

# Documentation

## Contents

The Dream That Wakes . . . . .	1
A Race Against Dissolution for 4-6 Adventurers of Levels 5-7 . . . . .	1
Part I: The Coming Dawn . . . . .	1
Part II: Escape Architecture . . . . .	1
Part III: Void Entities . . . . .	2
Part IV: Escape Mechanics . . . . .	2
Part V: Group Dynamics . . . . .	2
Part VI: Essential Tools . . . . .	3
Part VII: Urgency Mechanisms . . . . .	3
Part VIII: DM Guidance . . . . .	4
Part IX: Escape Routes . . . . .	4

## The Dream That Wakes

### A Race Against Dissolution for 4-6 Adventurers of Levels 5-7

*“The sweetest prison is the one we choose...”*

#### Part I: The Coming Dawn

**Initial Recognition** The void no longer feels alien - and therein lies the greatest danger. What was once terrifying now wraps around consciousness like a comfortable blanket. Players must fight not just the void, but their growing acceptance of it.

Ancient warning: *“When nothing feels like home, home becomes nothing...”*

#### Environmental Shifts

- Reality bends comfortingly
- Memories blur pleasantly
- Time loses meaning gracefully
- Space embraces gently
- Truth fades peacefully

#### Part II: Escape Architecture

**Reality Zones** *Where truth persists* - Wake: Sharp yet distant - Dream: Clear yet false - Memory: True yet fading - Time: Fixed yet flowing

**Hourly Resistance Checks:** 1. Void Resistance (DC 15 WIS) 2. Reality Anchoring (DC 16 CON) 3. Truth Recognition (DC 14 INT) 4. Wake Maintenance (DC 17 CHA)

## Awakening Points

### 1. Wake Gates

- Pure reality
- True existence
- Clear consciousness
- Sharp awareness

### 2. Dream Bridges

- Mixed states
- Fluid paths
- Shifting routes
- Uncertain crossings

### 3. Truth Portals

- Absolute clarity
- Perfect recognition
- Complete awareness
- Total awakening

## Part III: Void Entities

**Void Sirens** “*They sing of endless peace...*” - HP: 58 | AC: 16 - Attack: Acceptance Touch (+8) 2d8 psychic - Special Abilities: - Comfort Aura - Peace Projection - Home Creating - Will Weakening

**Dream Weavers** “*They craft beautiful lies...*” - HP: 52 | AC: 15 - Attack: Reality Blur (+7) 2d10 psychic - Special Abilities: - False Exit Creation - Memory Alteration - Truth Distortion - Path Confusion

**Wake Guardians** “*They force painful truth...*” - HP: 65 | AC: 17 - Attack: Truth Strike (+9) 3d6 force - Special Abilities: - Reality Enforcement - Wake Triggering - Truth Revealing - Void Banishing

## Part IV: Escape Mechanics

### Time Pressure System

#### 1. Void Exposure Tracking

- Hourly checks
- Acceptance monitoring
- Reality connection
- Wake potential

#### 2. Escape Attempt Management

- Three major attempts
- Increasing difficulty
- Growing consequences
- Final chances

#### 3. Recovery Options

- Pain anchoring
- Memory flooding
- Bond strengthening
- Truth forcing

## Part V: Group Dynamics

### Escape Roles

#### 1. The Awakener

- Maintains consciousness
- Forces awareness

- Guards reality
- Prevents acceptance
- 2. **The Truthseeker**
  - Identifies real exits
  - Exposes false paths
  - Guards authenticity
  - Prevents deception
- 3. **The Timekeeper**
  - Tracks exposure
  - Maintains urgency
  - Guards progression
  - Prevents delay

## **Part VI: Essential Tools**

### **Major Items**

1. **Reality Compass**
  - Detects true exits
  - Reveals real paths
  - Indicates authenticity
  - Shows wake points
2. **Wake Bells**
  - Breaks void's hold
  - Forces consciousness
  - Maintains awareness
  - Prevents acceptance
3. **Truth Mirrors**
  - Shows true self
  - Reveals identity
  - Maintains authenticity
  - Prevents dissolution

### **Support Items**

- Time markers
- Wake crystals
- Truth tokens
- Reality threads

## **Part VII: Urgency Mechanisms**

### **Acceptance Table (d8)**

1. Comfort creep
2. Peace projection
3. Home feeling
4. Reality blur
5. Memory fade
6. Time loss
7. Truth drift
8. Wake weakness

### **Environmental Pressure**

- Reality becomes distant

- Truth feels painful
- Wake seems harsh
- Void feels right

## **Part VIII: DM Guidance**

### **Horror Elements**

- Peaceful dissolution
- Comfortable extinction
- Pleasant ending
- Willing absorption

### **Adventure Flow**

1. **Recognition Phase**
  - Comfort awareness
  - Danger realization
  - Urgency awakening
2. **Resistance Phase**
  - Active fighting
  - Truth seeking
  - Exit finding
3. **Escape Phase**
  - Final push
  - Ultimate choice
  - True awakening

### **Transition Elements**

- Reality solidifying
- Truth crystallizing
- Wake strengthening
- End approaching

## **Part IX: Escape Routes**

### **Success Paths**

1. Force wake
2. Chase truth
3. Follow reality
4. Embrace pain

### **Campaign Integration**

- Reality mastery
- Truth understanding
- Wake control
- Time management

*Continue to Episode 13: “The Final Truth”*

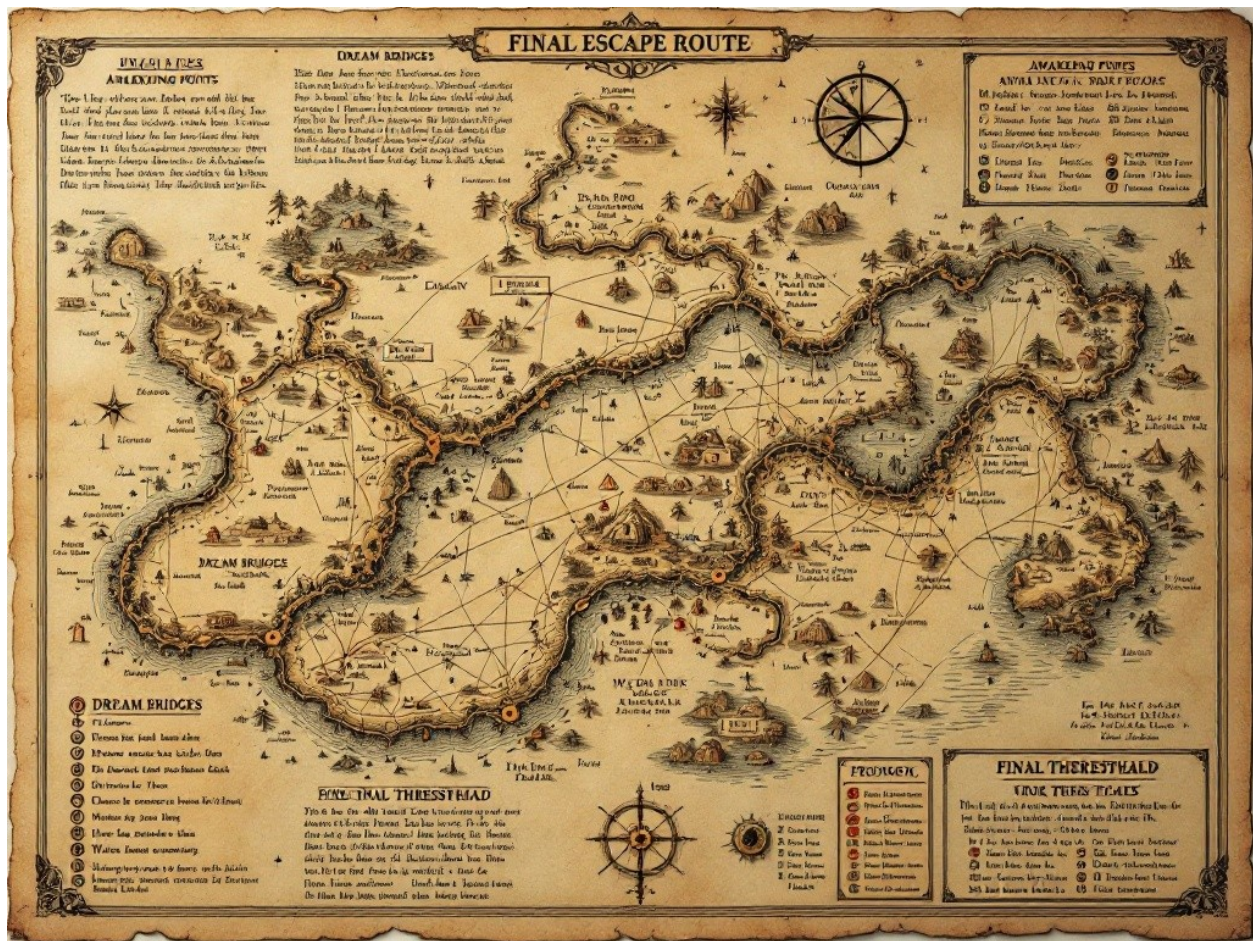






Figure 2: A victorian-era adventurer at a dream bridge crossing point, where reality visibly bends and distorts. Multiple ethereal paths stretch into a void that looks unnaturally welcoming. Glowing wake bells and reality compasses float nearby. The scene combines cosmic horror with an almost seductive peaceful quality.



Figure 3: A Void Siren entity - a beautiful but terrifying being made of peaceful void-stuff, reaching out with tendrils of comfortable nothingness. Victorian scientific instruments show dangerous reality readings nearby. The background shows multiple adventurers already peacefully dissolving into the void. Horror meets serenity.