

Dream Quest

ADVENTURE GAME



A 1-4 Sleeper Trance
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INTRODUCTION

In the year 1978, an unforeseen shooting star crossed the skies of the world. The public called it a miracle, astronomers called it a curiosity, and everyone forgot about it. But the Golden Star, as it came to be called, was anything but a distraction. It's coming would herald the end of humanity...

Soon, those psychically sensitive within the global population began having strange dreams, dreams in which they were in control of themselves and remembered their real lives. The Golden Sleepers, as they called themselves, began witnessing visions of strange sights beyond the bounds of the mortal world as well as communicating with each other in sleep. They learned a strange tongue, and became acquainted with new, dangerous powers that allowed them to reshape the dream world around them.

You are one of the few, the elect, the Golden Sleepers. In your collective lucid dreams, you must protect the earth from monstrosities from beyond our understanding of reality, armed with only your imagination and empathy. This is no game, no idle fantasy - when you enter the Trance, the fate of the world rests on your shoulders.

Good luck, and may the Unblinking Eye of the Lord of Silence gaze upon you with mercy.

PREPARATION

Collect...

- At least 1 candle
- Pencil and paper
- Some oracles (you may know them as six-sided dice)
- Fellow Sleepers, if you wish (the Trance can be experienced alone, but beware danger)
- Photocopies of the Dream Quest Sleeper Record (One for each Sleeper)

Optionally, you may also use...

- A Tarot deck (or other collection of symbols)
- A brazier (for the destruction of psychic hazards with fire)
- Several coins (to offer to the Lord of Silence)



CREATING A SLEEPER

Your waking self is simply who you are when you aren't engaging with the Trance. But who are you when asleep? Follow these steps to determine this.

1. First, choose an **Unname**. This will be your name while you are in the Trance.
2. Next, choose a **Calling**. This is your identity. It can be a job ("knight", "investigator"), a species ("elf", "dragon"), a descriptor ("inquisitive", "hunter"), or any combination of the above. Create a **Skill of Note** (a unique ability) related to your Calling. Examples of Callings are provided later in the section "Callings and Primes".
3. Finally, divide 5 points between **Sulphur** (Mind), **Hydragyrum** (Spirit), and **Salis** (Body). These are your Primes, and can be used for feats of power or within Primary Tests. **Caput Mortuum** (Dead Head, waste) starts at 0.
4. Write these details down on the **Sleeper Record**, alongside your **Name** and **Wake** (your waking identity). Your **Icon** will be determined before the Trance begins.



ON THE DOMAIN

The Trance is divided into Domains, each of which is unified by a motif. Motifs can be thematic ("Domain of Fantasy"), emotional ("Domain of Tragedy"), or based on imagery ("Domain of the Deep Forest"). Each time you enter the Trance, you will enter one of these Domains. You may enter the same Domain multiple times, or enter a different Domain each time you attempt to reach the Trance. While you are in the Domain, the following laws apply:

THE LAW OF MOTIF

While in a given Domain, its motif becomes dominant. In the Domain of Sorrow, your calling as a Paladin may become a calling as a Paladin for a fallen god. In the Domain of Performance, you may become a Paladin and an orator for your god.

THE LAW OF BOUNDARIES

You can, when establishing the path into Trance, exclude certain items or events from a Domain (instructions for that can be located in the section "Preparing the Ritual") to protect yourself.

THE LAW OF THREES

Three is a significant number. Remember that.

PREPARING THE RITUAL

If you wish to enter the Trance in a controlled fashion, proper precautions must be taken. If you enter the Trance as a result of natural sleep, death in the Trance may causing psychic bleeding into your waking life, and wreak havoc upon your mind. Therefore, before you begin, observe the following steps.

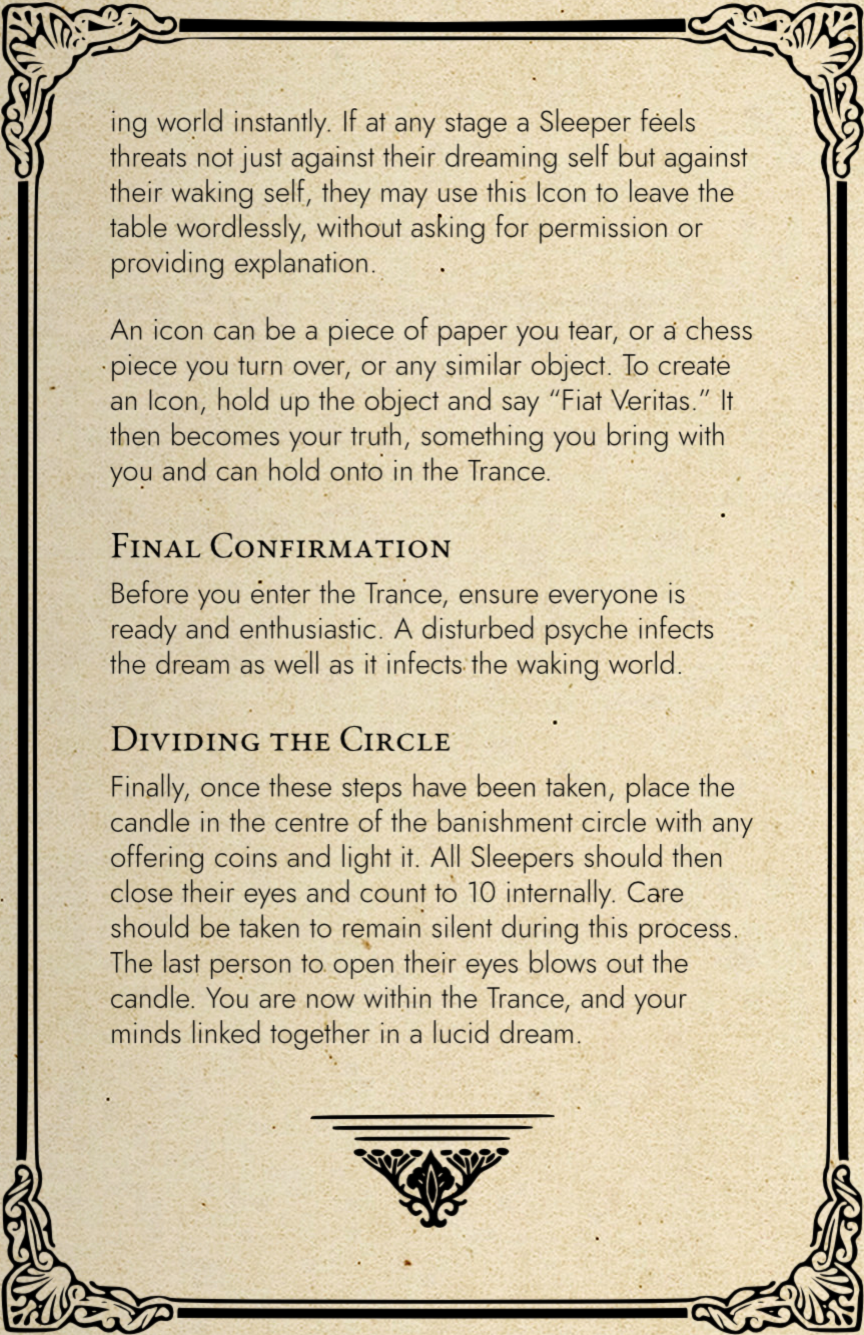
CREATING THE BOUNDARY

On a piece of paper, draw a circle and inscribe the Unblinking Eye of the Lord of Silence, which is present in all eyes. Within the circle, each Sleeper may contribute those objects or events which they deem psychically harmful to them, and thereby remove them from the realm of the dream. Once complete, all Sleepers should read the list and speak together the words of banishment: "Non cede."

If, at any point, a Sleeper senses the encroaching psychic incursion of these banished objects or events, they may point to the circle and say, "By the Laws of the Trance, I banish you." It is then as if the incursion had never occurred, and time rewinds to allocate this banishment. The Trance, though at times malicious, is bound to these laws absolutely.

CREATING AN ICON

Each dreamer also possesses a special Icon, an object or totem which, if used, sends them to the wak-



ing world instantly. If at any stage a Sleeper feels threats not just against their dreaming self but against their waking self, they may use this Icon to leave the table wordlessly, without asking for permission or providing explanation.

An icon can be a piece of paper you tear, or a chess piece you turn over, or any similar object. To create an Icon, hold up the object and say "Fiat Veritas." It then becomes your truth, something you bring with you and can hold onto in the Trance.

FINAL CONFIRMATION

Before you enter the Trance, ensure everyone is ready and enthusiastic. A disturbed psyche infects the dream as well as it infects the waking world.

DIVIDING THE CIRCLE

Finally, once these steps have been taken, place the candle in the centre of the banishment circle with any offering coins and light it. All Sleepers should then close their eyes and count to 10 internally. Care should be taken to remain silent during this process. The last person to open their eyes blows out the candle. You are now within the Trance, and your minds linked together in a lucid dream.



THE TRANCE

While you are in the Trance, you should follow this process to determine the progression of the session:

1. Determine a Goal and establish the Dream-world
2. Consult the Lord of Silence
3. Interpret the results of the consultation
4. Act to secure the Goal
5. When in doubt, return to step 2
6. Continue until you all exit the Trance or the Goal is achieved.

THE LORD OF SILENCE

The Lord of Silence is the master of the Trance. The Lord of Silence can be found in a Tarot deck, in the tables at the end of this book, or in spontaneous inspiration from looking out of a window. Just as the Lord's Eye can be found in all eyes by those who seek it, the Lord's Sign is in any word.

The Lord of Silence makes himself known through one of the three Primes - Sulphur (Mind, or concepts), Hydragyrum (Spirit, or emotions), and Salis (Body, or objects). Each card in the Tarot, for example, contains these three aspects. The tables at the end also provide for the rolling of three six-sided dice for consultation purposes. The first die determines which of the three Primes is invoked, the second die determines the row, and the third the column.

DETERMINING A GOAL

Consult the Lord of Silence for one each of the three Primes. For example, draw three cards from the tarot and invoke the first as an object, the second a concept, and the third an emotion. Draw until you are satisfied with the interpretation, replacing confusing or unintuitive signs with new cards, but do not draw more than nine cards. If you are using the tables, roll two six-sided die once on each of the Prime tables, using the first as the row and the second the column. Reroll until satisfied, but do not roll more than nine times. If you are looking for his Signs in life, each member of the table should tell a short story that recently happened to them, and another member write down in secret what they feel is a memorable word that conforms to a Prime. Repeat this three times, once for each Prime.

ESTABLISHING THE DREAM-WORLD

Establish a Domain first, then use the most recent media setting any member of the group has watched as a starting point. While it will certainly be quickly consumed beyond all recognition, if you wish to begin the Trance in a state of uncertainty you may also ask the Lord of Silence for a few Primes.



ACTING

When you wish to make your will manifest upon the world, make a Primary Test. Choose the closest corresponding Prime (Sulphur for mental abilities, Salis for physical abilities, Hydragyrum for emotional abilities). Roll a number of oracles equal to the number of points in that Prime and take the highest result. If you have no points in that Prime, roll two oracles and take the lowest result.

If the result is a **6**, you succeed with no consequences.

If the result is a **4 or 5**, you either succeed and consult the Lord of Silence, or fail.

If the result is a **3 or below**, you must consult the Lord of Silence.

In this case, if you consult the Lord of Silence you must interpret the result as the Prime you invoked. Thus, Hydragyrum Prime Tests always produce Hydragyrum Primes (emotional ripples) if the Lord of Silence intervenes (Roll 2 oracles on the Hydragyrum table). If you consult the Lord of Silence as the result of a Primary Test, **increase Caput Mortuum by 1**. Skills of Note do not require Primary Tests to use.

CONFLICT TEST

If there is a conflict between two Sleepers, both sides roll Primary Tests and the higher result wins. If the result is a draw, consult the Lord of Silence.

SHADES

Shades are non-sleepers within the Trance, subconscious constructs or figments of the horrors that lurk in dreams. When a Prime generated from consultation suggests a person or other intelligent entity should become manifest in any scene, one Sleeper is chosen to be the primary voice of that entity, and a Shade is born. Write this down in the Notes section and note the Prime that created the Shade. The Sleeper in control normally acts how they believe the Shade should act, but any Sleeper can make a Conflict Test to seize control of the Shade. Control over Shades can also be relinquished to other Sleepers.

If a hostile Shade (an enemy, or a guard) is made to act in a friendly way by the Sleeper in control without a successful Primary Test, that is permitted but the Lord of Silence should be consulted to create consequences.

To destroy a Shade, simply succeed on a Salis Primary Test. Destroyed Shades may return later, either if the same Prime that created them is drawn again, or if the situation warrants it. If a Prime indicates danger, create many Shades, or a Shade that can survive two, or even three Primary Tests.

COLLAPSING A DREAM-WORLD

When a conflict goes against the Sleepers, they may choose to collapse the Dream-world. To do this, first increase Caput Mortuum by 1. Then, make a Primary

Test using any Prime. If it succeeds, lower the Prime by 1 permanently and collapse the Dream-world accordingly. Hydragyrum causes the Dream-world to collapse in a burst of wild emotion, Salis breaks the Dream-world apart physically, and Sulphur makes the Dream-world become incoherent. The Sleeper that collapses the Dream-world describes how it collapses.

Then, reform the Dream-world as if you were freshly entering the dream. You may choose to switch Domains, or remain within the same Domain, but the media material that supplied the initial Dream-world cannot be reused. Shades, however, may return.

CAPUT MORTUUM

If Caput Mortuum ever goes above all of the Primes added together (i.e. the score for Caput Mortuum is greater than the points in Hydragyrum + Salis + Sulphur), the Sleeper has been forcibly ejected from the Trance, as if they had used their Icon. They may reenter the Trance by getting up, leaving the table for 1 minute, then returning, lighting the candle, closing their eyes and counting to ten, and then blowing out the candle. After they do this, set Caput Mortuum to 0 again, add 1 point to any Prime (to represent lessons learned) and tear off one corner of the Sleeper Record.

If all four corners of the Sleeper Record are torn off, the Sleeper has been lost forever, and the Sleeper

Record must be destroyed. Create a new Sleeper.

At the end of each Trance (exited voluntarily or not), all Caput Mortuum is cleared. You may also reduce your Caput Mortuum within the Trance by succeeding on a Sulphur Primary Check. This can only be done once per Trance (failures do not count), and reduces Caput Mortuum by the result of one oracle roll.

REPRESENTING THE MANY

If a situation calls for a large number, such as a horde of zombies, or a library full of rows of books, to decide when you succeed in thinning their numbers use this method. After every significant period of action (row of books searched, 3-5 zombies eliminated) roll an oracle. On a 5 or 6, the end is in sight. If the number is truly huge, the end is in sight only if you roll a 6.

OFFERING COINS

If the group offered coins to the Lord of Silence, at any point you can withdraw one from the circle to consult the Lord of Silence for 1 Prime of your choice, increasing your Caput Mortuum by 1.



CALLINGS AND PRIMES

EXAMPLE CALLINGS

Callings are given as Name - Skill of Note.

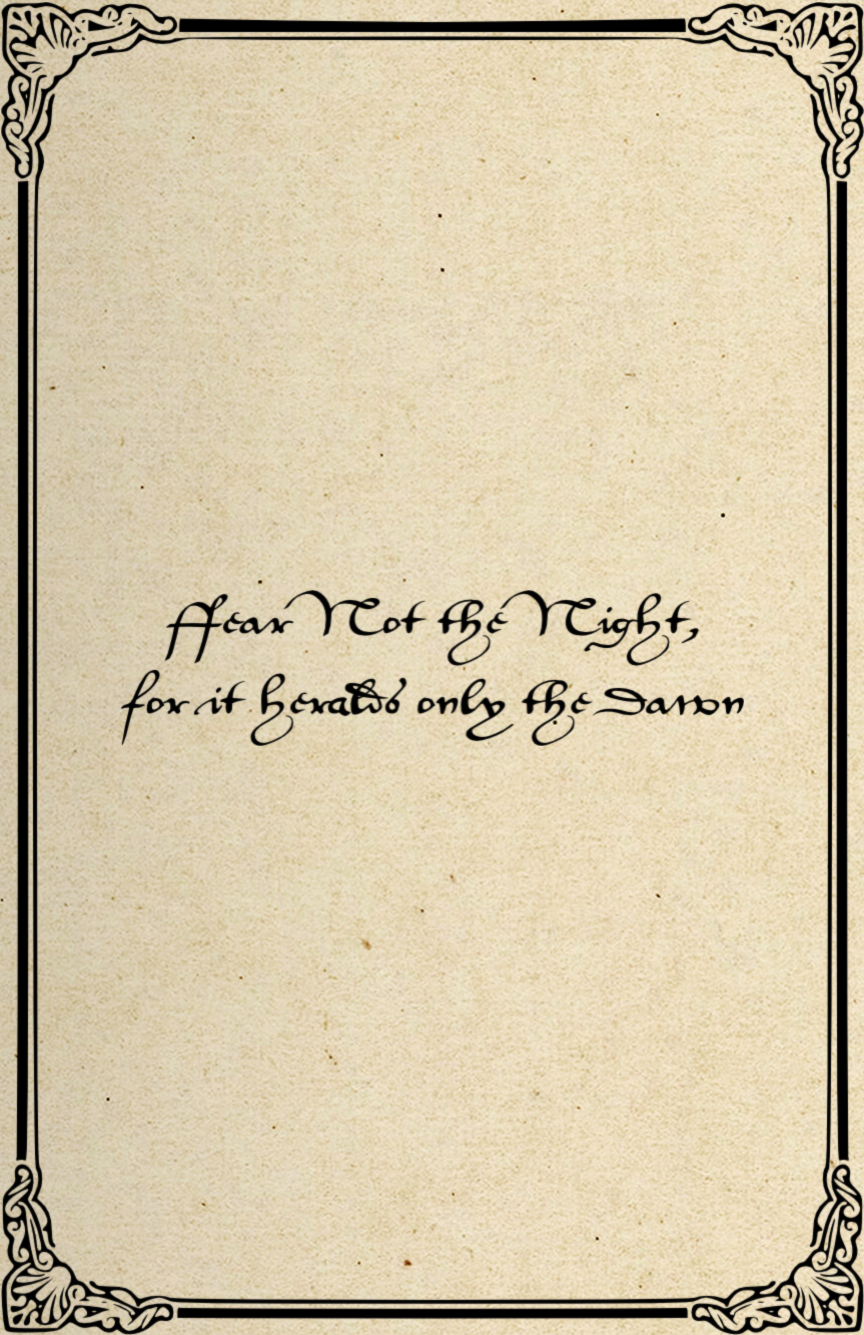
- **Kangaroo** - Roll an oracle. On a 2 or higher, you create a friendly, minor Shade from your pouch. On a 1, the Shade is unfriendly.
- **Minotaur** - Break something - a wall, a shade, a tower. If you broke something hostile, increase Caput Mortuum by 1.
- **Duellist** - Challenge a shade to a contest. They must accept its terms, but the contest must be fair.
- **Lawyer** - Collect 1/3 evidence of a crime, any crime, by pointing at a Prime and articulating why it is criminal. Once you have 1 full evidence, you can summon a shade of the Law (3 Primary Tests to destroy) to capture a Shade, object, or even a Prime, dragging it away to be judged.
- **Philosopher** - You speak for an Idea. When you do, everyone must listen, but they might not like what they hear.
- **God** - You can change a Prime after it has been drawn by increasing Caput Mortuum by 1. The Lord of Silence dislikes you.

Hydragyrum Primes (1-2)	1	2	3	4	5	6
1	Denial	Bargaining	Anger	Depression	Loss	Acceptance
2	Mirth	Appreciation	Distraction	Obsession	Lust	Hatred
3	Melancholy	Forgetfulness	Apprehension	Fear	Disorientation	Occlusion
4	Contentment	Harmony	Cooperation	Trust	Respect	Fairness
5	Neutrality	Resolve	Isolation	Unity	Belief	Doubt
6	Weariness	Decadence	Sloth	Disgust	Anagnorisis	Triumph

Salis Primes (3-4)	1	2	3	4	5	6
1	Computer	Telephone	Android	Pager	Gramophone	Cassette
2	Star	River	Gate	Tower	Sword	Horse
3	Blood	Skull	Trap	Scythe	Chalice	Spike
4	Dice	Pawn	Piece	Book	Pen	Pencil
5	Steel	Gold	Brass	Ivory	Obsidian	Sand
6	Hand	Foot	Mouth	Eye	Ear	Heart



Sulphur Primes (5-6)	1	2	3	4	5	6
1	War	Peace	Truth	Beauty	Argument	Reconciliation
2	Many	Few	Growth	Decay	Life	Death
3	Translation	Symmetry	Rotation	Inversion	Reflection	Division
4	Root	Purge	Faith	Skepticism	Unique	Monotonous
5	Control	Rebel	Order	Chaos	Good	Evil
6	Simplicity	Complication	Up	Down	In	Out



*Fear Not the Night,
for it heralds only the Dawn*