

# DREAM AGHAST



**BY MONDAY MOURNING**

a lonelyfun collective undertaking,  
hack of the *No Dice No Masters* /  
*Belonging outside Belonging* system.

## SET UP

Get your crew together to play. This is literally the hardest part of any tabletop roleplaying game. If you get this far you already won. Print or electronically distribute the “printable” documents [page x-X] Having cool looking tokens & 6-sided dice is a plus.

## PARTY CREATION

Pass around or read out loud **The Party** sheet and circle/pick things. Place **The Party** somewhere in public view while playing and let folx doodle in the designated space.

## CHARACTER CREATION

Each player will fill out **two** character sheets. An **Avatar** & an **Animus**. The **Avatar** is the more traditional player-character[PC] while the **Animus** is that character’s own antagonistic or driving force. Keep in mind that during gameplay, another player will be running the **Animus** you create, but you will remain it’s creator.

On each character sheet there are 9 aspects — 3 descriptors and 6 plays. Each one of these aspects will have an associated blank space to write down a short sentence fragment. After each blank space, there are 6 suggestions that you can use, or circle instead. If you feel the need to alter the wording or even write your own descriptors or plays, you can do so, but make sure to get approval from the group.

## IMPETUS

Each player will designate a token to represent the **Impetus** aka the **IMP**. This token will move back and forth between their **Avatar** & the **Animus** & represents a kind of situational upperhand. The token can be anything; a coin, an earring, a dishwasher magnet, wahtever.

## HOW TO PLAY

Once all the requisite paperwork has been filled out, *keeping in mind that making characters is truly the funnest part of any TTRPG*, you are ready to actually play the game!

- ◆ Each player removes their *Animus* and passes it to the player on their left, who will be running their *Animus* during this session.
- ◆ **Play starts with whoever says “first” first after this sentence is read aloud, and continues widdershins(counter-clockwise).**
- ◆ If the party needs a place to begin their story, the starting player should suggest a location and each other player should get a chance to add a single detail.
- ◆ Each player flips a coin to determine if their **Avatar** or **Animus** begins the game with the **Impetus** .
- ◆ Each player should introduce and describe their Avatar, or at least read their **Known** and **Look** descriptors.

Once introductions are finished, the first player makes a play from either the Avatar or the Animus they are running. The player can elaborate on the narrative consequences of their play and other players can ask clarifying questions. **Try not to offer suggestions unless the player asks for them!** Any mechanics, such as the transfer of the **Impetus** , are resolved after the player is done narrating. Play moves to the right and continues until you want to stop playing.

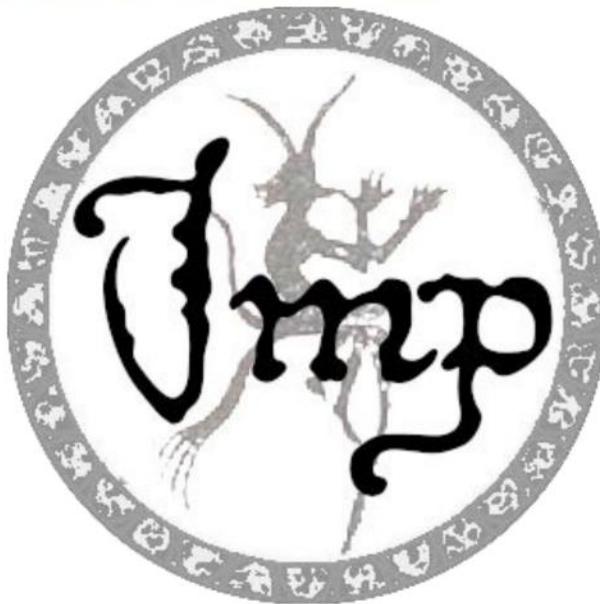
## APOCRYPHA

Apocrypha are cards that present alternative ways of playing the game. The Apocrypha cards should be face-down shuffled & any active Apocrypha should be face up in a place players can read them.

There are a couple ways to utilize them;

- ◆ **Beginner's Game:** Start with no Apocrypha cards in play, add them as they come up with a maximum of **three** Apocrypha cards in play.
- ◆ **Journeyman's Gambit:** Draw **three** random Apocrypha to begin the game in play. Max **three** in play.
- ◆ **Expert Mode:** At the beginning of the game, all players draw **three** Apocrypha, play one and discard the rest. For the rest of the game the maximum Apocrypha in play is equal to the number of players.

In all cases where there is a maximum number of Apocrypha, whenever a player goes to play a new Apocrypha card, they also chooses which Apocrypha card to remove.



## BOSS FIGHT

This is the one Apocrypha card that has additional rules. The person who plays this card becomes a Boss until the party considers the narrative concluded.

1. The Boss will only take action from their Animus and every other player will only take action from their Avatars. For simplicity, players can put the unused charsheet under the other.
2. The Boss player should come up with a convenient excuse why their own Avatar is not involved in the crisis; [[kidnapped, cowardice, side quest, unconscious, at the bar, disarmed]]
3. Each other player will take whatever Impetus they have on their Animus and give it to the Animus player.
4. The Boss Fight will begin with the Boss's turn and continue widdershins but alternate between each Avatar player and the Boss player. [[Boss, Player 1, Boss, Player 2, Boss, Player 3...etc]]
5. The crisis will continue until everyone believes it has been narratively resolved, in which case players return to the normal game format.
6. Once completed, the original creator of the Animus is encouraged to create a whole new Animus.

## INTERPRETATION

This game is full of idioms, neologisms, nonsense words and generally chaotic grammar. The words, especially the aspect suggestions, are meant to evoke and be played with. It is **always** up to the players to interpret the wording however they so wish.

## ASPECTS

Here is more detailed description of all aspects of the character sheets.

### 3 AVATAR DESCRIPTORS

**Known:** This is your character's moniker, not their name, but who needs a name with an epithet as epic as yours?

**Look:** *Adjective + Noun.* More detailed description may come up, but this is the first thing people notice about your character.

**Power:** Where does your character get their power from, or maybe where does your character think ALL power comes from?

### 6 AVATAR PLAYS

**Overplays** are an Avatar's power moves. These plays require that the Impetus be on the Avatar & move the IMP to the Animus.

**Show:** This play is the "moon tiara magic" or "kamehameha". Big swing with a strong effect on the narrative.

**Know:** *When you know you know.* This play gives narrative control about a specific person, place, object or situation.

**Freeplays** are mid. They offer some self-expression without drastically altering the narrative one way or the other.

**Help:** This play highlights how your Avatar is working with the other characters of the story.

**Act:** An expression of an everyday abilities. Versatile and sometimes powerful, but up to the player to make useful.

**Underplays** are fumbles. These plays require that the Impetus be on the Animus. As consolation, it moves the IMP to the Avatar.

**Hurt:** This play represents any kind of friendly fire. Whether it be flesh or feelings, self or others, someone gets hurt.

**Tell:** A confession! A moment in the story where the heroes show some vulnerability.

### 3 ANIMUS DESCRIPTORS

**Title:** What the world calls the Animus. There could be other names, but this is the one that is most common.

**Sign:** Everything an Animus touches has this sign of influence in one way or another, be it overt or subtle.

**Test:** What does the Animus challenge of the party? This can be a useful guiding principle for the person playing the Animus.

### 6 ANIMUS PLAYS

**Fairplays** are the Animus acting fairly. These plays require that the Impetus be on the Avatar & move the IMP to the Animus.

**Reveal:** When the bad guy monologues about their plans. This is the gift of information from an antagonist's perspective

**Beg:** How does the Animus beg the question? Other players may answer this question, or let it lay unanswered.

**Freeplays** are mid. They offer some self-expression without drastically altering the narrative one way or the other.

**Remind:** Reminders are how the Animus paints their themes into the background of a story, an ominous ever presence.

**Introduce:** This is how the Animus brings into play a person/place/prop/phenomenon.

**Foulplays** are the Animus' dirty work. These plays require that the Impetus be on the Animus. It moves the IMP to the Avatar.

**Twist:** A radical change in expectations, like a plot twist, OR a worsening of the narrative dangers, like a twist of a knife.

**Threaten:** A play that lets the party know the narrative stakes.

### COSMIC BALANCE

Players must alternate between making plays from an Avatar or Animus. [ie; if the player before you made an Animus play, you must make an Avatar play, etc]] If this means a player cannot make a play, their turn is skipped.

### NO REPEATS

No play may be made after the same play[[a **Threaten** cannot be made after a **Threaten** , etc.]]

### FILLABLE FORMS

Players may not make plays that have their boxes checked off. This resets as normal, when their Avatar or Animus has a Pivot or Advance.

### ALSO KNOWN AS

At the beginning of every players turn they must announce their Avatar's **Known**, adding a new superlative each time. If anyone repeats superlatives said by other players, their turn is skipped! [ie; the *uncanny* jack, the *jack of staves*, the *jack rabbit*, etc]]

### STOLEN LOOKS

If the active player says either of the two words in another player's Avatar's **Looks**, that player may "*steal the turn*" meaning the active player's turn ends, and it immediately becomes their turn. Each player may only steal turns from the same person once.

### POWER PLAY

Each player may, once per game, call upon their **Power** and take two Avatar actions in a single turn. However, even if a single other player thinks that the active player isn't acting from their position of **Power**, it doesn't work this turn.

### NO EMPTY THREAT

When a player makes the **Threaten** play, make a note of the action that is threatened. If no narrative protection/prevention is taken by the beginning of that player's next turn, the threat becomes a reality!

### TWISTY TURNY

**Twist** plays may be in direct response to another player's play\*, interrupting the turn order, but NOT the player's turn. Once the **Twist** has been resolved, turn order returns to normal.

\*except other **Twist** plays

### NEED I REMIND YOU

When a player makes a **Remind** play, they must choose another player to move their Impetus from Avatar to their Animus.

### SHOW STOPPER

When a player makes a **Show** play, they may choose a play on any Animus character sheet to X-out. Which means it cannot be played until that Animus resets with an Advance.

### WHEN YOU KNOW YOU KNOW

When a player makes the **Know** play, they become the expert\* on that person, place or thing until they Pivot or another player makes a **Know** or **Reveal** play about the same subject.

\*has de facto narrative authorship

### TEAMWORK

When a player makes a **Help** play, they can elect another player to whom they are assisting. That player may move their Impetus from Animus to Avatar.

### BOSS FIGHT

The person who plays this card becomes a **Boss** until the party considers the narrative concluded. While in play, a **Boss** will only take action from their Animus and every other player will only take action from their Avatars.

*Additional rules on page 4.*

### POPCORN

There is no turn order. Players who feel either their Avatar or Animus has an interesting action may do so in any order.

### MAKE UP A RULE

### ENTITLED

If at anytime a player uses the wrong title to address an Animus, they have to move their own Impetus from their Avatar to their Animus. [[If the Impetus is already on their Animus, nothing happens]]

### EVERYTHING IT TOUCHES

Whenever players make plays on behalf of an Animus, they must mention something in the scene that has the **Sign** of their Animus. [[ie; the *mesmerizing* walls begin to close in on us]]

### TESTING TESTING

Whenever an Animus reaches an Advance, that player will read their Animus's **Tests the party's** and all other players can answer how or if their Avatar was tested in that way. The original creator of the Animus is free to use this input to change that aspect.

### NEED NO INTRODUCTION

After a player resolves making an **Introduce** play, the Animus's original creator must make a change to that play. [[ie, if you **Introduce** "a throng", the Animus's original creator must change the **Introduce** play to something other than "a throng"]]

### A MAGICIAN NEVER REVEALS...

When a player makes the **Reveal** play, one of their Animus's plays is chosen by the player to their left. That play is X'd-out and cannot be played until that Animus resets with an Advance.

### BEGGARS CAN BE CHOOSERS

When a player makes the **Beg** play, the first player to answer the question may also choose an Avatar play to recover. If the box was checked or X'd-out, it is now unchecked and available to play.

### KEEP UP THE ACT

Once a player makes an **Act** play, and while it's box remains checked off, that player may bring it up during their or other player's turns. If it seems apt, they can use it to avoid narrative & mechanical consequences to their Avatar.

### ...TO SEE IF I STILL FEEL

When a player makes the **Hurt** play, they choose themselves or another player and then roll 1d6, each result being one of the 6 Avatar plays. That play is X'd-out and cannot be played until that Avatar resets with a Pivot.

### TELL ON YOURSELF

When a player makes the **Tell** play, they must also check off an additional box of one of their Avatar's plays.

WELCOME TO

# THE PARTY

## EACH PLAYER CIRCLE A VIBE

literal party ♦ endless battle ♦ chosen family ♦ healthy rivalry  
brutal ♦ comedy of errors ♦ trauma-bonded ♦ aimless vagabonds  
trudging through muck ♦ shell-shocked ♦ nobodies ♦ slumber party  
wandering troubadours ♦ nightmare mode ♦ ambitious ♦ kind  
well-oiled machine ♦ kitted-out ♦ benevolent ♦ gods-touched  
unhinged ♦ mercenary ♦ squabbling siblings ♦ political machine

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## EACH PLAYER CIRCLE AN ACCORD

share joy & burdens ♦ we have a code ♦ all is fair ♦ life is precious  
rules are for breaking ♦ our deeds speak for us ♦ don't get involved  
watch yer back ♦ leave no trace ♦ if not us then who ♦ for the people  
we don't need a hero ♦ nothing good is easy ♦ we tell each other

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## PICK ONE TO DRAW TOGETHER →

[[air]]ship deck ♦ portable hideout ♦ train car ♦ campfire routine  
attack formation ♦ caravan ♦ relationship diagram ♦ group portrait  
squatted estate ♦ map of your travels ♦ collective dreamscape

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The Party can reassess these choices periodically.

If the drawing area gets too busy, take a picture and start over.



# AVATAR OF PRINCIPLE OR PASSION...

**Known** as the

Berserker • Penitent • Avenger • Gallant • Paragon • Dreadnought

**Look** like a/n

[[lost, dying, mad, gaudy, fell, emo]] + [[outlaw, waif, killer, rebel, warlord, pilgrim]]

**Power** comes from

Terror • Fury • Redemption • Liberty • Integrity • Anguish

**Show** off

decimate enemy • separate wheat from chaff • return humanity  
administer poetic justice • incite the crowd • do the right thing

**Know** what someone most

loathes • regrets • seeks • adores • believes in • fears

**Help** out

laying on hands • being a vessel • carrying  
shouting truth • taking a hit • sharing

**Act** the part

smell blood • hear heartbeats • weigh soul  
ever-vigilance • steel will • be unkillable

**Hurt** yourself or friends

lose control • vain martyrdom • guttural scream  
self-doubt • refuse compromise • brood

**Tell** everyone

what would hurt you • guilty secret • your painful history  
personal failing • an overconfidence • your line in the sand

OVERPLAYS

gives IMP to  
Animus

FREEPLAYS

IMP does not move

UNDERPLAYS

takes IMP from  
Animus

**Pivot:** Once you have checked off each , change something about a play, & then play it; then also feel free to change something about your Known, Look or Power.

# ANIMUS OF CORRUPTION OR CHAOS...

**Title:** The

Enchantress • Horde • Tempest • Blade • Wastes • Quest

**Sign of influence**

mesmerizing • moshing • whorling • bloody • empty • illusory

**Test the party's**

loyalty • resolve • wits • self-control • tenacity • belief

**Reveal** about itself

desires • formations • hollow • breaking point • mercy • purpose

**Beg** the question

who do you trust • why continue to fight • when will you give in  
where is safe • how could you survive • what do you seek

**Remind** someone

anyone could be corrupt • you're outnumbered • pandemonium  
destiny calls • all blades thirst for blood • something is on the horizon

**Introduce** a story element

temptation • a throng • powerful force • a clash • scarcity • clarion call

**Twist** something

is not what it seems • is a trap • turn the screws  
is corrupted • was all a waste • becomes impossible

**Threaten**

with a good time • communication • logic & reason  
with being surrounded • life • with exposure

**FAIRPLAYS**

takes IMP from  
Avatar

**FREEPLAYS**

IMP does not move

**FOULPLAYS**

gives IMP to  
Avatar

**Advance:** Once you have checked off each , draw three Apocrypha and play one.  
Also let the original creator change something about one of this Animus's plays.

# AVATAR OF DIVINITY OR DAEMONBOND...

**Known** as the

Heretic • Oracle • Forsaken • Zealot • Advocate • Covenant

**Look** like a/n

[[reborn, shady, shining, caned, timid, plain]] + [[nun, cultist, beggar, clergy, rake, brute]]

**Power** comes from

contracts • obedience • secrets • rupture • revival • humanity

**Show** off

ashes to ashes • summon guardian • unleash restraints •  
perform miracle • higher appeal • condemn

**Know** a people's

common customs • pain & prejudice • mythologies •  
superstitious fears • collective strength • unspoken order

**Help** out

restorative litany • grant vision • protective halo •  
awaken destiny • bargain on behalf • shatter bondage

**Act** the part

silence falsehood • radiant aura • mere providence •  
channel souls • consecrate vestige • eldritch form

**Hurt** yourself or friends

entitlement • debts past due • miles-wide nimbus •  
crisis of faith • patron's bidding • prohibition

**Tell** everyone

patron's weakness • private vice • forbidden affair •  
original sin • what broke you • loophole

OVERPLAYS

gives IMP to  
Animus

FREEPLAYS

IMP does not move

UNDERPLAYS

takes IMP from  
Animus

**Pivot:** Once you have checked off each , change something about a play, & then play it; then also feel free to change something about your Known, Look or Power.

# ANIMUS OF ARCHAEA OR APOCALYPSE...

**Title:** The

Necromancer • Praetheon • Reliquary • Unsealing • Afterworld • End

**Sign of influence**

fetid • maddening • cryptic • foreboding • otherworldly • ruined

**Test the party's**

faith • spirit • stamina • destiny • sanity • virtue

**Reveal** about itself

phylactery • hamartia • great lie • skeleton key • fetters • countercurse

**Beg** the question

who do you love • why resist the inevitable • when will it end  
where will you go • how am i wrong • what would you sacrifice

**Remind** someone

everyone dies • the order of things • ancient stirrings  
it's all a lie • dogma kills • unfathomable

**Introduce** a story element

planar outsider • a cult • a relic • a crypt • a cataclysm • a prophecy

**Twist** something

is resurrected • razed to ash • mortal anathema •  
is released • gods' plan • someone succumbs

**Threaten**

idolatry • eternal soul • with emptiness  
status quo • privacy • the cosmology

FAIRPLAYS

takes IMP from  
Avatar

FREEPLAYS

IMP does not move

FOULPLAYS

gives IMP to  
Avatar

**Advance:** Once you have checked off each , draw three Apocrypha and play one.  
Also let the original creator change something about one of this Animus's plays.

# AVATAR OF FERILITY & FORESTRY...

**Known** as the

Gardener • Menagerie • Wolf • Wanderer • Hag • Chimera

**Look** like a/n

[[kind, bloomed, gray, august, green, absurd]] + [[beast, serf, governess, scout, outcast, hermit]]

**Power** comes from

primordial • reminiscence • affinity • hunger • viscera • awakening

**Show** off

unearth the old • unleash restraints • bite & claw  
spot opening • swarm • ruin implements

**Know** the place's

shelter & pitfalls • flora & fauna • recent happenings  
most likely future • patron spirits • violent history

**Help** out

animal helper • fruit snack • terrain advantage  
noxious unction • as a pack • arouse instincts

**Act** the part

nature's succor • beast tongues • pathfind  
wild regrowth • fleshy transmogrify • boondocking

**Hurt** yourself or friends

untamed impulse • gruff manners • luddite refusal  
solo meandering • sluggish delays • muddled tanglings

**Tell** everyone

soft heart • mournful loss • your catnip  
how you're lost • ugly truth • hopelessness

OVERPLAYS

gives IMP to  
Animus

FREEPLAYS

IMP does not move

UNDERPLAYS

takes IMP from  
Animus

**Pivot:** Once you have checked off each , change something about a play, & then play it; then also feel free to change something about your Known, Look or Power.

# ANIMUS OF IMBALANCE OR INHUMANITY.....

**Title :** The

Leviathan • Conclave • Machine • Witherlands • Scourge • Rewilding

**Sign** of influence

hulking • binding • absorbing • desiccated • bubbling • clockwork

**Test** the party's

cooperation • intuition • honesty • patience • mercy • discrimination

**Reveal** about itself

missing scale • rounding error • untoward effect  
inner workings • dependency • the way back

**Beg** the question

who is right • why us • when did this start  
where from • how do you persist • what's the remedy

**Remind** someone

much bigger • urgency • we need them  
it's inevitable • human frailty • our origin

**Introduce** a story element

creature • disease • device • wilderness • controversy • craze

**Twist** something

terrain is alive • radical motive • alarm chimes  
is infected • is dead • wicked blooms

**Threaten**

plant a seed • gaping maw • assimilation  
bewilderment • public health • civil society

**FAIRPLAYS**

takes IMP from  
Avatar

**FREEPLAYS**

IMP does not move

**FOULPLAYS**

gives IMP to  
Avatar

**Advance:** Once you have checked off each , draw three Apocrypha and play one.  
Also let the original creator change something about one of this Animus's plays.

# AVATAR OF ESOTERICA OR ETHEREAL...

**Known** as the

Magus • Sliver • Verboten • Scribe • Luminary • Scion

**Look** like a/n

{ornate, wizened, craven, spindly, archaic, gaunt} + {academic, doctor, mystic, fugitive, freak, devil}

**Power** comes from

secrets • runes • lineage • formulas • argot • vigor

**Show** off

unweave energy • open portal • befuddle masses  
power word • complete ritual • alter reality

**Know** a phenomenon's

source • resolution • components • effect • trajectory • extent

**OVERPLAYS**

gives IMP to  
Animus

**Help** out

combine elements • subtle enchantment • a light  
illusory distraction • resonant shard • erudite counsel

**Act** the part

magic tricks • psychokinesis • forbidden lore  
smart tome • scrying eye • flawless specimen

**FREEPLAYS**

IMP does not move

**Hurt** yourself or friends

aftermath • spendthrift • draw a crowd  
brief lunacy • faux pas • wizard clutter

**Tell** everyone

privileged gaffe • harsh take • pet philosophy  
visionary aim • legacy bane • nightmare omen

**UNDERPLAYS**

takes IMP from  
Animus

**Pivot:** Once you have checked off each , change something about a play, & then play it; then also feel free to change something about your Known, Look or Power.

# ANIMUS OF OPPRESSION OR OBFUSCATION...

**Title:** The

Exarch • Pogrom • Grimoire • Tower • Paradox • Illumination

**Sign of influence**

contradictory • glaring • lofty • mildewed • exorbitant • fiendish

**Test the party's**

perception • expertise • prudence • intellect • tolerance • judgement

**Reveal** about itself

internal discord • fanatic oversight • authorship  
schematics • disproof • power supply

**Beg** the question

who is in power • why now • when is this from  
where's the center • how can we stop • what is real

**Remind** someone

the cosmology • people do evil • superiority  
it lays in wait • what's broken • nothing matters

**Introduce** a story element

abomination • trial • vessel • chamber • restriction • enigma

**Twist** something

is watching • shocking cruelty • completes the ritual •  
imprisons • paradigm shift • wipes the slate

**Threaten**

entropic decay • mundanity • totality • from on high • schism • stability

**FAIRPLAYS**

takes IMP from  
Avatar

**FREEPLAYS**

IMP does not move

**FOULPLAYS**

gives IMP to  
Avatar

**Advance:** Once you have checked off each , draw three Apocrypha and play one.  
Also let the original creator change something about one of this Animus's plays.

# AVATAR OF MARTIAL OR MONASTIC...

**Known** as the

Aesthete • Duellist • Bullybrook • Sheildmaiden • Freelance • Deadeye

**Look** like a/n

[[broad, humble, cocky, elite, brassy, broke]] + [[hero, laborer, novice, partisan, soldier, wretch]]

**Power** comes from

form • technique • scars • quiet • violence • armaments

**Show** off

transcendent feat • best rival • browbeat  
prevent harm • fancy footwork • perfect shot

**Know** a course of action's

requirements • conclusion • true origin  
success likelihood • unraveling • divergent paths

**Help** out

handyperson • alley-oop • flank maneuver  
heckling • create cover • switcheroo

**Act** the part

absurd balance • never lost • daunting figure  
lightning reflex • unflappable • peak physique

**Hurt** yourself or friends

dumb dumb • needless bravado • overkill  
overcautious • detached ennui • mean demeanor

**Tell** everyone

next move • self-loathing • paranoia  
petty motivation • escape plan • vulnerability

**OVERPLAYS**

gives IMP to  
Animus

**FREEPLAYS**

IMP does not move

**UNDERPLAYS**

takes IMP from  
Animus

**Pivot:** Once you have checked off each , change something about a play, & then play it; then also feel free to change something about your Known, Look or Power.

# ANIMUS OF VANGUARD OR VIOLENCE...

**Title:** The

Betrayer • Legion • Armour • Pit • War • Royale

**Sign of influence**

sullied • uniform • rusted • entrenched • foggy • lethal

**Test the party's**

common sense • honor • bravery • prowess • forethought • fortune

**Reveal** about itself

old wound • rank dissension • faulty design  
bottom line • futility • real reasons

**Beg** the question

who is the best • why is this happening • when to strike  
where is good position • how to change • what is the point

**Remind** someone

who's in charge • shackles • task at hand  
sworn duty • the stakes • pride's sting

**Introduce** a story element

champion • phalanx • weapon • battlefield • climate • objective

**Twist** something

friendly fire • sabotage • nigh endlessness  
brainwash • about-face • repatriation

**Threaten**

innocents • loved one • capture • prolonging • drowning • bonds of trust

**FAIRPLAYS**

takes IMP from  
Avatar

**FREEPLAYS**

IMP does not move

**FOULPLAYS**

gives IMP to  
Avatar

**Advance:** Once you have checked off each , draw three Apocrypha and play one.  
Also let the original creator change something about one of this Animus's plays.

# AVATAR OF TALENT OR TRICKERY...

**Known** as the

Maven • Jack • Hood • Misericorde • Balladeer • Tinkerbell

**Look** like a/n

[[poetic, bitter, demure, macabre, veiled, haughty]] + [[libertine, wench, urchin, agent, busker, harlot]]

**Power** comes from

risk • legerdemain • knowhow • skulduggery • flamboyance • fortuity

**Show** off

steal spotlight • jury rig • expert execution  
stroke of luck • undetectable • tour de force

**Know** an object's

creator • value • story • uses • frailty • home

**Help** out

adept advice • the right tool • sneaky nudge  
spectacle • blade in the dark • chandelier shenanigan

**Act** the part

breaking & entering • go unnoticed • untouchable  
fix shit up • rabbleroxing • instantly loveable

**Hurt** yourself or friends

get greedy • criminal instincts • angry ex  
plan backfires • dissonant note • loose screw

**Tell** everyone

the trick • petty foible • raison d'être  
death toll • thorn in you side • pet obsession

OVERPLAYS

gives IMP to  
Animus

FREEPLAYS

IMP does not move

UNDERPLAYS

takes IMP from  
Animus

**Pivot:** Once you have checked off each , change something about a play, & then play it; then also feel free to change something about your Known, Look or Power.

# ANIMUS OF NAMELESS OR NIGHTMARE...

**Title:** The

Mastermind • Conspiracy • Key • Labyrinth • Terror • Legend

**Sign of influence**

hidden • whispered • intricate • dizzying • serrated • mythic

**Test the party's**

discretion • cunning • ambition • attention • nerve • curiosity

**Reveal** about itself

madness to method • roster • treasure • penetralia • heart • mechanism

**Beg** the question

who's at fault • why do you want • when is a bad time  
where is concealed • how to escape • what's the trick

**Remind** someone

there's a plan • its relative • something's missing  
promises made • the fathomless • vain hope

**Introduce** a story element

villain • guild • trap • maze • conundrum • narrative

**Twist** something

disguise unveiled • blackmail • cut off  
mix up • break the rules • inside yourself

**Threaten**

alliance • autonomy • the world  
position • consensus reality • status quo

**FAIRPLAYS**

takes IMP from  
Avatar

**FREEPLAYS**

IMP does not move

**FOULPLAYS**

gives IMP to  
Avatar

**Advance:** Once you have checked off each , draw three Apocrypha and play one. Also let the original creator change something about one of this Animus's plays.

Dream Aghast is an experimental storytelling game that dances on the beats of fantasy adventure.

- ◆ Create and play both a nameless hero and the forces they oppose.
- ◆ Together define the nature of the party itself.
- ◆ Change the rules of the game as you play with Apocrypha cards.

## SPECIAL THX

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