



THE ART OF DREAMING

Move

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What is this?

THE ART OF DREAMING is the eighteenth monthly small release for *KULT: Divinity Lost*. This handout features a Move for the Art of Dreaming that gamemasters can use to explore campaigns set in Limbo more meaningfully.



Characters, locations and incidents are portrayed from the metaphorical viewpoint of the *KULT: Divinity Lost* setting.



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ON DREAMING

The **Art of Dreaming** is part lucidity and part the control we have over our (and another's) dream worlds and selves. While *lucid dreaming* itself is a powerful technique to remain conscious inside our own dream worlds, the **Art of Dreaming** is the ultimate control of our dreamed realities.

The **Art of Dreaming**, however, is not something one is likely to learn alone. Although it is possible that a dreamer develops this ability by staying long periods of time in Limbo, comprehension and full control over dreams often require the dreamer to journey a perilous path: sealing pacts with evil beings, studying the techniques of a Dream Magician, bending the knee to a Dream Prince, or worse.

Effectively, the **Art of Dreaming** allows the player-character to use her **Soul** to affect her dreamself, as well as her dreams and the creatures that exist there. The Move may be accessible by PCs as allowed by the Gamemaster, either as part of the core Basic Moves or as an Advantage.

Player-characters have a harder time making efforts to thwart the changes willed by an Opponent. When using the **Art of Dreaming** against NPCs, the player-character suffers a penalty equal to the target's Magic level. Once the technique is mastered, remaining lucid and powerful within her own dreams is often easier and usually doesn't require any rolls unless she's under great pressure.

Unconscious Effort

Alternatively, if player-characters are learning the **Art of Dreaming** instinctively through experimentation or random bursts of clarity while navigating Limbo, allow them to trigger the Move even if they don't have the knowledge about such power. For example, if a player-character states "I could really use a gun right now", this could be taken as the *create something from nothing* option, thus triggering the Move.

Food for Thought

For more diversity when rolling, you could call for different Attributes when the Move is triggered.

Reason applies to changes that rely on logic and rational thought, such as navigating and deciphering the chaotic changes a Madness creature causes in a dream.

Intuition could be used when the player-character relies on gut feeling and allows unconscious effort to do the heavy lifting.

Perception may be used to focus on the player-character's awareness over the dream world.

Coolness fits situations where the player-character is under heavy pressure, such as making one last change before waking up or having to respond quickly to the overwhelming power of an Opponent.

Violence fits charged situations and conflicts. Especially the ones where a failure might mean the player-character is startled awake after suffering Harm.

Charisma, interpreted as the player-character's charm and dream image, could be used for changes that affect dream creatures in social situations.

Soul leans heavily on the player-character's innate godly power over herself and others.

If you want player-characters to be capable of healing or causing **Harm**, options like *transform an object*, *transform yourself*, and *transform another being* could be used to that effect. Topped with *changes are permanent* and *changes affect something large or a number of things*, player-characters have great combative power. Ultimately, the amount of **Harm** is in the hands of the gamemaster. Keeping in mind that the move says that changes are normally minor and fleeting, a good rule of thumb is that each time the player chooses to transform another being, the attack deals **1 Wound** to the Opponent.

Rolling a success means, then, that the player-character may target an Opponent with a powerful dream attack, causing **3 Harm** in total. This has the equivalent strength of a handgun's *Overkill*, an assault rifle's *Controlled fire*, or a combat shotgun's *Snapshot* — all of which featured on *KDL*, p139.

As for healing, provided that Harm hasn't woken up the dreamer or shifted them to another dream where the wound might be non-existent, choosing *transform yourself* may stabilize a **Wound** temporarily. It can be destabilized with a GM Move later unless the change is made permanent. It is up to the GM if a properly stabilized **Wound** could be erased from the character sheet by choosing *transform yourself* again.

It is up to the gamemaster whether or not **Wounds** carry over to (and between) dreams and/or are manifested in Elysium. Typically, this dangerous phenomenon would be caused by creatures such as the Ichtyria (*KDL*, p269) or a powerful Dream Magician's ritual. As a cosmetic effect to ramp up the tension, player-characters might wake up bruised or cut, but not carry any effective **Wounds**. For additional information, read *Death and the dream* (*KDL*, p263).

The Art of Dreaming

When you affect changes in your lucid dream, **roll +Soul**. The changes are normally minor and fleeting, and affect only selective aspects of the dream.

(15+) Choose three options.

(10-14) Choose two options.

(-9) You lack control over the dream. The GM makes Move.

Options:

- ◆ Transform an object.
- ◆ Create something from nothing (a single small, fleeting thing not bigger than what a person can lift and carry).
- ◆ Transform yourself.
- ◆ Transform another being.
- ◆ Your changes are permanent until the dream ends.
- ◆ Your changes affect something large or a number of things.

