

## The Dreamers are Dreaming of . . .

The Dreamers are Dreaming of . . .	When woken:
1 tin oceans	must Save or Die from the shock of waking
2 ponies, eyes wild, running desperately from snakes braided in their tails	they suffer from Fear for 1d4 turns
3 bridges of crows	any failed die roll for the next 1d4 days will put the sleeper back to sleep
4 leaf cities	unable to sleep around others for 1d4 weeks
5 perfect suburbs filled with chalk mothers	their sleep is contagious and passes to the person that wakes them, and so on
6 ancient algorithms	can recite spells that can be transcribed with the proper materials, one per hour, until they sleep again
7 things left behind unintentionally	they have knowledge of a treasure, treat as treasure map
8 tiers of altars, all empty	faith shaken, quest needed to get on good terms with gods again
9 an infinite field of arrowheads and taking one	must return to sleep and fix it or the world will end in 1d4 days
10 building a palace of water	the building will collapse in 1d4 turns
11 glass tapestries	they take damage each turn unless they sleep again, they are diseased/poisoned but it only functions when they are awake
12 lying in bed with a lover, a tsunami just out the window	paralysis, sleeper awake, but appears not to be for 1d4 hrs
13 sick horses	ill omen, -1 to all rolls for 1d4 days
14 saying just the wrong thing, again and again	spells cast will be a random spell, 1d4 days
15 a sitar's sound coming from the house of our enemy	can Charm the next hostile they parley with
16 their children's' lust	suffer from Confusion 1d4 turns
17 5	any die roll for the next 1d4 days that is a "5" results in a success
18 beautiful women placing torches in patterns	expect the waker, know what the party needs at every step of the next adventure, but not why
19 bright lions	Charmed by the waker
20 Temujin's pain like light	they share a soul with someone important, only one can be awake at a time