

## *Labyrinth of Dreams - The Far Reaches*

There is a place where dreams dwell and nightmares roam. Deep underground, where the sun can't reach, the only light is the muted glow that emanates from the paths themselves. The land is a dizzying array of twisting corridors with towering walls, constantly shifting. A person could travel forever through the Labyrinth and he or she might never cross the exact same path twice. The young ones always ask, just how big is this land? No one quite knows for sure and to climb the walls is a fool's errand. The closest means of measurement is attempting to travel from the Center to the Far Reaches. This is, of course, more easily said than done. The corridors can be perilous, and nightmares (or riches) may await around any given corner. With all of this danger, surely there has to be a safe place for the people of this world. Yes, it exists, and it is wondrous.

There is a place both connected to, but not entirely of, this world. Separated from the Labyrinth proper by metaphysical barrier known as the Veil, is the Dream. Imagine a world of infinite potential filled with people who are constantly trying to tap into it. Distance and time are mercurial here. It is here that the people of the Labyrinth, well, most of them anyway, transcend their lives underground and revel in sheer possibility in its most basic form. In this four times divided land the landscape is equal parts, strange, mutable, and amazing. The structures that fill its endless terrain range from small stone cottages to elegant manors made of light and stardust. It is in this place that the alien mixes with the mundane. The only limits here are the in the imaginations of the populous.

To live in the Labyrinth is to surrender yourself to possibility. All, save a few, are inherently connected to the Dream and gain unique perspective on what defines reality and how trifling limited thinking can be. Those that are cut off, the Earthbound, gain a different sort of perspective. They understand that things are not all light and rainbows. For every dream there is a nightmare lurking in the shadows. They are two sides of the same coin. Stagnation is death. One must keep fighting and moving lest they surrender to darkness and despair.

### *Once upon a time...*

Long ago, there was a terrible event known as the Great Cataclysm. Not much is known about it other than that it was a time of terrible destruction and sorrow. People had fallen into despair and struggled to survive these terrible times. That all changed when people started having visions of a woman, cloaked in midnight, beckoning them to her. The people took this as a sign of salvation and heeded the call. The mass exodus led the people underground into a world of dark and twisting corridors. The refugees began to doubt their actions. What if they had traded one dark fate for yet another? Despite the doubts and reservations amongst the people one thing was clear, there was no turning back.

It was not until they finally rested their tired heads that they saw past the surface of this world. Those who had heard the call were transported via their dreams to a world of pure creation and possibility. This second reality would come to be known as the Dream, with those first people given the title of “Dreamer”. Perhaps by luck or just by proximity to the magic steeped walls of the Labyrinth, over time more and more refugees gained the ability to access the Dream. Soon, they began carving out a way of life between the two realities. Once they did it was quite clear that nothing would ever be the same.

## *Labyrinth Society*

In the Labyrinth, the denizens who are attuned, and therefore connected to the Dream, are so known as Dreamers. They are so known because of their ability to access the Dream while they sleep. This is no trifling ability. It is a metaphysical function of their being. Dreamers spend eight hours awake and then fall into a sort of stasis where they sleep and access the Dream. After a month’s time they awake, have eight hours of productive activity in the physical Labyrinth, and then the cycle repeats. When they are awake in the physical world, Dreamers try to make the most of it. They’ll explore or try to recreate some form of art from their stasis, as if to bring a piece of the Dream into the physical world. Depending on how fantastical the creation there are some that have managed to even succeed

That being said, the very idea of a piece of the Dream being brought into the physical is strange. Life in the Dream can be so very different than in the physical Labyrinth. While there aren’t structured hierarchies in either reality, there is a sort of fluid pecking order in the Dream. Deference is paid to those with more experience, talent, or knowledge but that is the extent of it. It would generally behoove the less experienced to heed the advice of those to whom deference is paid, but there is no obligation behind it. To force a person into a path not of their own creation is anathema. Only the individual can truly know and discover their own path to selfactualization of their chosen craft. Dream society is idyllic in that there is no formal structure, only a few social truths that are upheld by the masses. These truths are as follows:

- 1) Guide but do not force. Everyone discovers their own potential in their own way in a way only they can ever truly understand.
- 2) The answer to cruelty and violence is not more of the same. To do so is to craft Nightmares.
- 3) Sometimes the correct path is not the easiest. Some things can only be learned or achieved through a difficult winding path.

There are also those who simply are cut off from the Dream. They are known as the Earthbound. Existing among the Labyrinth’s population are a small percentage of people who are not attuned and therefore cut off from the Dream. They do not fall into stasis and so experience a regular sleep cycle. If a child is found to be Earthbound, he or she is given to nearby band of Earthbound to be raised permanently. This is not done to shun the child or

because they are considered lesser, but simply for safety purposes. Dreamer parents cannot provide adequate protection to an Earthbound child while they are in stasis. It is for that reason that Earthbound form small nomadic bands of perhaps 57 people, on average, that traverse the Labyrinth. Unlike Dreamer society, each of these bands has a leader who is usually the eldest. While people never seem to get along one hundred percent of the time, it is a general policy among the Earthbound to not make war with other bands. There are already so many dangers that lurk in the Labyrinth, it makes no sense to them to add more violence on top of that.

Life for an Earthbound can be rather physical as they are the ones who find themselves facing the nightmares that have escaped the Dream. Some might see this as a curse, to be forever cut off from a place of wonder and possibility. Many though see it as a calling, to be able to take up arms against what lurks in the dark. They protect the Dreamers who cannot defend themselves. They are the first and last bastion against the nightmares lurking in the dark. Dreamers are only afforded eight hours to be productive within the Labyrinth at a time. Earthbound are free to explore what secrets may lie within the Labyrinth with no worry that they might run out of time and fall back into stasis leaving them vulnerable to dangers lurking in the dark. Given the time, who knows what an Earthbound could accomplish within the winding corridors of the labyrinth?

## *Religion and Deities*

### *Mother Night*

Many, many years have passed since the people first heard the call of the strange woman. She has come to be known as Mother Night. It is said she resides at the center of the Labyrinth forever dancing beneath a glowing moon, weaving stars into the ceiling. She has four physical aspects that embody her: the Sentinel, the Tracker, the Priestess, and the Weaver. One might have a small shrine to the Sentinel for strength or protection, or to the Tracker for keen eyes and quick feet. The Priestess is the patron for those looking to help others or seek knowledge through visions, and many look to the Weaver for knowledge and cunning. It must be noted though that so much time has passed since the exodus that though many pray to her for protection and luck through her four aspects, she is thought to be more myth than reality, a lovely dream at the center of a mysterious labyrinth. Still, people continue to construct minor shrines and offer up a prayer for luck or some such thing every so often. Whether or not these are answered is debatable among the denizens.

## *The Nature of the Labyrinth*

It is quite obvious that the environment of the Labyrinth consists of subterranean corridors and rooms. Because it is entirely enclosed and underground there are no seasons, nor is there a

sun or moon to provide light. However, that is not the entirety of it. There is an interconnected system of waterways that run throughout the labyrinth. The cleanest of them can be told by the Golden Hydrozoa that inhabit the water way. While most of the paths are made of dimly glowing stone work, there are a few areas where a softly glowing grass acts as a replacement. It is in these areas that most plant life grows. The plant life is interesting considering it flourishes without the light of the sun, or any other light source really. Perhaps it is because of this that the plant life that survives here possesses a bioluminescent quality to it. Furthermore, plant life here is seen as a double boon because when someone happens upon it, it provides light as well as food for a time.

Unfortunately, these seemingly random botanical hideaways are few and far between. Even if a person were to find one, it is exceedingly difficult to find it again after they leave, even after only a few turns...sometimes three of the same one.

In fact, at first glance it would seem that navigating the Labyrinth relies entirely on chance. Sometimes that is the case, but there are some Earthbounds who are experienced enough in survival to tell you that there are ways to tell the paths apart and even predict the shifts. How could they possibly manage such a feat? Perhaps by climbing the walls and seeing it for themselves? Certainly not, as anyone who's tried will tell you that the higher you climb, the taller the walls become. There is only one possible way. Far above the towering walls is a vast expanse of luminous crystals dotting the stone canopy that encloses the Labyrinth. The crystals are said to form patterns and provide some sort of guide for navigation for those with a knack for tracking and trailblazing.

This environment does not necessarily carry over to the Dream. Things are far more... varied. For one thing, there is actual weather there. Nothing unbearable or dangerous, but there is certainly a variety of climates. For instance, a person in the Wildwood would not expect to be experiencing the same conditions as someone in the Fortress of Ice and Iron. The Dream is not there to be unpleasant and dreary, and if one does not wish to remain in one area of the Dream they merely need to think of where they wish to go and start walking. The land will rise to meet them and within moments they are at their desired destination. Unlike the Labyrinth proper, which has some form of stable reality and order attached to it, the Dream has no such limits. Distance and time are irrelevant here. Distance is what you make of it; a mere illusion of the mind that is to be transcended. Time exists but bears little influence over anything. A performer might put forth a masterpiece and at its conclusion look up and find that five minutes have passed, or it might be five years. It truly matters not as time does not have the same foothold here as it does in the Labyrinth proper.

## *Here there be monsters: The creatures of the Labyrinth*

### *Lurkers*

Monsters under the bed are quite real, and these are it. Legend tells these were the first creatures to escape the Dream. Beings of primordial fear, they feed off the terror they inspire. They will drain a person until it can feed no more or the victim dies, whichever comes first. There is however a way to keep them at bay. They abhor the light. As beings of darkness they are harmed by its presence. It is because of this that it is not uncommon for people to sleep with lanterns nearby.

### *Wolves of the Stone*

The story goes that these creatures were born from the howl of the wind as it traveled through vacant corridors. Wolves of the Stone tend to travel in packs hunting down anything unlucky enough to be traveling alone. It is said though, that a traveler quick of wit and keen of eye might be able to pick out the Alpha of the group and present it with a tribute of food. The food is said to take the place of the traveler in the wolf's belly and allow the traveler to escape with their life. Some believe this to be mere poppycock, but none are truly willing to test this idea out.

### *Falling Stars*

Humanoid beings of crystal and light that are summoned when someone has passed on. They ferry the bodies from the labyrinth so long as proper death rites are observed. A warning to those who would ill prepare the dead or summon them when they are not needed, these beings are not to be taken lightly and have been known to ferry off the living against their will before.

### *Knights of Old*

Clad in all armor, these men are found primarily towards the center of the labyrinth, but not always. The term "men" is used loosely here for though they are sentient it would seem, they are not mortals. They do not eat, sleep, or even breath. They have their purpose and their code and none can make them stray from their path. They are powerful fighters and woe be unto those who cross their path for they are prone to challenge wayward denizens of the labyrinth to single combat. The results needless to say are generally unpleasant.

### *Beasts of Viscera*

These creatures take the form of normal animals, with one noticeable difference, their forms are inverted so that the viscera that generally remains inside of a creature now resides on the outside. No one knows why these vile creatures exist. There are no legends surrounding these crimes against nature and reality. They simply are. For these to be things of the dream, one would have to shudder at the thought of the darkness that spewed these beings forth.

### *Golden Hydrozoa*

Aquatic gelatinous creatures that trail tangled tentacles, they are generally harmless unless allowed to reside in larger bodies of water where their size can expand in proportion to the increase of area. As they grow larger they are far more dangerous as their sting is far more potent. They are seen as a sign of good luck, as they indicate safe drinking water, and reside only in the purest water ways.

### *Fool's Fire*

Floating balls of light of varying colors, these things are commonly used for a light source in lanterns and jars. However, it is not the captured ones that can pose danger. They are quite alluring and can lead travelers of the Labyrinth astray. Now, sometimes the detour can lead to a fantastic find of a treasure trove or a mystic artifact. Other times it can lead someone to straight into the maw of a beast of viscera or a pack of stone wolves. It is certainly a game of chance when following these things, one surely only a fool would play.

### *Motleys*

Everyone has fears. Everyone has had nightmares. The thing is when a dreamer has fears they can manifest in the dream. This is how motleys are born. They have no set form and vary from person to person. They can be as small as a bee or as big as a tower. One thing is for sure though; the more powerful the fear, the more powerful the manifestation. Lately, there's been rumors of things other than the usual creatures being seen in the labyrinth. Could these be motleys that've grown powerful enough to cross to the Earthbound world?

## *Noteworthy Places*

### *Earthbound side*

#### *Oubliettes*

Every so often an unlucky wanderer will encounter a space where there should be something only to find Nothing. Not merely the lack the monsters, but the lack of corporeal reality. It's hard to tell where these voids until it's too late. The denizens of the Labyrinth refer to them as oubliettes because once someone goes through they are never seen again.

#### *The Far Reaches*

The further out from the center of the Labyrinth one goes the stranger and more fluid physical reality becomes. Walls are constantly shifting and if one is not careful a person could become lost or trapped among the changing walls. Honestly, though, the shifting walls might be the least of concerns since it is far easier for motleys and other terrible creatures to manifest as the veil between reality and Dream is the thinnest.

#### *The Center*

The closer one gets to the center of the Labyrinth the more stable reality becomes. Walls shift far less, in fact they barely move at all. No one has even gotten to the center but the brave few who have have said that the darkness that is ever present throughout the Labyrinth shrinks back and one is able to see even without a lantern. It would indeed be a nice place to reside if not for the Knights of Old who frequently inhabit the areas surrounding the center.

#### *Cavern of Dreams*

This place is a large, open cavern whose walls are emblazoned with various murals. Bioluminescent plants line the clear stream that runs through the area and double as a sort of light source for the cavern. While Dreamers do not necessarily all sleep in the same area of the Labyrinth, this place is a favored resting spot for many as it allows a large number of Dreamers to gather together and provide safety in numbers as they dream and wake.

### *Circles of the Earthen Men*

Scattered across the labyrinth are circular chambers known as the Circles of the Earthen Men. They are so named for the presence of statues depicting humans whose names are long since forgotten. They line the walls as if standing sentinel over the room and whoever may occupy it for a time. These circles are especially important to the Earth bound as they act as a steady food source. The statues may change but in each circle an ever ripe apple tree and a small fish pond lie at the center, a small reprieve from the trials presented by the labyrinth.

### *Dream side:*

#### *Resplendent Conservatory*

In this land of eternal spring, music and perfume seem to permeate the air. Performers forever push their talents, always looking for that next fantastic performance. Diplomats circle each other in an ever evolving game of chess, thinking up new and innovative ways to entangle their opponents and the world around them. Many healers take refuge here, practicing stranger and stranger techniques to wondrous effect.

#### *The Wildwood*

Those with a knack for tracking and trapping favor the summer lands. The flora that makes up the Wood is just as fantastical as the fauna that resides within. Uncharted and strange, the Wood is a wonderful place to those with an affinity towards the waters and the wild to explore, track, and traps to their hearts content.

#### *The Bazaar Ephemera*

Within each tent of this sprawling marketplace is a chance to come face to face with the unknown. Merchants hawk goods both mysterious and mundane alike in the crisp autumn air. Peer into a stall and one might find anything from a scholar purchasing an obscure text in a dead language to an occultist meditating in a wellspring of power. Whatever your needs, the market can provide.

#### *Fortress of Ice and Iron*

Between snowy peaks lies a fortress made of ice. From here, some of the greatest warriors and crafters the Dream has ever known have been molded. In this icy abode, crafters constantly develop new and unique ways to stand out and make their mark in their chosen media. Those

who take up the art of fighting hone their skills, fine tuning them into stylistic art forms almost incomprehensible outside the Dream.

## *Food and Fashion*

### *Food*

When it comes to the basic human need of sustenance, Dreamers find that such a notion is beyond them. They do of course know the notion of food, and partake quite regularly... in the Dream. It is hypothesized that because of their constant connection to the Dream, their body has developed an alternate way of gaining nutrition by way of subconscious absorption of ephemeral energies that make up the Dream. It does not occur to most Dreamers to eat food from the physical Labyrinth because why would they waste time feasting upon mundanity when they could be doing so much more with the eight hours they are awake?

If a denizen of the Labyrinth is an Earthbound, it is absolutely imperative that they find nourishment the old fashioned way because they cannot gain nutrition from that which they are not connected to. The Earthbound have nothing to fear though as there is plenty of food to partake of if they know where to look. Certain flora and fauna are quite edible if scattered about various locations of the Labyrinth. Aquatic creatures such as fish and crustaceans are general staples of an Earthbound's diet. Apples and fruit from various bioluminescent plants generally provide the extra nutrients they need that cannot be found in the aquatic reflection of one's daily life. It is possible that the various nightmares that cross the Veil could be used for sustenance but truly only the especially brave or the incredibly foolish would try this. Goodness only knows what effect consumption of such would do to a person.

### *Clothing*

Earthbound fashion sense consists of sensible clothing cobbled together from sturdy but comfortable fabrics and possibly leather. The colors they wear are more subdued and practical. This is not necessarily out of inability to create otherwise. From an Earthbound's perspective it is just safer to wear sensible things and there are better things to do than make elaborate clothing that would be terrible to run in if you got attacked. Survival is important, no piece of clothing is worth impairing one's ability to react if beings of the Dream decide to liven things up with their appearance.

On the opposite end of the spectrum lies the fashion choices of Dreamers. They very much value form over function. It's all well and good to make something that does the job, but if it doesn't catch the eye or seem interesting then what's the point? Rich, vibrant colors are always

in style, as are metals and gems. The most eccentric have even been known to drape themselves in attire made of unorthodox materials. Things like a gown comprised of shadow and spider web or armor made of solid ice are not out of the realm of possibilities. Creativity and imagination are the lifeblood of the Dream and it is a fact clearly seen in anything that Dreamers create. Why wouldn't their wardrobe included in that?

### *Not dead, merely dreaming: Life, Death, and the Labyrinth*

For Dreamers, Death is a fleeting concept for the most part. Dreamers do not age in the Labyrinth while in stasis which leads to a far longer life span. Once they hit the age each individual likes best, Dreamers just stop ageing in the Dream. Furthermore, people do not simply die in the Dream. They can be wounded, lost, brought low, but never something so permanent as death. This could be because that if a Dreamer dies in the Labyrinth proper their being that resides in the Dream just continues on. The Dream serves a dual purpose of being their fantastical escape from the Earthbound world as well as their afterlife.

Earthbound are not connected to the Dream and as such do not benefit from an extended life. They possess the normal life span of a human and can die just as normally, be it from natural causes or otherwise. Any children that are born in the Labyrinth are generally raised by Earthbound until about the age of five, which is when the connection to the Dream manifests (or doesn't). If the child is a Dreamer, a safe place is found for them to reside while they are in stasis. In the rare event the child is not then they are included among the Earthbound and are taught the perils and honor of the status.

Should a person die, the body is to be prepared in a certain fashion. The body is anointed with various designs using a paste made of various bioluminescent vegetation. It is then wrapped in a cloth and then left at the edge of an encampment. A special incense, that is used solely for the purpose of summoning Fallen Stars, is then lit and left burning by the body. It is said that the colored smoke and smell of funerary herbs summons them. They arrive in due time and ferry the body away to parts unknown.

### *A strange(r) new world*

Recently in the Labyrinth, people have been disappearing. It used to be maybe once every five years someone would disappear without a trace but now it's become more frequent. Denizens claim that more oubliettes are appearing and that anyone who gets too far into the Outer reaches just forgets how to find their way back. They aren't dead and that's for certain. If they were the Fallen Stars would make their presence known, so one can only wonder as to where they are being spirited away.

These disappearances don't limit themselves to the Earthbound side, though, as people who are still living but reside in the Dream have started disappearing as well. A person might start walking to get to the Bazaar Ephemera to meet someone and is never heard from again. People are starting to wonder if oubliettes might be manifesting in the Dream now, or something else is causing these people to disappear.

## *An Out of Play Discussion of the Labyrinth*

### *Makeup*

None

### *Advantages*

Adventurers from the Labyrinth of Dreams receive a 5 point discount on Survival and Performance. Earthbound from this world are prohibited from purchasing the Attuned trait, while Dreamers are required to purchase it. Additionally, there is 5 CP Discount on Hymns of Mother Night magic school.

### *Names*

#### *Dreamer Examples:*

Male: Olie, Jake, Willie, Jamie, Alex, Sam, Johnny

Female: Bri, Maddy, Abby, Izi, Sam, Liz, Ali

#### *Earthbound Examples:*

Male: Noah, Liam, Mason, Jacob, William, Ethan, James, Alexander

Female: Brianna, Madison, Abigail, Olivia, Isabelle, Hannah, Samantha, Sophia, Elizabeth, Alexis

### *Arriving in the Fracture*

Earthbound and sometimes an occasional Dreamers who wander too far by themselves in the Far Reaches may find themselves underneath an entirely different set of stars. Dreamers may also awake suddenly from a nightmare, only to find themselves not in the protection of the Earthbound.

## *Every denizen of the Labyrinth knows...*

*...that the Dream is just as real as the Earthbound labyrinth.*

There is no doubt in anyone's mind that the Dream is real. For Dreamers, the world of the Dream can possibly seem even more real than the Earthbound side of things.

*...that fear can be deadly.*

Fear leads to nightmares. Nightmares don't necessarily stay things of intangible imagination here.

*...whether they are a Dreamer or an Earthbound.*

From the time a person reaches the age of five they are aware if they are able to access the Dream or not. Accessing it is not a conscious decision anymore than maintaining a heartbeat is.

*...that change is inevitable.*

Nothing truly stays the same on either side of the Veil. The world is in constant flux and one must change with it to thrive.

*...community is important.*

There are many terrors lurking in the dark. It would be foolish to face the dangers alone.

## *Inspiration*

### *Movies*

Jim Henson's Labyrinth  
Jim Henson's MirrorMask  
Guillermo del Toro's Pan's Labyrinth  
Christopher Nolan's Inception

### *Books*

Alice's Adventures in Wonderland & Through the Looking Glass by Lewis Carroll    The Wonderful Wizard of Oz by L. Frank Baum

### *Gaming*

Dungeons and Dragons  
Changeling (both new and old World of Darkness versions)  
Amnesia: the Dark Descent



# *Hymns of Mother Night*

Homeworld: The Labyrinth of Dreams

Packets: Lavender

## *Spells*

| <b>Name</b>  | <b>Type</b>       |
|--|-------------------|
| <i>Before the Thought, the Hand doth Move Alone</i>    | Instant (special) |
| <i>Great Weaver, Hear my Prayer for Blessed Sleep</i>  | Readied (packet)  |
| <i>Her Sheltering Hand Night Terrors Circumscribe</i>  | Instant (caster)  |
| <i>The Seat of Wonder, Innocence, and Sin</i>          | Instant (special) |
| <i>Comfort's Cousin, In Infant Arms Adored</i>         | Instant (special) |
| <i>Not Heard, Not Seen, Unbeknownst to Trouble</i>     | Readied (touch)   |
| <i>We are but Shapes in Flesh, a Hairsbreadth Thin</i> | Instant (caster)  |
| <i>The Priestess Fair Stoops to Scribe the Circle</i>  | Circle            |
| <i>Against the Arc of World-Declaiming Light</i>       | Instant (special) |
| <i>Summon Thoughts of Sun-Pierced and Vaulted Sky</i>  | Instant (special) |
| <i>Yet Found Within an Uncut, Perfect Star</i>         | Readied (touch)   |
| <i>Make of Your Mind a Cold and Savage Place</i>       | Instant (caster)  |

## *Rituals*

| <b>Name</b>              | <b>Duration</b> |
|--------------------------|-----------------|
| Dedication of the Hymns  | 1 minute        |
| All-Well and Good-Night  | 10 minutes      |
| Star-River Songs         | 10 minutes      |
| Dawn Confessions         | 10 minutes      |
| Like the Dead            | 15 minutes      |
| The Lurker Below         | 5 minutes       |
| Twisted Passageways      | 10 minutes      |
| Codex of Nightmares      | 5 or 15 minutes |
| Architect of Imagination | 15 minutes      |
| Builder of Worlds        | 15 minutes      |
| Friends Everlasting      | 10 minutes      |
| Each Face a Mirror       | 5 minutes       |

## *Sublime Spells*

The magic of the Dream is powerful, but in the waking world the school is limited. Spells from this school may only be cast once per day. Canonically, while in the Dream space the Hymns have no such limitation—being the primary means by which Dreamers construct their strange reality—note that intrusions of the Dream into the physical world are quite rare. The title of an individual spell is simply a particular line from its verbal, as are activation verbals for readied effects.

“Flubbing” a spell verbal does not count towards a spell’s once per day restriction, though the charge/activation is lost as normal.

## *Practical Rituals*

Hymns of Mother Night rituals generate charges as all other rituals do, but unlike other rituals all but one have minor magical effects that, power-wise, roughly correspond to a single activation of a readied effect. The Earthbound, in particular, practice the rituals most often, as it is their

only connection to the Dream, and the rituals themselves help to protect the Dreamers while in their reverie. Note that unless stated otherwise, bonuses afforded by completing rituals will not stack with themselves.

As an additional requirement to cast any Hymn or perform any other ritual, the practitioner must perform the "Dedication" ritual once per day. Note that this serves as an introduction to the spell verbals, which are four-line poetic verses that exalt the mysterious, central figure of the Labyrinth of Dreams.

Any effects which automatically activate rituals will allow you to gain charges from Hymn rituals as normal, but they do not grant any other ritual bonuses. Hymns of Mother Night rituals are invalid choices for Annotations rituals.

## *Spells*

### *Before the Thought, the Hand doth Move Alone*

#### **Type**

Instant (special)

#### **Requirements**

The item this spell creates must be marked with a lavender ribbon or other clear indicator that it is a manifestation of this spell.

#### **Casting Verbal**

*Before the thought, the hand doth move alone,  
Its Animus by waking world unknown,  
This greatest sculptor of protean clay,  
By sleeping mind leads waking genius home.*

#### **Description**

After speaking the quatrain, the caster manifests a single object made out of pure dreamstuff. Such an object must be a standard craft or tinkering production item whose production or twist cost (whichever is highest) cannot exceed the caster's Mastery. Note that no ingredient prerequisite is necessary to create the item. The item will persist until sunset or used up (in the case of alchemicals or the like), or it is shattered/destroyed, whichever comes first. Note that Lumencraft items are not valid subjects for this spell, nor are superior quality/masterwork/signature items.

## *Great Weaver Hear My Prayer for Blessed Sleep*

### **Type**

Readied (packet)

### **Requirements**

none

### **Casting Verbal**

*Great Weaver hear my prayer for blessed sleep,  
That balms the violent weal of grimmest day;  
Let your kind voice as weightless blanket creep,  
O'er drifting souls that starlit oceans stray.*

### **Activation Verbal**

*Great Weaver, hear my prayer for blessed Sleep!*

### **Description**

This spell manifests a number of activations equal to the caster's Mastery which can be thrown as packet-based effects that cause Sleep as a mental effect to whomever is hit. Sleep lasts for 5 minutes during which the target is completely incapacitated. They may only be woken by an effect that explicitly breaks ongoing Mental Effects: jostling them or yelling at them (outside of using a FoCharisma) will not awaken them, nor do Killing Blows.

While this spell is manifested, if a target of one of its packets calls a defense of any kind (dodge/ward/resist/no effect/etc.) the caster may regain that activation. Mundane misses do not trigger this effect.

## *Her Sheltering Hand Night Terrors Circumscribe*

### **Type**

Instant (caster)

### **Requirements**

none

### **Casting Verbal**

*Those Motley and derange'd beasts attend,  
Her sheltering hand night terrors circumscribe;  
Their lust for child dreams and widow-tears,  
Tranquil drifts away with morning's rise.*

### **Description**

This spell grants the caster an enchantment which, until sunset, allows them to call up to their Mastery in uses of Etiquette on mythical monsters (realm creatures), hallucigenia, and creations of the Dream. Only one use may be applied to the same individual target per minute. Alternately, while this spell is active the caster can “burn” one of its Etiquette uses to call a resist against a Sleep, Stun, or Basic FoCharisma effect.

## *The Seat of Wonder, Innocence, and Sin*

### **Type**

Instant (special)

### **Requirements**

A staff member must be in attendance when this spell is cast.

### **Casting Verbal**

*No stony Labyrinth hall, though cunning craft,  
Compares in madness and confounding whim,  
To dreamer's mind in convulsion born:  
The seat of wonder, innocence, and sin.*

### **Description**

This spell calls into being a “reflection” of the caster’s inner self: a creation of the dream that knows the caster more intimately than they know themselves. The summoning is simply a mental projection that cannot be physically hurt or bound in any fashion. Generally, the apparition will attempt to impart the wisdom of self-knowledge to the caster, and may be consulted about particular courses of action as the caster sees fit. The caster may make a number of direct, unavoidable questions of the image equal to their mastery, which must be answered as if they were valid Investigation questions, but the image is not omniscient and only knows the mind of the caster and its unconscious drives. Note that the image is a valid target for Her Sheltering Hand, and any mundane uses of etiquette are usable in this fashion by the caster, if they have access to them.

As with all divinations, this casting requires a staff member, and as a result it may take some time before it can be resolved, much like an Encounter tag. The staff member playing the image may end the encounter at any time during the discussion, disappearing in a white flash. This spell may be cast only once per event.

## *Comfort's Cousin, in Infant Arms Adored*

### **Type**

Instant (special)

### **Requirements**

A stuffed or carved animal representation of the dream form. It must have a lavender ribbon collar or other, similar adornment indicating its nature.

### **Casting Verbal**

*Comfort's cousin, in infant arms adored,  
Kindly poppet, asleep by waking world  
In Dream belies a fiery dragon's mein:  
Restrain'd might an all-protecting ward!*

### **Description**

This spell calls into being an inanimate representation of the caster's Dream familiar. Though without the impressive power, intelligence, and majesty the creature has while within the dream, its presence in the waking world imparts some tangible benefits to the caster while they are in direct, physical contact with it. Upon every casting of the spell, which lasts a number of hours equal to the caster's Mastery, the caster must choose two of the following abilities for the familiar:

- +1 Mastery to all other Hymns
- A Boon effect should the character pass on
- A level of Enhanced Healing
- A free Feat of Learning during any investigation
- Concealment, as per the Survival ability
- +2 Treatment to any applied to the caster

These abilities only apply while the caster is holding the familiar directly in their arms (doing so does not invalidate the Concealment gesture, fyi).

While the spell is active, if the familiar phys rep is Broken, the caster immediately becomes critical. If it is shattered, the spell ends and the caster dies as if just undergoing a Killing Blow. If it is Destroyed, the spell ends and the caster dies with their soul passing on.

## *Not Heard, Not Seen, Unbeknownst to Trouble*

### **Type**

Readied (touch)

### **Requirements**

In order to remain Invisible, the recipient must keep their flattened palms together, raised over their head, or the spell ends immediately. Nothing can be held while maintaining this gesture, meaning the recipient must drop all held items in order to activate the effect. The caster must inform recipients of the requirements and limitations of this spell as it is granted to them, if asked.

### **Casting Verbal**

*An unsuspected jaunt, no fare-thee-well,  
Not heard, not seen; unbeknownst to trouble,  
On recalcitrant seas a ship must tack,  
Its Ghostly sails unfurled, though vision lacks.*

### **Activation Verbal**

Not heard, not seen, unbeknownst to trouble.

### **Description**

Once this spell is cast, the caster gains a number of activations equal to their Mastery. When the activation verbal is spoken and an activation spent, the willing recipient of the spell gains an enchantment that they may “burn” at any time in order to become Invisible, saying “Invoke invisibility” as they do so. If the enchantment is not used, it lasts until sunset, and of course will not stack with itself.

While invisible, a character cannot be attacked or directly sensed in any way (even through sound), however, they can only make a limited number of steps. Under the effects of this spell, taking more than 10 steps will end it prematurely. Perceptive characters, though they cannot spend a Feat of Perception to discover the Invisible, will still know that something is not quite right in their general area. Invisible characters may not block entrances or deliberately intercept attacks for others, nor otherwise interpose themselves as if they were a barrier. Those under this spell become visible if they run, attack, cast/use a spell, speak, or drop the required gesture. When this effect ends, for whatever reason, the user must announce “I Appear” in a loud voice.

## *We are but Shapes in Flesh, a Hairsbreadth Thin*

### Type

Instant (caster)

### Requirements

Note the makeup/costume requirements below.

### Casting Verbal

*We are but shapes in flesh, a hairsbreadth thin,  
Our selves as others see, just silken masks:  
Wholly affectation, that shadow's art,  
Hides inner life from out, but not the cracks.*

### Description

This spell allows the caster to transform themselves, for a number of hours up to their Mastery, into another general class of being, taking on its advantages, disadvantages, and appearance requirements. As defined by this spell, those classes and their requirements are as follows:

| Category | Effects                            | Requirements                         |
|----------|------------------------------------|--------------------------------------|
| Human    | None                               | None                                 |
| Fairy    | "Wink" upon death.                 | Glitter (lots)                       |
| Spirit   | Immaterial 1x (no step limit)      | Decorative Mask                      |
| Accursed | +5 Max Vitality. Cannot be Coaxed. | Pallid, deathly complexion and scars |
| Dream    | Random (see staff)                 | Bizarre costuming and makeup         |

This spell must be cast while alone, and does not resolve until the caster has fully undertaken the costume/makeup requirements of the being they choose to emulate. Obviously, you cannot take on an identity you already possess. Each type of being besides human has fairly obvious roleplaying requirements: if you do not have the wherewithal to abide by them, do not chose that form. Note that spells and effects that target specific classes of beings will work if transformed into that class. Weirder interactions with spells are FOIP with staff presence. This spell may not be used to impersonate a specific being. If the character dies and has their soul pass on, the spell ends at their resurrection.

## *The Priestess Fair Stoops to Scribe the Circle*

### **Type**

Instant (circle)

### **Requirements**

The caster must lay the circle phys-rep during the concentration requirement. When the spell ends, it must be taken up immediately. Where visibility is an issue, the circle must be marked at regular intervals with purple glow sticks. These lights are considered part of the circle phys rep and may not be used separately from it.

### **Casting Verbal**

*The Priestess fair stoops to scribe the circle,  
Surrenders kith and kine to fate portend;  
The chosen shall know dream's revelation,  
And monsters with the Sentinels contend.*  
(after 1 minute concentration)

### **Description**

Upon laying this circle, which may measure five yards per point of Mastery, the caster must intone the quatrain after one minute of concentration. Once cast, the caster then must immediately designate by touch a number of participants up to their Mastery. After this, said participants become completely incapacitated and are drawn inside, though they remain conscious and may speak as normal. They will become afflicted with revelations from the Dream, while at the same time creatures from the dream will attempt to enter the circle and slay them. Having protectors is well advised!

Note that the casting of this spell is treated like turning in an encounter tag: it has to be fit in the schedule and may take some time to resolve. The number of participants directly affects the power of the revelations, the number and power level of the monsters and other dream manifestations, and the length of the scene itself. This spell may be cast only once per event.

## *Against the Arc of World-Declaiming Light*

### **Type**

Instant (special)

### **Requirements**

The phys-rep for this spell must be a small decorative lantern, capable of accepting a light. The lantern must be a tagged item made with the Artistry specialty, of Accomplished work or better. Alternately, it may be created as a Large Miscellaneous Tinkered device, assuming it looks the part, or of Dreamstuff itself. Upon casting, the lantern must be tied with a number of lavender ribbons equal to the caster's Mastery. The light within may be of any color.

### **Casting Verbal**

*How timorous, how unsure the beasts of Night,  
Do shrink away, as skitters in the dark;  
Against the arc of world-declaming light,  
The sleeper wakes, and arrow finds its mark.*

### **Description**

This spell immediately transforms a mundane lantern into a Dreamlight, whose basic function is to provide a persistent, powerful light source until the next sunset. Any real-world lights such as chemical glow sticks, LEDs, or incandescents can be active within the lantern once the spell is cast, with no color or activation restriction (basically, this spell is the only thing that allows you to get around the rule preventing actual flashlights/lanterns as portable light sources in-game). Note that ridiculously bright or annoying lights are not allowed, nor are actual flames, of course. If the lantern has a nice purple light and looks particularly interesting, staff may grant it an additional ribbon upon casting.

The caster of this spell may spend at least 3 seconds untying one of the ribbons bound to the lantern, and upon touching this ribbon to a Sleeping or Subdued character, they may call "Invoke: Awaken", immediately removing the condition. Alternately, they may remove a ribbon as a touch effect to call "Invoke: Stabilize" on any critical character. Though the light may be carried by anyone, only the caster may call upon its other abilities. Do note that creatures of the dream react very unpredictably around Dreamlights.

If a Dreamlight no longer bears any ribbons, the spell immediately ends. While the spell is active, the Dreamlight is immune to Break effects. Shatter and Destroy effects, however, will immediately dispel the enchantment.

## *Summon Thoughts of Sun-Pierced and Vaulted Sky*

### **Type**

Instant (touch)

### **Requirements**

A Dreamcatcher phys-rep of some sort. It must be an Art object of Accomplished or better quality (or made from dreamstuff). The caster must indicate on the dreamcatcher itself the hour of the spell's expiration.

### **Casting Verbal**

*Summon thoughts of sun-pierced and vaulted sky  
Though weary-handed, reach for wayward cloud;  
Catch it fast above, for then coldest stone,  
Makes warmest bed, and you no softer lie.*

### **Description**

This spell enchants a Dreamcatcher placed over the caster's bed or sleeping area for a number of Hours equal to their Mastery. If the caster is fully on the bed and inside its covers with no limbs exposed, Hallucigenia, creatures of the Labyrinth, and mythical beings (realm monsters) may not harm them with physical attacks or packet-based spells. Note that this effect is limited in much the same fashion as The Dark Lords' Fetters.

During the spell's duration, any other Hymns of Mother Night Spell cast under its influence (i.e. in the bed) costs no charge if intoned after at least 1 minute of concentration. Note this does not ameliorate the 1/day limit, of course.

Finally, any 15 minute ritual performed under this spell's influence has its duration reduced by 5 minutes, to a minimum of 10.

## *Yet Found Within an Uncut, Perfect Star*

### **Type**

Readied (touch)

### **Requirements**

Recipients of this spell must bear a lavender star on their forehead or cheek during its duration, else it ends immediately

### **Casting Verbal**

*We walk with heavy steps on broken stone,  
Gray multitudes and naught but shifting time;  
Yet found within an uncut, perfect star,  
With each unlike the last, though glows in kind.*

### **Activation Verbal**

*Yet found within an uncut, perfect star.*

### **Description**

This spell generates a number of activations equal to the caster's Mastery, which may be spent to grant a willing target +2 Artifice. During its duration, the bearer of this effect may burn the enchantment to gain +2 Attuned or Mastery for the purposes of a Prophetic vision or Divination spell, respectively. This enchantment lasts until sunset or used, where applicable.

Upon activating this spell, the caster must mark the recipient with the star after at least 3 seconds concentration. While under this enchantment, creatures of the dream, various Hallucigenia, and other oddities will identify the user as a Dreamer, for all that that entails.

## *Make of Your Mind a Cold and Savage Place*

### **Type**

Instant (caster)

### **Requirements**

none

### **Casting Verbal**

*Make of your mind a cold and savage place,  
Where smiles fall and laughter fades and dies;  
With no voice save your own, compose, in time,  
No music that without the silence cries.*

### **Description**

For a number of hours equal to their Mastery, the caster may, during an investigation, call an additional Heroic FoLearning for each missing participant. That is to say, if the caster and one other person call an investigation, the caster generates a free Heroic feat of Learning towards that investigation. If the caster investigates something alone, they get two Heroic feats instead. Although this spell's effects are usable during any sort of formal investigation, if the subject of the investigation happens to be about resolving a particular metaphysical problem or abstraction, an aspect of that problem may very well manifest itself after the investigation concludes, for good or ill.

## *Rituals*

### *Dedication of the Hymns*

(1 minute)

Speak the title lines of each spell from this school, reordering them if you wish to make of them a poem of strange meaning. Note: In order to do any other ritual in this school or cast any spell, you must perform this ritual once per day.

### *All-Well and Good-Night*

(10 minutes)

Tuck at least three of your friends and loved ones in, saying pleasant things to them, promising bright things on the morrow, and wishing them good-night. At ritual's completion, gain +1 to your current and maximum Vitality as a non-stackable effect until the next time you regain Vitality through any means.

### *Star-River Songs*

(10 minutes)

Sing or play gentle music for those on their way to sleep. At the end of this ritual's completion, gain +1 to your Mastery as a standard enchantment until you cast your next spell.

### *Dawn Confessions*

(10 minutes)

Listen to and provide interesting feedback on a description of a friend's dream or nightmare. Ask them probing questions in the hopes of generating insight. At the end of this ritual, gain a free feat of Perception for use on your next investigation or until sunset, whichever comes first.

### *Like the Dead*

(15 minutes)

Take a nap in the least comfortable place you can tolerate. (If that just means a bed, then don't bother with this ritual) During this ritual's duration you must actually sleep or at the very least say nothing and keep your eyes closed. At the end of this ritual, gain a free Mental Resist until used or until sunset as a standard enchantment.

### *The Lurker Below*

(5 minutes)

Thoroughly check under the beds of at least three friends and loved ones for the presence of monsters. If you actually find a creature of the dream under one (no impostors), you may gain an “invoke: haste!” effect exactly as Joy Takes Flight, complete with the dodges equal to your mastery. Otherwise, once you complete the ritual, gain a free point of extra prowess until you restore or gain Prowess by any means.

### *Twisted Passageways*

(10 minutes)

With chalk on pavement, or rocks on the ground, craft a maze of some complexity and have at least one person walk through it with you. At ritual’s completion, gain a free basic FoAgility usable only for negotiating jumping hazards and circle/wall boundaries. The feat is a standard enchantment and lasts until sunset or until used, whichever comes first.

### *Codex of Nightmares*

(5 or 15 minutes)

For at least 5 minutes, sketch a figure from your nightmares and codify some of its abilities, limitations, and hideous desires in a sort of “compendium.” Alternately, study your previous drawings for 15 minutes. At ritual’s completion, you gain an extra investigation until sunset (or used) applicable only to fantastic art, bizarre diagrams, or mad scribbles.

### *Architect of Imagination*

(15 minutes)

Work on an ongoing set of complex rules for an original board, card, or social game. If you ever finish this project, you may play said game with others for this ritual’s duration instead. Upon completing this ritual, gain a free FoLearning usable only at your next investigation, or until sunset, whichever comes first.

### *Builder of Worlds*

(15 minutes)

Work on the extensive geography, ecology, and general structure of an imaginary world of your own creation. If you complete this project, you may show others the details and answer questions about it for the ritual's duration. Upon completing this ritual, gain a free FoAttunement usable only at your next investigation or until sunset, whichever comes first.

### *Friends Everlasting*

(10 minutes)

Have an animated conversation with your Dream Familiar or an imaginary friend in a public place. At ritual's end, gain a free FoCharisma usable only to talk someone out of a mental effect. The feat lasts until sunset or used, whichever comes first.

### *Each Face a Mirror*

(5 minutes)

Mirror someone else's accent, modes of speech, and general mannerisms for the duration of this ritual, which must be in the presence of at least six other people. Although you may be gently parodic, gross insults will fail the ritual immediately. Upon ritual's completion, you may spend a natural feat to restore one of your subject's natural feats, and they may then reciprocate if they wish. You may not use the same subject for this ritual more than once per day.