of Mind Points, they feel terribly overwhelmed, their Worst Nightmare is unleashed and more chaos ensues. Roll d3+1 to determine for how many turns your character is affected. A Worst Nightmare can manifest and impact a character in various ways, but here are a few examples:

- Be literal: have the character's fear materialise in the game! Scared of heights? The character is suddenly atop the tallest of tall towers! Afraid of bugs? A nasty swarm is now after you!
- Roll with disadvantage: this might be used to reflect how a character is not paralysed by fear, but still impaired.
- Make some rolls impossible: this is quite extreme and should be reserved for a character's deepest fears and should not be a deadend, always make sure there is an alternative to overcome this fear.

The way a character is influenced by their Worst Nightmare will change the player's perception; if they are affected both narratively and mechanically, it will be much more memorable than a simple Disadvantage or a minor setback in the story. These effects can vary over time, grow stronger the more they appear or on the contrary be weaker if the character has learned how to conquer their fear. Don't forget a Worst Nightmare is based on a character, and in that sense it should evolve with the character.

While it is the GM's task to decide how the character's Worst Nightmare affects the game, it is important that the effects are discussed before coming into play and that everyone agrees to them. This is both to ensure that the Worst Nightmares make sense with the vision players have for their characters but also to provide a safe space where sensitive topics can be discussed in an appropriate manner.

## Damage

When you fail to dodge a Reverie's blow, roll a d6 and report the result on the table below to know how many Mind Points you lose. Damage modifiers only apply to the result of the roll, not to the damage inflicted.

| Damage Roll                              | 1 | 2 | 3 | 4 | 5  | 6  |
|--|---|---|---|---|----|----|
| Astonishing creatures                    | 2 | 4 | 6 | 8 | 8  | 10 |
| Accursed scenery                         | 3 | 3 | 5 | 7 | 9  | 12 |
| Harrowing thoughts & awe-inspiring ideas | 3 | 5 | 7 | 9 | 11 | 13 |

The above table broadly classifies the types of damage Dreams and Nightmares can inflict upon you, but the physical world can be dangerous too. If you were to fall down a hole, be caught in a fire, or suffer any damage related to the environment, roll d6-1 as Accursed scenery (the result of the roll cannot be lower than 1).

## Lasting damage

Any ongoing damage your character might suffer (fire, poison, entrapment...) is dealt with in the following way: test an appropriate Remarkable Faculty to stop the origin of the damage, if the test is failed suffer d6 damage. Each turn the impairment is not contained, add 1 damage (d6+1, d6+2, d6+3...).

## Healing

Your character can heal 1d6 Mind Points by using their Cherished Token. In order to do so, the character must be able to relax and focus on what this item means to them and how it relates to their Recurring Dream. This can be done any number of times, but if the result is 6, the character is fully healed and the item loses its efficiency for the night.

When a character loses all their Mind Points, although they do not die, they may have been physically hurt or mentally affected. That's why the squad has to fall back to recover. After an hour or so they can go back to their assignment.

## Initiative

Dreams and Nightmares will not care for you unless you disturb them. Even then they will only retaliate to what you do, so you always act first.

## Upgrades and development

Whenever a character has completed an assignment with outstanding results, they might get a promotion. You can either:

- Increase the Rank of a Remarkable Faculty by 1
- Learn a new Remarkable Faculty (rank 1)

You can also modify your character's Recurring Dream and Worst Nightmare. If you do so, you may have to change your Cherished Token. Changing your Worst Nightmare also means you will have to discuss its new manifestation with the GM.



# REVERIES

In this game, Dreams and Nightmares are to be conceived in the most outlandish, grotesque or absurd way. Mix up mundane objects, exotic animals, flashy colours and exciting attributes! If you struggle to come up with an idea when creating a Reverie, try looking up some art from the surrealism or expressionist movements; or grab a dictionary, flip the pages, pick words at random and assemble them into a Dream or Nightmare. But not all Reveries shall be made like that, some of them should be bland and random, more like a train of thought that goes and comes from nowhere. Such Reveries don't cause much worry, at best they will be amusing and at worst dull.



Reveries are built deep inside the inhabitants of Oniria. An amalgam of what they long for, what they fear most and that cute dog they saw today, they are a manifestation of the psyche. Thus, when night comes Reveries materialise and set out to accomplish something. Big or small, the changes they try to achieve are harmless and bring variety and excitement to the city. But the strong link between the dreamers and their Reveries means that the Quixotic Society must be extremely cautious when dealing with them. The squad's nocturnal mission goes way beyond the identification and deviation of Reveries. Some Dreams will have to be helped in order to achieve their Goal without wrecking the city, while some Nightmares should be appeased and understood instead of fought.

When you are creating a Reverie for the Quixotic Society to face, there are three main aspects to come up with: Goal, Attributes and Fortitude. These will vary whether you are creating a Dream or a Nightmare.

A Goal for a Reverie is actually optional as they can sometimes be the manifestation of random, meaningless thoughts. Have these appear in the background, as part of the scenery. But the Dreams your story will focus on should represent a strong idealistic desire, such as peace on earth, or becoming the most famous player of any given instrument. A Nightmare will embody a fear and spread it all over the city. Once the squad has determined a Reverie's Goal, they can decide if they want to participate in its achievement, or simply ignore it and be more harsh in how they deal with the Reverie.

Attributes are what make Reveries special, what differentiates them from one another. What do they look like? Do they look like anything or do you have to smell or hear them? Do they walk, fly or prance around? How do they interact with Oniria? These will determine their abilities and how they will react to the squad's intervention. Dreams will be more pacific and benevolent while Nightmares should appear threatening and destructive. Keep in mind that an unclear link between Goal and Attributes could lead to interesting questions and interactions for the players.



A Reverie's Fortitude determines how difficult it will be for the squad to defeat them completely should they act in such manner. It's a number that represents how many successes are required to defeat a Reverie:

- 1: minor Reveries, such as the ones that might appear from a nap or daydreaming
- 2-4: intermediate Reveries, the common type, the ones you will see everywhere at night
- 5+: major Reveries, more rare, but also more concerning

As a rule of thumb, to determine the Fortitude of a Dream or a Nightmare, use the number of Attributes you gave them: the more Attributes, the more successes required.

For example, let's figure out what a Dream with the Goal "convey more emotions in my writing" would look like. Let's say I want it to be a flying penguin singing sad songs (because penguins are cute and sadness is a tricky emotion to write). This Dream would be divided into three blocks: [penguin] is the basic shape, [flying] and [singing sad songs] are its two Attributes, making it an intermediate Reverie requiring 2 successes to be defeated. It is also entirely possible to first come up with Attributes and then define a Goal, use your inspiration as it comes to you!



# REMARKABLE FACULTIES

Below you will find a list of the Remarkable Faculties characters start with and how they work. This list covers all the Remarkable Faculties mentioned, but not everything characters can do! So if during play a character tries to do something which does not correspond to one of the skills from this list, create a new one: give it a name, have it start at rank 1 and there you go!

## *Enlightening oratory*

Dispense your knowledge of Reveries to your squadmates and have them each choose from one of the following effects for the duration of the night:

- Increase a Remarkable Faculty rank by 1
- Reduce the next damage roll they suffer by 1
- When using your Cherished Token, heal d6+3 instead of d6

A character can decide to pick an effect later, although it will require another successful Skill Test. Each character can only pick one effect per night.

## *Experimental examination*

Replace a Reverie's attribute, but on a failed Skill Test the GM decides how it changes. The attribute must keep its structure, for example: adjective + noun; verb + object; etc...

## *Imagination soothing*

You can "communicate" with Dreams and ask them to help you for d6x10 minutes. This only works with Dreams with a Fortitude of 3 or less.

## *In-depth understanding*

Enter a state of deep focus and put together all of your knowledge about Reveries. All these hours at the library will not go to waste! Ask the GM one question about a Reverie, on a success they must tell the truth, on a failure they are allowed to lie.

## *Nebulous tether*

Create a link between you and a Reverie, allowing you to read their thoughts and them yours. But be careful, some Reveries are more intrusive than others.

## *Self-transmuting*

You are able to transform yourself into any object, animal, mechanism...that you can think of for d6 minutes. You can only grow or reduce to twice your original size.

## *Spectral reflexes*

Use this for anything linked to dexterity, speed or flexibility (of mind or body).

## *Stargazing*

Summon a small Dream that will assist you for d3 hours. Define its look and Attributes to explain how it could be helpful.

## *Sublime cheering*

Share your optimism with your squadmates and have them all gain 1 Hope. If already at full capacity, it can be used immediately.

## *Surreal brawling*

Your mastery of abstract martial arts allows you to brawl and wound a Reverie, reducing their Fortitude by 2 (only works once per Reverie).

## *Tailoring reality*

Allows you to alter one physical property of anything around you. Use with caution, the bigger the change, the more unstable the object will be.

## *Thought survival*

Your mind is strong enough to resist a Dream's influence, use this skill to avoid attacks or thwart a Reverie's powers.

# EQUIPMENT

## *Brain map*

Use this item on traces and clues left by a Reverie to locate them in Oniria.

## *Camo-PJ*

A suit made of dream matter, allowing its user to become almost invisible or extremely noticeable, depending on what they fancy.

## *Celestial shard*

Many rumours tell the story of a powerful entity among the clouds who would have given their powers to Reveries, but no one seems to be able to confirm or deny it. Absorb and imitate a Reverie's power for d6 minutes.

## *Circadian clock*

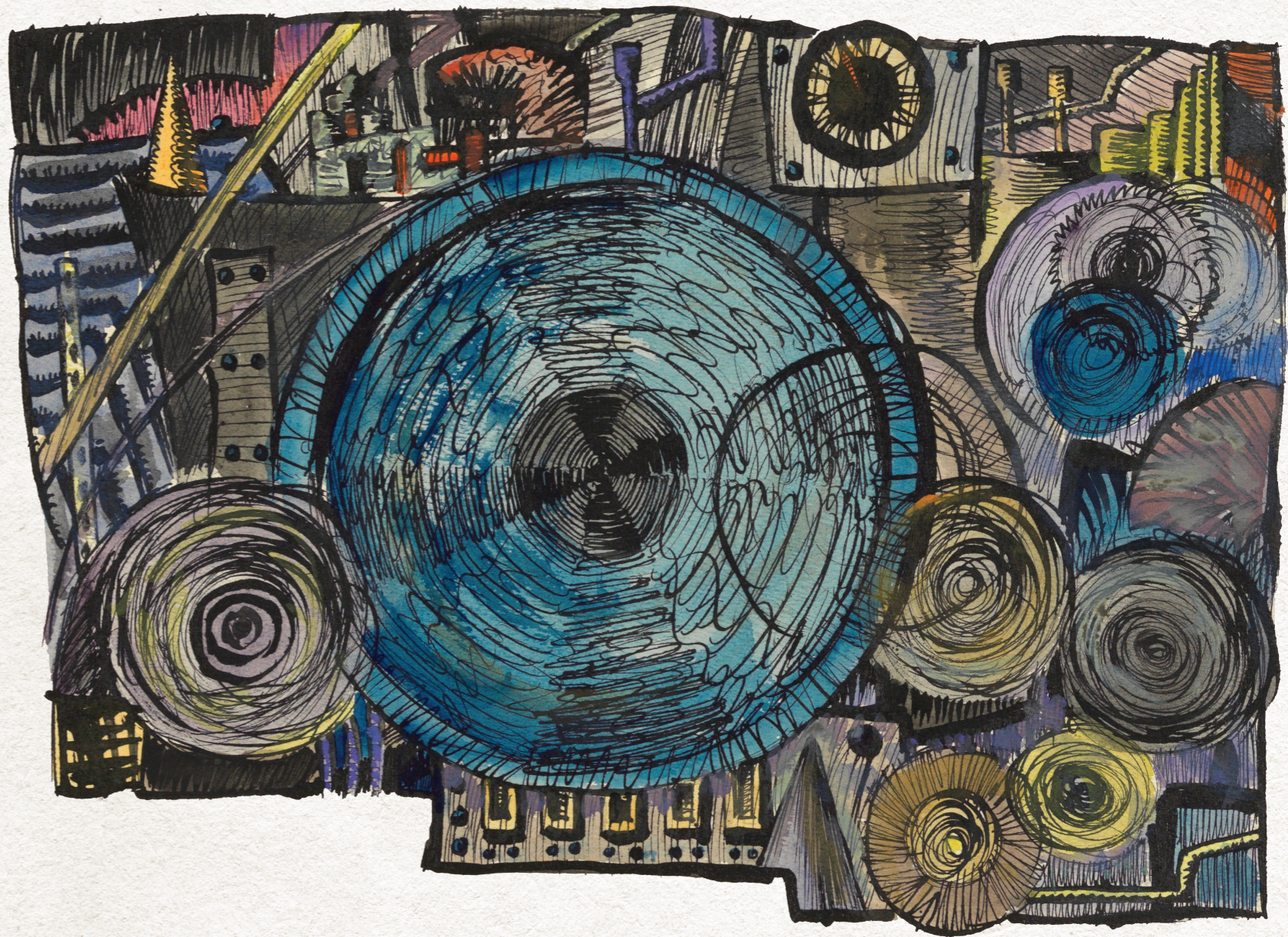
Mounted on a scepter, this convoluted clock is used to appease Worst Nightmares. Its functioning is unclear, and whether it soothes the character or their manifested horror cannot be said. The first time a character's Worst Nightmare is unleashed, you can use the clock to give them advantage for d2 turns. If the Nightmare is unleashed again during the night, test your luck to know if the clock is effective.

## *Comfort blanket*

Test your luck to protect you and your squadmates against a Reverie for 1 turn. On a failure the Reverie gains 1 point of Fortitude.

## *Dream journal*

A tool used to study, compile and predict how Reveries work. Use this item on another character interacting with a Reverie to grant them Advantage on their next roll (each character can benefit from this effect once per Reverie).



## *Incorporeal multi-tool*

A pocket-sized adaptive tool that can be used in most Reverie-related situations! Its effects on the real world are extremely unpredictable though.

## *Rejuvenating apparatus*

An intricately decorated box emitting a multi-coloured glow whenever you use it. Heal a Reverie and increase their Fortitude by 1. You can also use it on your squadmates to heal d6-2 Mind Points (the result cannot go below zero).

# ILLUSTRIOUS FIGURES

*Adorella Larkin, actress extraordinaire*



She is the greatest actress of Oniria, she can play any role, she can make you burst into tears or roar with laughter in a second, the fantastic Adorella Larkin! Everyone dreams of being like her, of having her talent and of becoming a legend. And that's what she did. From a young age, Adorella knew she wanted to be an actress, it was her only aspiration. Thus, all her Reveries were focused on that, and she put them to good use. Dreams helped her adapt to any setting and Nightmares forced her to face her fears, helping her hone her thespian skills. She now owns a theater in Oniria, *The Mesmerising Mimicry*, where she uses her Reveries to stage the plays of aspiring playwrights and train passionate actors.

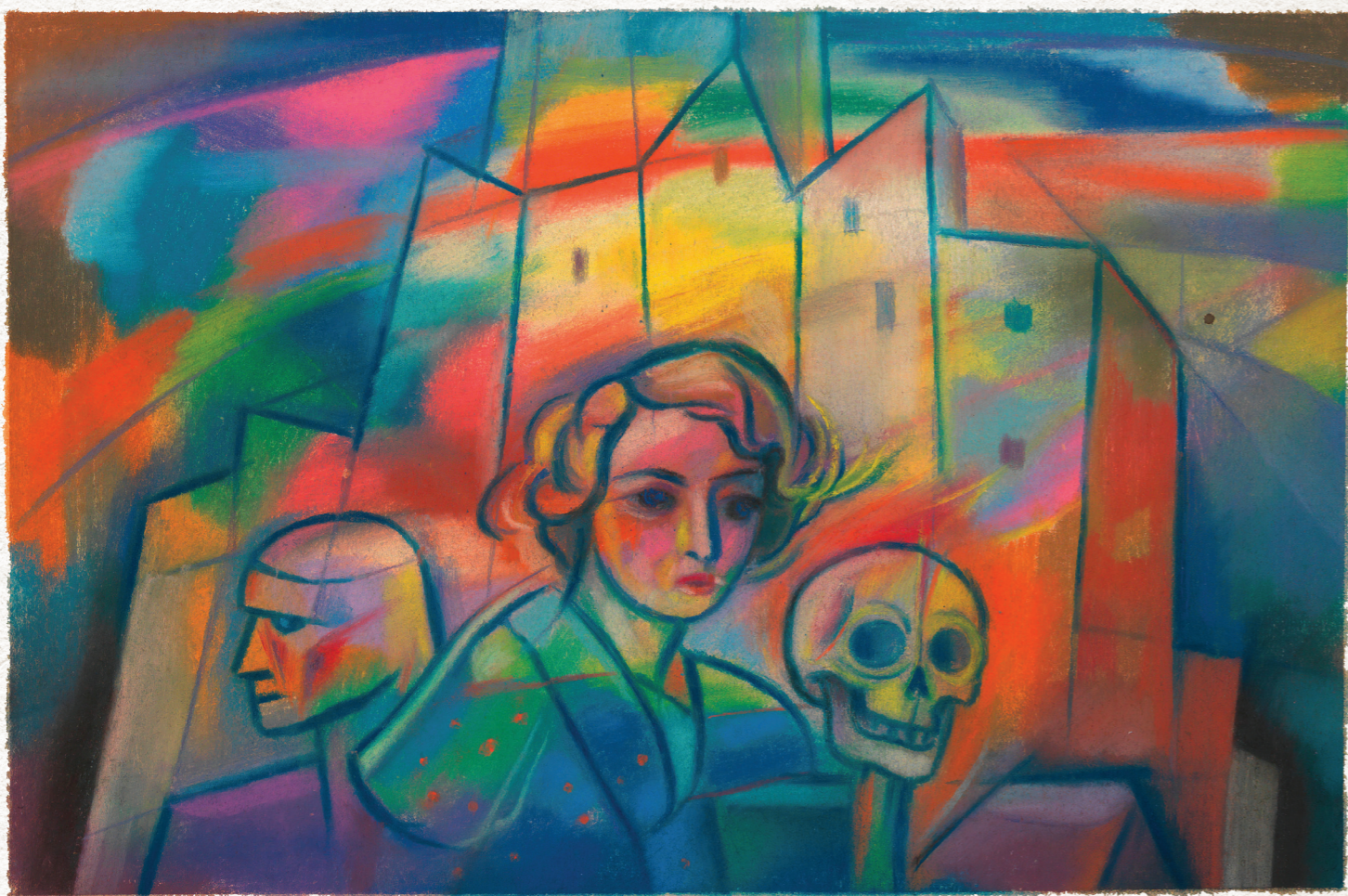


*Artemus Rowland, enigmatic agent*

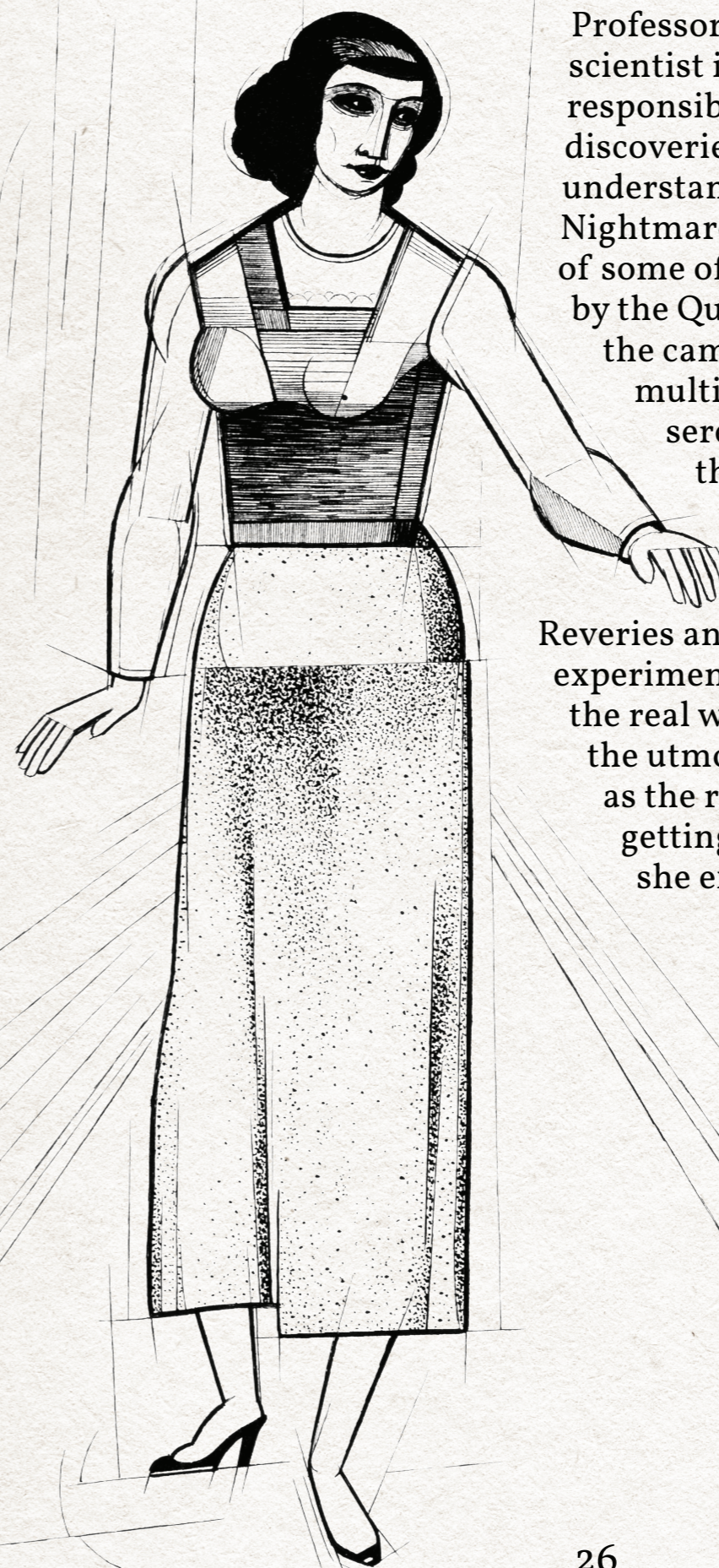
A former agent of the Quixotic Society, Artemus is now a member of the Cabinet of Unexpected Reveries, advising them on how to deal with Dreams and Nightmares. He still uses his powers, most notably to shroud himself in opaque purple smoke. The intended effect is not clear and often discussed by his peers. An acute sense of drama? A playful mind? A need for secrecy? No one has dared ask him the question so far out of respect and awe. His motives are quite mysterious, although he always seems to be acting for the good of Oniria, whatever the cost.

*Eva Bowyer, defiant leader*

The authority of the Cabinet of Unexpected Reveries is far from being unanimously accepted in Oniria. Some of its decisions are deemed controversial, such as the passing of a decree to monitor Nightmares considered as “a potential threat to the integrity of crucial buildings”. This administrative wording hides a strategy aimed at monitoring citizens while maintaining the authority of the Cabinet. Eva Bowyer is among those citizens the Cabinet wants to put under surveillance. She is suspected of belonging to a rebellious organisation trying to overthrow the Cabinet. What they have no idea about is that she is the leader of this group and that her next objective is to rally the Quixotic Society to her cause.



*Professor Iris Alianor, inspired expert*



Professor Alianor is the leading scientist in Reverie studies and is responsible for groundbreaking discoveries which allowed a deeper understanding of Dreams and Nightmares. She is also the inventor of some of the technology used by the Quixotic Society such as the camo-PJ or the incorporeal multi-tool. Her relaxing and serene voice contrasts with the sharpness of her wit and the effervescence of her mind. She aspires to fully comprehend Reveries and has recently started experimenting with their impact on the real world. She is maintaining the utmost secrecy around these, as the results she is currently getting differ greatly from what she expected.

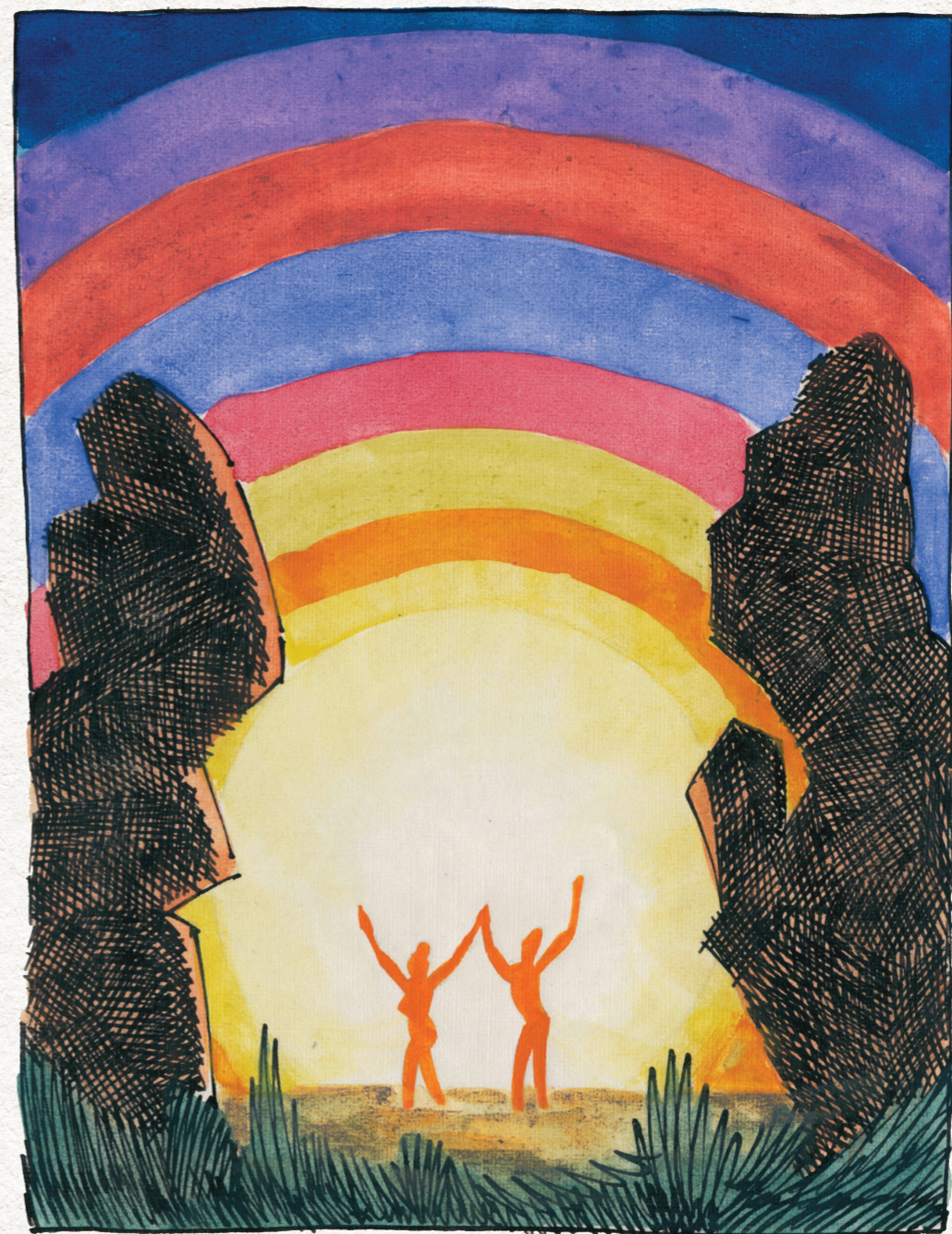


### *Roderick Emerson, constant dreamer*

When they were a kid, all Roderick wanted was to join the Quixotic Society. They had it all planned out, they would train at the Dreamatorium, become a Daydreamer and join their heroes. Unfortunately sometimes planning is not enough and things don't work out. So Roderick instead became a writer. But their Daydreamer training did not go to waste. Everywhere they go, Roderick is accompanied by the Glow, a Reverie they describe as a manifestation of their own inspiration, but also as a muse and a pet of sorts. The Glow quickly became an object of curiosity in Oniria and helped put the spotlight on Roderick and their writing. But some people who are after Roderick are more interested in their bond with the Glow than their knack for fiction.

### *The Adorers of the Sun, diurnal cult*

This group is composed of ancient members of the Quixotic Society who quit after a terrible incident. They became convinced that Reveries did not belong in Oniria and swore to rid the city of these abominations. Because of their discretion most people only think of them as an urban legend. Some even suspect they're a conspiracy orchestrated by the Cabinet of Unexpected Reveries, especially since Artemus Rowland was a member of the Quixotic Society at the time of the incident. Yet their influence is undeniable: many citizens have joined their ranks to help them achieve their ultimate goal, building the Sun, a machine capable of eradicating Reveries.



# NOTEWORTHY LOCATIONS

## *Deserted gardens*

No one remembers how it happened. Were the gardens abandoned because so many Nightmares would end up there? Or did the Nightmares favour the gardens because they were unkempt? Whatever the reason, only the most adventurous dare explore the Nightmare-ridden gardens once night has come!

## *Dreamatorium*

Halfway between a laboratory and a sanctuary, the Dreamatorium is a facility open to the inhabitants of Oniria where they can come to cuddle, play with, observe or interact in any way they wish with Reveries. Dream readers and Daydreamers assist each other in their respective tasks, but some of them seem to be pursuing more sinister ambitions.

## *Library of Inspiration & Yearning*

The library stands out as the only place in Oniria that has never been touched by Dreams and Nightmares. Hence its outdated architecture that has remained unaltered after countless nights. Some say it's because as a source of imagination and creativity, Reveries see it as one of them, only going there to enjoy its company.



## *Phantasm Guild*

In this high building covered in golden and green leaves motifs sits the Cabinet of Unexpected Reveries. They are tasked, among other things, with assessing each night whether the presence of the Quixotic Society is required. In there, many sleepless nights are spent, capital decisions are made and cunning plots are designed.

## *Quixotic Society headquarters*

The base from which you operate, rest, train, relax... And that's about it really. I leave it to you, players, to decide what it looks like, who lives there and what purpose it serves. Paint the walls to your likings and hang your favourite piece of art, for it will be your home in Oniria!

## *Sandman's airfield*

Pilots are people trained to dream about the sky, thus generating flying - or at least sky-related - Reveries employed to carry travellers away. It also means that most flights happen at night. But it's okay, from up there you can observe Celestial Reveries!

# PECULIAR EVENTS

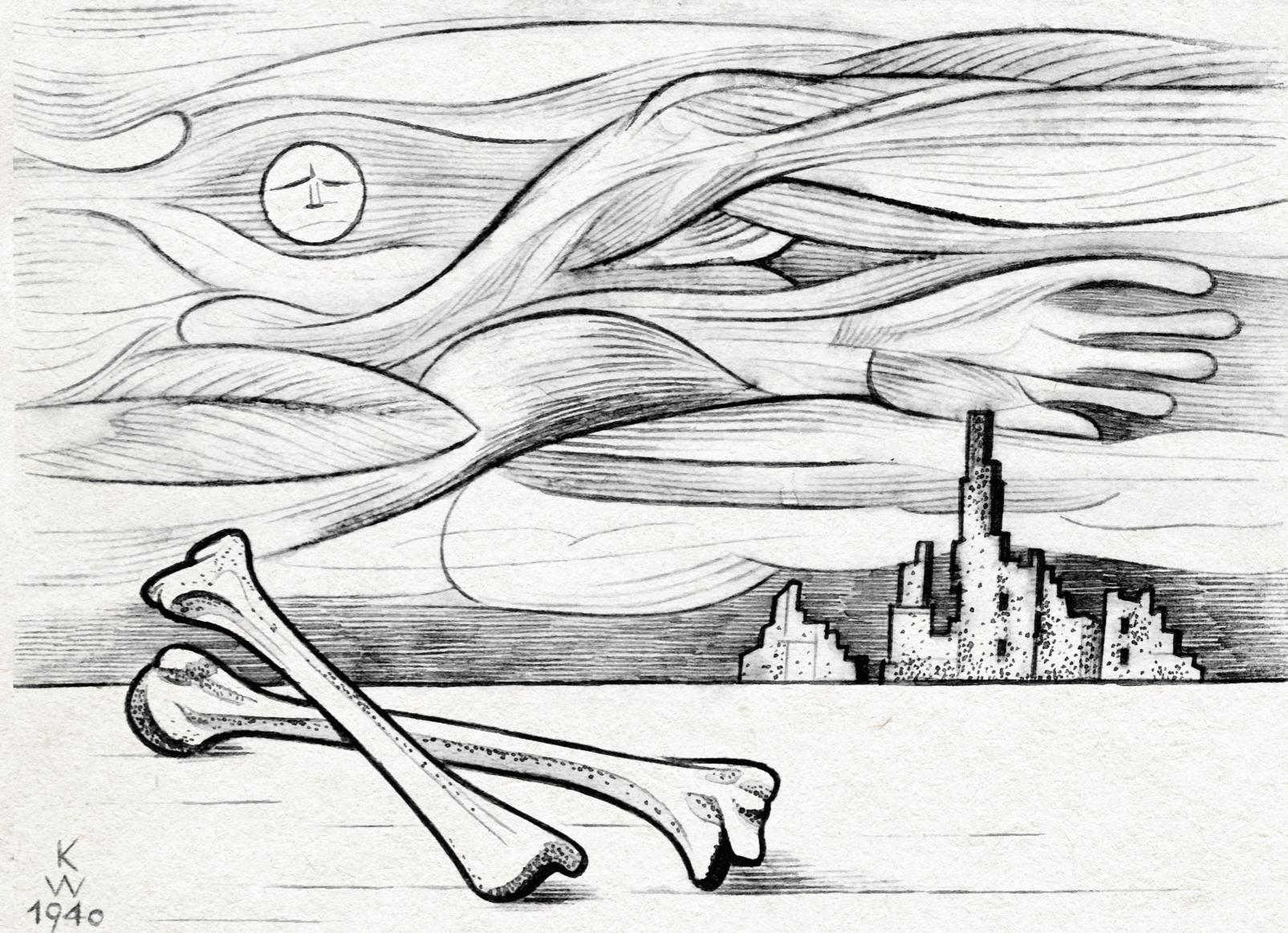
This section is intended to be read as a lore of Oniria and as a selection of adventure hooks. Feel free to adapt, transform and use these as you please to either write the past of the city or invent its present. As for the future, it is up to the players!



## *A celestial vessel*

Hecuba Marsh, a citizen of Oniria, claims a Celestial Reverie visited them in their sleep last night. The extremely detailed account of the encounter mentions “a featureless yet familiar figure” and “an urge to explore the Grand Monument”. A jet black sparkling obelisk sitting in the middle of Oniria, the Grand Monument is indeed linked to the Celestial Reveries as it is the first edifice they built. The veracity of the account is hard to prove, and a thorough investigation by the Quixotic Society will only reveal how vivid Hecuba’s Reveries are. During the following day though, Hecuba is seen floating all around Oniria, using powers comparable to those of a Reverie and apparently headed towards the Great Monument.

*What could lie hidden inside the Grand Monument? And is the rumour true, is there really a Celestial Reverie floating around Oniria?*



## *Haunting Dreams*

The citizens of Oniria recently observed a strange migration of their Dreams. While this is usually explained by a shared excitement about some upcoming event in the city, where Reveries gravitate toward a specific place in Oniria, this instance is very different. Dreams were all headed towards the edge of the city and then out in the wild, leaving their sleepers with a blank mind.

What’s most disturbing is that the following night, the same sleepers all mentioned they were tormented by twisted versions of their Dreams from yesternight. These Nightmares seemed to be calling them to a ruined city outside of Oniria, with a dark figure commanding them...

*What is drawing Dreams outside of Oniria, and what turns them into Nightmares? Who is this figure that seems to reign over the ruins?*

### *Nocturnal pandemonium*

During the last couple of nights Nightmares were particularly fierce and Dreams strangely scarce. Observers of the Dreamatorium have no explanation for this phenomenon but they suspect it should recede in the coming days. They sure were wrong with that one. The following night all Reveries, Dreams and Nightmares alike are of cataclysmic proportions. Erupting volcanoes, rampant fires and terrifying phobias wreak havoc in Oniria!

Chaos reigns in the streets as Dreams and Nightmares start fighting each other, interfering and hindering when they usually ignore each other. A study of how Reveries interact with each other was recently started at the Dreamatorium, maybe they have an idea of what's going on.

*Can the Quixotic Society appease all Reveries in one night? How does the research conducted at the Dreamatorium tie into all of this?*



### *The Everlasting Dusk*

Reveries come out at night. And at dawn, when the people of Oniria start waking up, they disappear. Except during the Everlasting Dusk, when the night sets on the city for an entire week. According to the legends the Everlasting Dusk happens when a Celestial Reverie fades and the sky mourns. According to specialists, it is due to an alignment of planets which happens on a regular basis. A festival takes place to celebrate Reveries, making this event particularly awaited and appreciated.

There is a slight disadvantage to this event, Dreams and Nightmares do not disappear for an entire week, meaning that they accumulate. Because of that, the Everlasting Dusk is a busy week for the Quixotic Society which has to deal with collaborating Reveries.

*What kind of festivities can you enjoy during the festival? Could someone try to take advantage of the permanent presence of Reveries?*





### *The unruly titan*

Usually Dreams and Nightmares are unique occurrences. The intent remains, though not exactly the same, but the form the Reverie takes is completely new each time. It's what makes them so fascinating to observe, infinitely changing manifestations of an individual mind. But recently one Reverie seems to be coming back every night. A titan clad in black prowling in the industrial area of the city, slowly tearing down warehouses and factories. Absalom Mills, owner of the main building company of Oniria and member of the Cabinet of Unexpected Reveries, is certain this is a direct attack against his empire, and requests the Quixotic Society take action right away!

*Who could be behind this gigantic Nightmare? What could motivate such actions against Absalom Mills?*

### *Wicked ambitions*

When one observes a Reverie reworking the cityscape of Oniria, it is easy to get caught up in thoughts. What is the limit of their power? Could a person be affected? One adventurous citizen decided to find out. Using advanced lucid dreaming techniques, Isolde Farrier experimented with Reveries that would alter his body. Night after night, after numerous failed attempts, he succeeded, making himself slightly taller. To him this represented the beginning of a new life of fame and grandeur, so he kept altering himself.

If at first Isolde's excitement produced Dreams he could control, the drastic modifications of his body eventually conjured violent Nightmares. They took over his mind, causing destructive and dangerous modifications!

*Where will the Nightmares stop in their modifications of Isolde's body and mind? How will scientists interpret and use this incident in the future?*



# A TUMULTUOUS NIGHT

This first adventure is meant to introduce both the GM and the players to the world of Oniria. Structuring the game around briefings with multiple assignments for each night is, in my opinion, a good way to combine player agency and planned storytelling. In this section you will find the details for each assignment as well as ideas to link them together if you want to create a more cohesive story.

*Greetings, Quixotic Society! There are at least three Reveries that require your attention, tonight will be a busy night.*

*A couple of nights ago, a builder Dream started renovating a decrepit part of Oniria. Many other Reveries have joined since then. Make sure everything is conducted safely and maybe assist the Reveries, it's your call.*

*We've also had reports of "scary Dreams". Dreamers have mentioned seeing their Dream explore an old house and inexplicably become menacing and ghastly. The experts from the Dreamatorium might be able to help with that.*

*Finally, an entire neighbourhood has been turned into a forest. We need you to go there and assess the extent of the transformation, determine whether or not it could remain as such and if required, collaborate with the Reveries involved.*



## *The builder Dream*

This is the type of Reverie the Quixotic Society probably has to deal with the most. But this one seems to be quite ambitious, as it has started renovating an entire area of the city! This part of Oniria was abandoned years ago, waiting for someone to figure out what to do with it. Thanks to this Dream, it could happen sooner than expected. When the Quixotic Society arrives at the location of the works, they will see several Reveries cleaning debris, fixing up walls, installing roofs on houses etc...The builder Dream coordinates and tries to help everyone. On this particular night, it looks like a chic, conscientious, charismatic and chromatic colossus (Fortitude 4). Here are some of the other Reveries that came to help:

1. A cartoonish toolbox floating around that loves the colour blue (Fortitude 3)
2. Extremely coordinated monkeys wearing yellow hard hats (Fortitude 2)
3. A glittering squid with a keen eye for brutalist architecture (Fortitude 2)
4. A crane<sup>2</sup>, both machine and animal, flying around and carrying materials (Fortitude 3)

And here are examples of Reveries that could come in and interfere with the works:

1. A gigantic singing slug, slowly headed towards your position, threatening to cover everything in goo (Fortitude 2)
2. A seismic Nightmare, collapsing buildings and shattering the ground into pools of lava (Fortitude 2)
3. An orange lizard-shaped cloud, crawling and obscuring everything around you (Fortitude 3)
4. A string quartet playing extremely dramatic music, making people feel incredibly heroic or apathetically sad (Fortitude 3)





### *The scary Dreams*

Sometimes a Dream becomes too intense for the dreamer and almost feels like a Nightmare. These are still Dreams, they just got a little out of control. But this is not what's happening tonight. People mention distorted and terrifying Dreams, and seeing their hopes and optimism turn into despair and affliction. This kind of transformation is fairly rare, not to say unheard of, but the Daydreamers and Dream readers at the Dreamatorium may have more information.

If the players go there, Professor Alianor will manage to identify and locate the source of the problem. According to her, a machine is the cause of the Dreams' transformation. She is very surprised, as this kind of technology has barely been studied at the Dreamatorium. She asks the Quixotic Society to bring back the machine intact, if possible, as it could be a great tool to study Reveries.

Inside the abandoned house the players will encounter several Reveries that seem stuck in a state between Dream and Nightmare:

1. A stinking scarecrow telling jokes (Fortitude 2)
2. An obsidian shark with glowing teeth (Fortitude 2)
3. A melancholic crow crying about days gone by (Fortitude 2)

Most importantly, several Adorers of the Sun are hiding there and use a device of their own making called the Terror Inducer. Their plan is to use it to demonstrate how unstable Reveries are and convince the public of the legitimacy of their cause. Upon the players' arrival, they will try to escape, triggering the device to go into full power and generating a terribly powerful Nightmare: a deformed, soul-crushing [...] that spits [...] and yields [...] (Fortitude 5) - fill in the blanks with details from the players' Worst Nightmares or from previously encountered Reveries. Destroying the Terror Inducer will immediately make the Nightmare disappear, but the Dreamatorium experts won't be able to understand its technology.





### *The urban forest*

Earlier tonight many plants started appearing in this neighbourhood. At first it looked like it was just a gardening Reverie, but that was quite a mistake. The plants' growth was exponential and what had started as an ambitious garden quickly turned into an extraordinary forest. Each minute, trees mesh with buildings, moss covers walls and grass grows on sidewalks. The one responsible for this transformation is a shapeshifting, ever growing sylvan spirit (Fortitude 3). Its

Goal is to reconcile nature and urbanisation, by fusing the two with little regards to whoever already lives there.

While exploring this urban forest, the players will encounter citizens of Oniria carelessly enjoying this new section of the city, but also Reveries adapting to this new environment:

1. A silver deer carving runes on tree trunks (Fortitude 2)
2. Swarms of coarse leaves, blowing against intruders (Fortitude 3)
3. A sparrow-shaped tree (or a tree-shaped sparrow) singing poems about being lost in the forest (Fortitude 2)
4. A troop of acrobatic squirrels wearing sequined jumpsuits (Fortitude 2)
5. An inscrutable bearded boar with engraved tusks, carrying a painting kit (Fortitude 4)
6. Sound-absorbing fungi growing to imitate street furniture, confusing imprudent bypassers (Fortitude 3)

Due to its shapeshifting abilities, it is entirely possible that one or several of these Reveries are actually the sylvan spirit in disguise, observing and gauging the Quixotic Society. If that's the case, make sure there are clues the players can observe: magnificent flowers growing in its steps, trees seemingly growing taller around it, buildings being covered in moss and vines in its passage...

### *A bigger story...*

Clouds of lingering purple smoke, similar to the one Artemus Rowland constantly shrouds himself in, can be found in the abandoned house. Did the Adorers of the Sun plant evidence to generate more confusion in Oniria? Or is Artemus really linked to this?

At some point, have the builder Dream (or any other Reverie) turn into a Nightmare because of the Terror Inducer. If the players are clever about it, they can track the source of the transformation and find the abandoned house.

Don't tie Reveries to specific assignments, have them appear during unrelated events. This will create a sense of interactivity between Reveries and make Oniria more alive. It can also pique the players' curiosity and make for an easier segue into a new assignment.

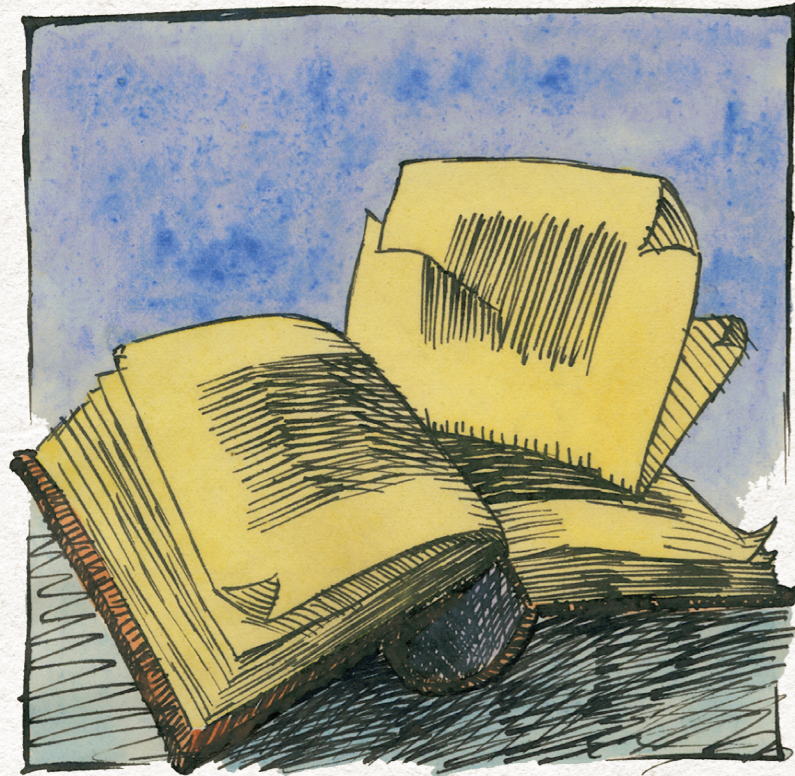


# COMPATIBILITY WITH TROIKA!

This game is based on the *Troika!* ruleset and is thus compatible with the original game. During a trip to Oniria your characters might be temporarily recruited by the Quixotic Society. If this were to happen, the squad would make sure that you follow their most important rule, do not harm the Reveries! Have your characters pick an item of your choice and use Stamina as Mind Points.

## INSPIRATION

- *Dark City*, Alex Proyas
- *Necronautilus*, Adam Vass
- *Numa*, Tiago Rolim
- *Troika!*, Daniel Sell
- *Vaesen*, Free League



to all those sleepless nights



Come and explore the city of  
Oniria, where Dreams and  
Nightmares rule the night!