LITTLE NEMO
Adventures In Slumberland

A Jumpchain Compliant Document

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Most everyone dreams when their eyes close and the Sandman comes to pay a visit. Gentle dreams of drifting among the clouds. Exciting dreams spent flying over cities with the greatest of ease. Even sad dreams of loved ones long gone. And sometimes nightmares appear instead. Dark dreams where desires are twisted into horrible visions, monsters lurk in every shadow, and the impossible reaches out to force you awake panting and sweating.

In this world, such things are all too real. Dreams and nightmares really do await some people when they drift off to sleep. An entire realm where the rules of the waking world aren't quite as concrete and can be bent or downright broken. Where magic can happen and the strangest of occurrences are just another day for those who live there.

The Real World is much like the one you know, if a bit behind the times. It is the beginning of the 20th century. The world is modernizing and learning to forget superstitions of the past. Because of this, there are fewer Dreamers than there used to be. Which is disappointing for those who inhabit the slumbering realms but they will continue existing regardless.

The Wildlands makes up a majority of the dreaming realm. It is where most people who are idly dreaming end up. It is a place where strangeness holds sway. Those who wander through must learn to roll with it, though few travel through on a regular basis. It can be as dangerous as it is wondrous and there are easier ways to reach where you are going.

Nightmares sometimes wander this land between realms to pounce upon those they happen upon. They have their own realms as well. Dark pockets of ruined landscapes, long dread cities, and dread mountains where lightning plagues the skies constantly. Few desire to travel there purposefully and fewer still could in any case. The Nightmares fear King Morpheus's power, for it could destroy them, and have long since obscured the paths into their realms.

King Morpheus rules over the Slumberlands, a number of widely separated kingdoms that all good dreams inhabit without fear of the Nightmare. Each unique kingdom is sheathed in the Crystal Cloud. Together with the Royal Scepter, a potent weapon against the darkness, Morpheus ensures each of these realms are safe and secure. Though no barrier is ever completely secure. Still, few worry about such an event. They are content to spend their days having fun and enjoying the sunshine.

You will be spending a decade in this world, either as a Dreamer or as part of the Dream.

You'll find **1000 CP** tucked under your pillow.

Origin

You may choose your gender for free.



Real World Resident (Age: 1d8 + 8) (200 CP)

You come from the waking world instead of anywhere beyond the foggy clouds of dreams. You, like Nemo himself, are a child who lives in New York at the beginning of the 20th century. Your daytime routine and family situation are left to your own decision, but you have the potential to dream as vividly as some children do. So where will you go in your dreams and what will you see?



Slumberland Native (Age: Free Choice)

You are a resident of the dreamscape, living in the world of sunshine and happiness known as Slumberland. It is the place where all good dreams come from. Fantastical kingdoms where some people are made of candy and ride jackrabbit-driven carriages. They are ruled over by the good king Morpheus and his court who keeps back the Nightmare and allows all to exist in peace. Your form is likely pleasant and friendly like a jester or a candy kid, or simply human, at your choice. If you wish, you can even find yourself in a different Slumberland than Nemo ends up in. Or travel between them if you dare to risk The Wildlands.



Slumberland Trickster (Age: Free Choice)

You are a resident of Slumberland as well, but hardly one of those goody-two-shoes who normally populate the realm. You prefer to have a different sort of fun. Preferably at the expense of others or involving breaking a few rules. You have a clownish, friendly, and inviting look. The kind of face people like to trust before you make them regret it. Just don't push your tricks too far. You're not wanted for anything yet but that can change if you make yourself too much of a pest.

Nightmare Land Defector (Age: Free Choice)



The Nightmare is the raw stuff of terrifying dreams that swirls in the spaces between Slumberlands. It tries to corrupt sweet dreams that wander into it and twist them into experiences that would leave children screaming. A Nightmare Land is, thusly, a dark reflection of Slumberland. It is a dark, dingy, smelly place to find yourself and is as hard to escape as it is to enter on purpose. It should come as no surprise that even some of its own residents don't want to be there.

You're one of the less frightening residents of Nightmare Land. You still look rather spooky and strange, but with a goofy tone to it all. Less horror film and more Halloween decorations. What exactly you look like is up to you so long as it fits that theme. You start in Nightmare Land, but are likely going to want to find a way out quickly. The locals are quite fond of bullying those not scary enough to fit in.

Nightmare Land Resident (Age: Free Choice)

There are those who thoroughly enjoy being a part of the Nightmare. Goblins and spooks and creatures of all kinds scary enough to terrify any child who looks in their direction. They tend to be a mean and cruel lot who only follow the biggest and scariest creature around. What exactly you look like is up to you, but demons, goblins, and wicked merpeople are common residents of this part of the dreamscape. On the plus side, any dreams outside of the Crystal Clouds or anyone who wanders into Nightmare Land are free game for you to have fun with.



Perks

*All Origins gain a **50% Discount** on their Perks and their **100 CP** Perk for **Free.***

Real World Resident

Vivid Dreamer (Free and Exclusive): Everyone brushes against Dreams and Nightmares while they sleep. Few delve deeply enough to remember them come morning. However, you can not only recall your dreams, but act freely inside of them. That doesn't free you from following the rules of these realms. Physics may bend and both realms may follow their own special kind of logic at times, but they are not under your command. You can meet other Vivid Dreamers in Slumberland, The Nightmare, or even The Wildlands if you happen across them. They are all fairly vast and the chances of this happening by accident are small, but then again, the dreaming world is odd. Additionally, should anything unfortunate happen to you in your dreams, you will be snapped away and back home in your bed.



Slumberland Calls (100 CP): When you have friends counting on you in the dreaming realm, you can't waste time in the waking one. Sleep, whether it is a quick nap or a full night's rest, comes easily to you and dreaming soon after that. You won't quite fall asleep at the drop of a hat. But given a few moments peace you could drift right off. You can also stay asleep more easily, which is sure to put Flip out of sorts. He enjoys waking your sort up just for a laugh.

A Prince in Training (200 CP): You've got to get some etiquette! After all, there's a lot of royalty and titled people walking around Slumberland. You've got ensure you won't embarrass yourself in public or the many royal balls common there. While you're not quite royal yourself, the tutors of Slumberland have given you a crash course in just about everything. You have a smattering of knowledge on everything from fencing to horsemanship to, yes, etiquette.

Joy In The Moment (400 CP): The good thing about knowing you're dreaming is that you can just relax and enjoy the ride. At least it's sure to be a interesting one. Wherever you wander you'll be sure to meet colorful people and have wild new adventures. Of course, if you want a break from it all, you'll still be able to relax and enjoy the moment you're currently in. Even if you're forgotten how along the way.

Conquering The Nightmare (600 CP): When you know your dreaming, and that you will always wake up safe in bed, it becomes a much easier to be courageous. After a few adventure that courage tends to settle in and follow you back to the real world. You'll find that making new friends in school is a lot less terrifying now that you've negotiated with ravenous flowers. Simply put, your bravery knows only the bounds you give it and your willpower ensures you can follow through with the desires of your heart.

Slumberland Native



Dreaming Charm (100 CP): You might not be a member of Morpheus' family… or maybe you are. Either way, all Sumberlanders share a little of his charm or his daughter's exceedingly good looks. You may choose to either be Friendly or Lovely. Slumberland Natives who are Friendly have a gentle, kind aura that helps those you meet come to trust you more quickly. Those who are instead Lovely are exactly that, beautiful and gifted with an excellent singing voice.

Unfazed Dreamer (200 CP): Most of the weirdness of the Dreaming realm is contained to the Wildlands. But Slumberland is pretty odd itself. Weather Nymphs, The Tesseracted Tower, and strange rules of reality are all just a part of daily life one learns to roll with. You, as a native to these types of places, are used to dealing and working with these kinds of oddities. No matter what kind of dreams you wander into, you'll be able to roll with the weirdness and discover the unwritten rules with ease.

Royal Demeanor (400 CP): Did anyone tell you that you're pretty cute when you're angry? The Slumberlanders are normally a peaceful enough bunch. Even the guards aren't that threatening and are better suited for looking good at parade rest than actually arresting anyone. You, however, are made of sterner stuff. Like the Princess Camille herself, there's a will of iron hiding under that soft and kind exterior. This also gives you one heck of a mean punch. For those moments you feel the need to shut up those who question your royal authority.



Crystal Cloud Weaving (600 CP): King Morpheus, guardian of the Slumberlands, was the first to learn how to create the Crystal Clouds to keep out the Nightmare. You will officially be the second. Whether you discovered this talent naturally, as he did, or were taught by the big man himself is up to you. Crystal Cloud weaving allows you to pull and harden the very fabric of dreams itself, allowing only certain kind of dreams through. Nightmares could push and rage against the clouds as much as they wish, but they would never budge an inch. Meanwhile, Slumberlanders can casually stroll in and out of the Crystal Cloud with ease. Technically you could also attune it the other way around to make a cloud that only Nightmares could pass through and Slumberlanders couldn't. But why would you do such a thing?

The process itself is very simple once you know the secret behind it. A small kingdom sized cloud could be made inside of a week working alone. It is a concentrated effort though, so don't expect to be goofing off during the process. For some strange reason, there will always be a door in the cloud, offering the Nightmare a possible entrance. Thankfully you will always have the only key.

Slumberland Trickster

A Frightful Fellow (100 CP): That's right! You're frightfully funny, frightfully friendly, and you can make dreams come true! Or, at least, that's what you tell everyone. By your very nature you're a bit of a rogue, bouncing around and causing trouble, but you're a charming sort. No matter what your true nature, you can pretend to be quite charming and friendly. Perfect for getting chumps to lower their guard. Part of the package makes you pretty acrobatic as well.



Trust Me! (200 CP): Just being friendly is only going to get you so far. To have real fun, you're going to have to get people to trust you. To pull them out of their comfort zone and throw them into the deep end. Thankfully, that glib tongue of yours is just made for that kind of work. You're great at finding ways to convince others to break their promises, shirk their responsibilities, and follow along with your tricks and pranks. Commonly by suggesting it will all be a lot of fun.

Prince of Mischief (400 CP): Causing trouble is as easy as breathing for you. Just a little wandering is all it takes for you to stumble upon a prime target, or targets, for an excellent prank. You'll spot opportunities to have fun at the expense of others while barely even trying. After a little while it will develop into a kind of "sixth sense" that will allow you to find the "fun" that will develop into whatever level of chaos and destruction you feel like unleashing at the time.

Time To Skedattle (400 CP): Of course, getting away from the trouble you cause to enjoy the show from afar is the hard part. You don't need to stick around for the lectures and punishment that normally follows such things. Who would want that anyways? So when things start getting a little too serious, you can easily make yourself scarce and slip away. Just don't expect people to forget about your actions if you do something too criminal.

Powerful Relatives (600 CP): The Dawnguard is a knight bound to no lord who wandered the Wildlands and brings the dawn with him, banishing Nightmares and waking Vivid Dreamers caught in his path. Just one more strange individual found in the sleeping lands. He also happens to be your uncle and has taught you a thing or two. You now know how to force Vivid Dreamers awake or put anyone to sleep with a simple surprise or prank. Don't let the simplicity of this ability fool you. It's quite the useful trick around here. Slumberlanders don't normally sleep, so when they are forced to they have an awfully hard time waking up. And Nightmares are vulnerable to both sides of this power, fading out for a while if "awoken" or dropping where they stand if put to



sleep. Once affected, individuals will be more resistant to this ability until the sun has set again.

Nightmare Land Defector



Not as Scary as We Look (100 CP): Compared to other Nightmares, you might be downright cuddly and charming, but to anyone else, you still look kind of spooky at first sight. Except that no matter how hard you try to horrify or scarify, people just laugh at you instead. So you decided to use that to your advantage. Now you can make yourself look more trustworthy and friendly despite how you look with a few bumbling antics.

Comical Stylings (200 CP): Another reason you are trying to find your way to Slumberland is the fact you have a knack for comedy. It's also one of the many reason the Nightmares around you seem keen on making your life miserable. A good joke comes naturally to your lips and juggling is as easy as breathing, especially with a pratfall or two built in. And while you don't have the greatest singing voice, you'll be able to carry a tune while singing. Perfect as back-up in musical numbers or in groups.

We Were Under The Bed! (400 CP): You have spent a lot of time making yourself scarce over the years. The bullying from the regular Nightmares is bad enough. You don't even want to think what would happen if the Nightmare King found unscary beings such as yourself loitering around. So you've learned how to blend into the background. Literally. When you are standing still and desiring to hide, the color of your skin and clothing will gradually shift to match whatever you are standing in front of. Or behind as the case may be. It takes a moment to complete the transformation, but once completed it will remain intact as long as you do not move, virtually hiding you from anyone simply looking at you.

Lend a Hand (600 CP): Despite your origins, or maybe because of them, you've learned that it's much better to have someone around to help out when times get hard. There aren't many like-minded beings in Nightmare Land so you've learned to get along with, and cooperate with, whoever is on hand. This trait helps you ignore otherwise annoying habits and quirks of those you are around. It also makes the moment you all pitch together towards one task that much more effective. You can accomplish more in a shorter amount of time when you're working with others. This can lead to great feats of strength, agility, or endurance in times of great need as well or other such stretching of talents you or your fellows have.



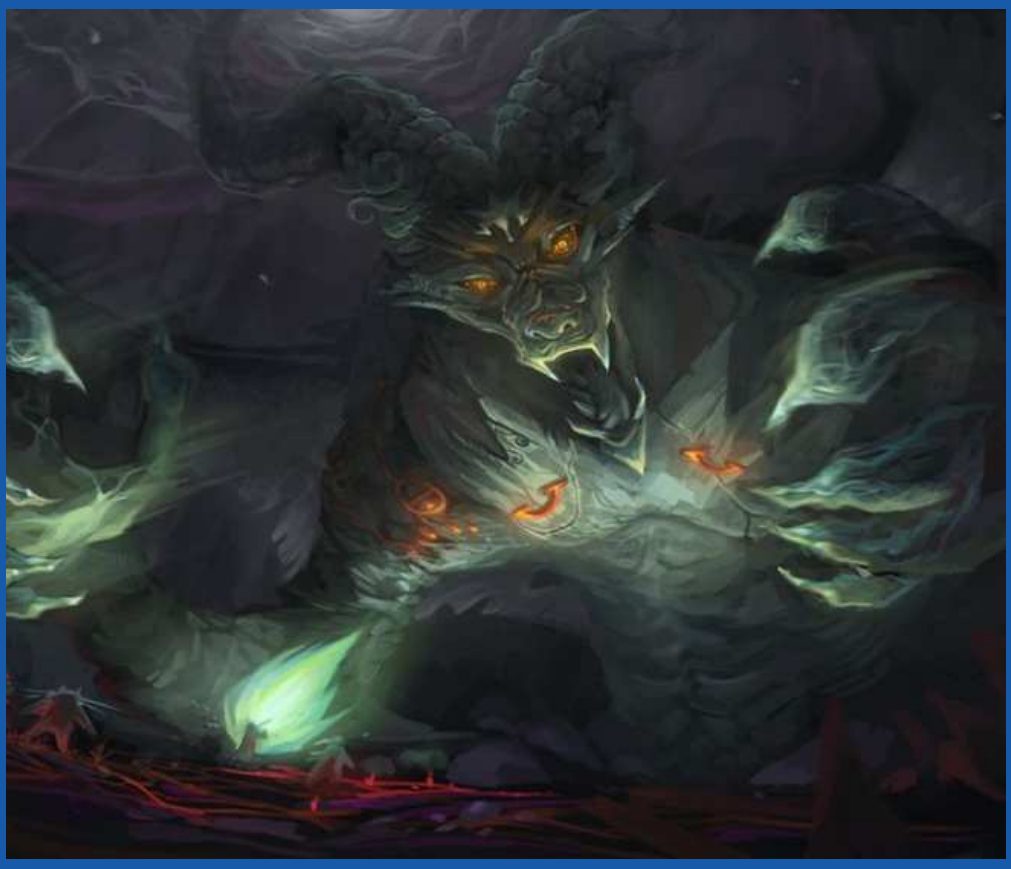
Nightmare Land Resident

Terrifying Presence (100 CP): You are one scary bastard. Whether it comes from a subtle aura that clings around your otherwise normal form or from the fact you actually look like a monster, people only need to take one look at you to know you for what you are. Children will cry, women will weep, and men with weak constitutions will likely faint if you desire it. Of course, if you want to suppress this effect, you can. No doubt it will make the reveal later all the more horrifying.

Unpredictable Behavior (200 CP): Nightmare, the literal black ooze that creeps into dreams to corrupt them, is a jerky, insidious monstrosity that never seems to move quite the way you would expect. As a Nightmare yourself, you have learned to copy those movements to increase the uncertainty and terror in those you stalk. Your movements have become twitchy, erratic, and it is now much harder for others figure out just what your move will be. This mainly relies on eyesight.

Infectious Presence (400 CP): Changing a dream into a nightmare is more of an art than a science. Do it too quickly and you'll wake up the dreamer before you get to have any fun. Do it too slowly and morning will beat you to it. But at least you'll have plenty of opportunities to practice. You can now transform dreams you are inside of, dreams you encounter, or even small areas of any dreaming realm you are standing in, simply by concentrating on the effort. You will gain a limited amount of control over the dream or realm while commanding it, able to guide events steadily towards creepy and terrifying.

Nightmare Lord (600 CP): You aren't just a Nightmare any longer. You are THE Nightmare. A Nightmare Lord is the most terrifying and powerful evil that the dreaming realms can produce. They commonly reach up to thirty stories in height where normal Nightmares average maybe two meters. While the process that creates such monstrosities isn't widely known, you have skipped that step entirely. Your powers inside the Nightmare rival those of the Nightmare King himself. You gain a wealth of mighty magical powers centered around destruction and fearful illusions, as well as the ability to shrink yourself down to a relatively normal height if you desire. Additionally, you can command the fearful obedience of lesser Nightmares with ease. Your powers are directly linked to the Nightmare around you, so should you leave it they will diminish to a shadow of their former power. Outside of a dreaming realm of some kind you will find them virtually nonexistent. While in this world you have the same weakness to anti-Nightmare weapons that all your kind does. However this



vanishes once you leave this world.

Items

SleepyTime Candy (50 CP): These lavender flavored hard candies are perfect for insomniacs. The soft, soothing flavor is just the thing to help put you to sleep. By the time you finish one, you'll be well on your way to dreamland. You'll always find one of these sweets tucked into your pocket when you go looking for it.

WakeUp Mints (50 CP): A sharply spearmint flavored mint that's so refreshing it will jolt you awake again. No matter what kind of Nightmare or other unpleasant situation in, Vivid Dreamers will always find themselves back home in their bed after chewing on this mint. There will always be one waiting in your pocket if you go looking for it inside a dreaming realm. Not recommended for folks of the dream.

Model Airplanes (50 CP): These delightful wooden models are sure to offer hours of entertainment. You get four models with initial purchase, including a dirigible and hot air balloon with real cloth! You'll also get a new model of an early airplane delivered each month for continued fun.

> **Deluxe Edition (50 CP):** Now you'll have two models delivered each month. The second one is always a model of a ship you've seen or owned in your travels around the multiverse. Warning: these will sometimes be very difficult to put together.



Dream Treats (50 CP): These delectable frosted cookies come straight from the Slumberland Royal Kitchens and are, literally, the tastiest cookies that can be imagined. They come in a small, fancy box that is always filled with fresh cookies. Try not to get crumbs in your sheets.

Cigars (50 CP): Wait, no no no! Absolutely not! Smoking is horrible for you, should be discouraged, and is absolutely not allowed by children. Still, if you must indulge your filthy habit, here are some peppermint sticks for you to "smoke" on. They're a lot tastier than you might think and, surprisingly, actually do serve as a replacement for anyone already addicted to smoking tobacco. This pack comes with five sticks, but will always be full when you go back for more.

Pajamas (50 CP): An absolutely comfortable set of nightwear that are durable enough to survive taking on the Nightmare King himself. If you're not a fan of the one-piece that Nemo himself sports, you can model these to look however you wish. So long as it keeps you decent. You won't always have a change of clothes waiting for you in the slumbering lands. Best not to shock the locals.

Animal Pajamas (100 CP, One for Free Real World Resident): This set of footie pajamas (a one-piece, zip-up affair with the feet sewn on), is an equally comfortable alternative to those mentioned just above. However, these come in one of three animal print styles that offer minor, but unique, abilities when worn in dreaming realms. The Frog set is green with darker green stripes and allows the wearer to easily swim like, well, a frog when in water. The Lizard set is purple with yellow stripes along the back and allows the wearer to stick to and climb up walls. Finally, the Bee set is yellow with black stripes (or is that black with yellow stripes) and significantly fluffier than the other two. It offers the ability to lift off

the ground and fly short distances. The wings are rather small so it will need a moment to rest up between flights. You may have one set with each purchase of this Item.



Royal Train Set (100 CP, Free Slumberland Resident): This model train set is scaled up to the size that even a hefty adult could ride on the cars without breaking them. The engine is capable of pulling all seven cars, plus its caboose, at speeds anywhere from reckless to breakneck. It does take a little bit to get up to those speeds though. Additionally, you never seem to run out of track. You could have it weave across an entire castle and never once find the box empty. Very durable as well. Except for the piston gasket. But don't worry, we've included extras of those.

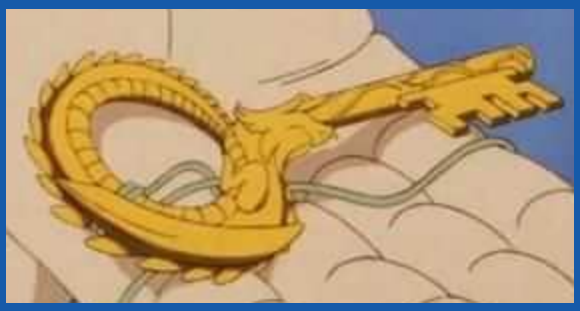
Map of Nightmare Land (100 CP, Free Slumberland Trickster): This map is absolutely vital to anyone who wants to navigate around any given Nightmare Land without getting hopelessly lost. It even shows the way to the local Nightmare King's lair. It is so utterly valuable and useful that it has been encoded into a bizarre mess of nonsense symbols to confuse anyone who might try to take it from you. Thankfully, you know what it all means and can read it with ease.

Lost Luggage (100 CP, Free Nightmare Defector): This matched four-piece set of luggage has seen a hard life and looked to have spent an extended period of time soaking in water. However the dresses, costumes, and make-up kits inside are all intact, unstained, and otherwise pristine. Too bad the name tag is smudged beyond readability. At least they'll help with your comedy routines.

Lump of Gold (100 CP, Free Nightmare Land Resident): This gold medal is a simple plain disk with a single mystical symbol of one sort or another etched into it. A pin in the back is perfect for attaching to a clump of fur or jacket. While otherwise useless, it is a symbol of a Nightmare King's favor bestowed upon you. While wearing it you'll find other Nightmares seem to respect you. A little bit.

Goat Cart (200 CP): This small cart can hold four people comfortably and is constructed of solid wood in a stylish fashion. Four goats are attached to each corner, like wheels, and can support quite a bit more weight than you would suspect. A steering wheel of dubious use is attached in front of one seat and there's also a frog strapped, literally, to the front to warn everyone to get out of your way. Despite how ridiculous it sounds, and looks, the vehicle provides an very smooth ride. The goats are even capable of jumping over large gaps or obstacles with ease. If you desire, you may replace the four goats with any animal found on earth with ones of your choice. So long as it isn't larger than a lion. If you pick an animal normally too small to move a cart like this, they will be sized up to roughly that of a goat.





Golden Key (200 CP): This dragon-shaped key may appear simple enough at first glance. But it has a hidden power like little else. It exists only in the dreaming realms, but comes instantly to your call. It can be inserted into any doors, shrinking or growing as needed to fit, and will unlock all of them.. A word of caution, doors marked with the dragon symbol are dangerous and shouldn't be opened lightly. Nightmares and other dire secrets lay beyond them.

Wooden Bedknob (200 CP, Discount Real World Resident): This wooden orb with one flattened section is a little underwhelming at first glance. It's worn and battered and clearly desires to rest in its desired post. But give it three taps and announce "I could really use some rest." and quick as a wink the rest of its bed will appear. Not only is it a comfortable queen-sized bed but it can fly! It soars along at the speed of dreams and can even appear in the real world. Might want to keep the bit about it flying quiet though. Also, it tends to have a hard time operating inside Nightmares.

Dirigible (200 CP, Discount Slumberland Resident): This large flying balloon looks like a classic sailboat that achieved its grandest dreams. Polished and carefully painted wood decorates every inch of this vehicle, which is saying something. It comes with two bedrooms, a sitting room, and even a small dining room and kitchen. With everything bolted down, of course. Thankfully, this is a dream ship and doesn't need fuel. It will, however, need a pilot. Given a reasonably skilled one this vessel can even sail through Nightmare and out the other side.

A Very Good Girl (200 CP, Discount Slumberland Trickster): Giant birds are hardly the strangest creature Slumberland has to offer. This one, who is a species of your choosing, is large enough that an average person could perform cartwheels and acrobatics on their back quite easily. It's not the fastest thing in the air, but it is unfailingly loyal and willing to put up with quite a bit of rough treatment. It won't hesitate to offer a feather or two from its plumage if it makes you happy. She can be treated as a Companion, Follower, or Pet, at your choice.



Splendid Steamboat (200 CP, Discount Nightmare Defector): This steamboat, despite currently being a little waterlogged and seaweed slathered, is in perfect working condition. The supply of coal and stove are even still dry. It is a small craft with just a single deck and an small engine room. But it is a light and spry craft in the water that eagerly obeys even the slightest turn of its wheel. Perfect for sailing away from Nightmare Land or wherever else you want to go. After you get the water out.

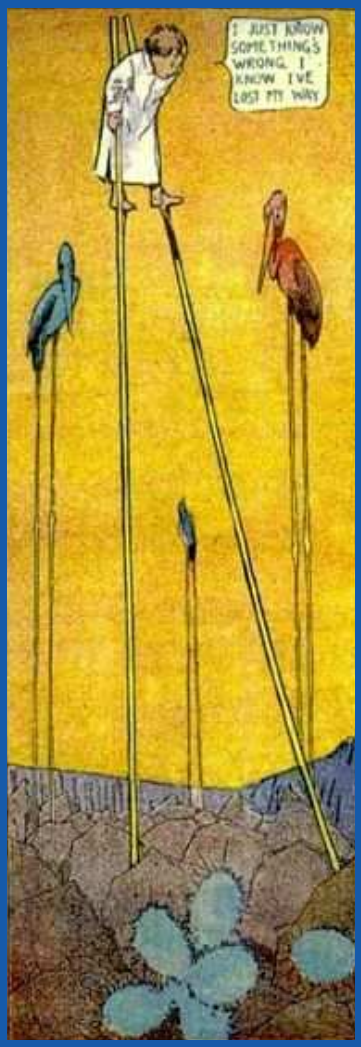
Spying Eyes (200 CP, Discount Nightmare Land Resident): This pair of unbreakable crystal orbs are roughly the size of a normal person's eyeball and seem to exude a magical aura. They are linked, one to the other, and are a highly useful tool for spying. Looking through one orb allows you to fly the other one around and see through it. It is almost invisible this way, but isn't very fast and requires a certain amount of concentration to keep active. However it will always find its way home when deactivated.

Royal Scepter (400 CP, Discount Real World Resident): Despite the name and how it appears, this large golden scepter is a powerful weapon created specifically for dispelling Nightmares. It is powerful enough to slay even Nightmare Lords and Kings if they are caught in the way of its full power. Even just a fraction of it is enough to slay minor spooks of all stripes in the dreaming realms. Unlocking its full power requires saying a string of exactly thirteen, rather silly, words. It is not something that can be done casually and requires both concentration as well as a lot of willpower to actually fire. Partially saying the activation string will cause a small cone of energy to project from the jewel, allowing it to be used as an awkward sword. The jewel will also fill with a sickly green smoke if it detects Nightmare anywhere nearby.
It is also exceptionally hard to lose, appearing nearby just when you need it if you happen to misplace it or leave it behind.



Slumberland Castle (400 CP, Discount Slumberland Native): This massive structure is normally home to the royal family of any given Slumberland. But we found a vacant one for you. A castle in the truest sense of the world, this marvel of marble columns and brightly polished stone floors would suitably impress any visiting nobles. It comes complete with a great hall large enough to hold ceremonies with hundreds of guests and comes with three thrones. A large assortment of rooms, two libraries, lavish gardens, and a bathroom large enough to qualify as a swimming pool are all included. We even threw in a few peppermint trees and pink lemonade fountains for you. It can be attached to your Cosmic Warehouse directly or will remain in the dreaming realm secure in its own little patch of Crystal Cloud.

The Land Between (400 CP, Discount Nightmare Defector): The Wildlands exist in between the areas claimed by Nightmares and Slumberlands as a strange, strange place. It is an area where everything is possible because the limits of reality have slipped away. It's entirely possible to climb aboard a pair of stilts and get assaulted by a horde of amorous long-legged storks. It's also possible to grow and shrink without even realizing it to have miniature or giant adventures of all stripes. And while travelling through the Wildlands may be a hassle at times, it is never boring and is often a decent adventure. A small patch of this dreaming realm has taken a liking to you and will follow you between worlds. You will always be able to access it when you fall asleep if you desire. We cannot say exactly how big it is, because it likes to stretch or draw in on itself as its whims desire. But it will always be big enough to get where you're going, small enough not to take too long getting about it, and large enough to have a grand adventure along the way.



Nightmare Castle (400 CP, Discount Nightmare Land Resident): This dark and brooding affair of dark stone and storm clouds has come under your control. It is an evil reflection of the Slumberland Castle, just as large but decidedly opposite in tone. Age and decay will creep in every corner to leave its mark despite all the furnishings still being sound. There will be dimly lit corridors, the sound of chains dragging along the floor in the distance, and plenty of nooks and crannies for your underlings to cower into. But most of all it is a place where few heroes can venture without being subtly intimidated. You may attach it directly to your Cosmic Warehouse or leave it in a small cloud of Nightmare in the dreaming realm to wait for you.

Companions

Let Me Dream Along With You (50 CP): Naturally it is always more fun to dream when you've got others to enjoy the time with. With each purchase of this option you may import two existing Companions into this world. Each of them gain **600 CP** to spend on an Origin and Perks as they please. You may instead create new Companions with this option if you desire. Imported or Purchased Companions all begin in realm appropriate for their Origin, but fate will ensure you all meet up before too long. Just keep in mind that anyone who purchases a Slumberland or Nightmare Origin may not travel to the waking world without outside powers to assist. You may purchase this option as many times you desire.

Hermes (50 CP): A flying squirrel in a very literal sense. While he isn't much larger than an ordinary brown squirrel, Hermes comes equipped with large flaps of skin that allow him to glide with ease. He is an oddly intelligent little beast and doesn't always seem to obey the rules of physics when he glides around. The chattering noises he makes are almost intelligible. He lives in the Real World and comes with the **Vivid Dreamer** Perk. He also has an utterly adorable white pilot scarf wrapped around his neck.

Frunkus (50 CP): Frunkus is a Frunkus. Don't you know what a Frunkus is? It's a small furry creature no larger than your little finger decked out in wild fur the color of the sky and the setting sun. Its eyes are a total blue not unlike this page and it lacks a nose. Frunkuses are pretty cowardly but once they get to know you they're affectionate, adorable little pets. Speaks in odd nonsense words like Frunkus. We can size him up to roughly a german shepherd if you prefer. He is a Slumberland Native and comes with the cute side of the **Dreaming Charm** perk.



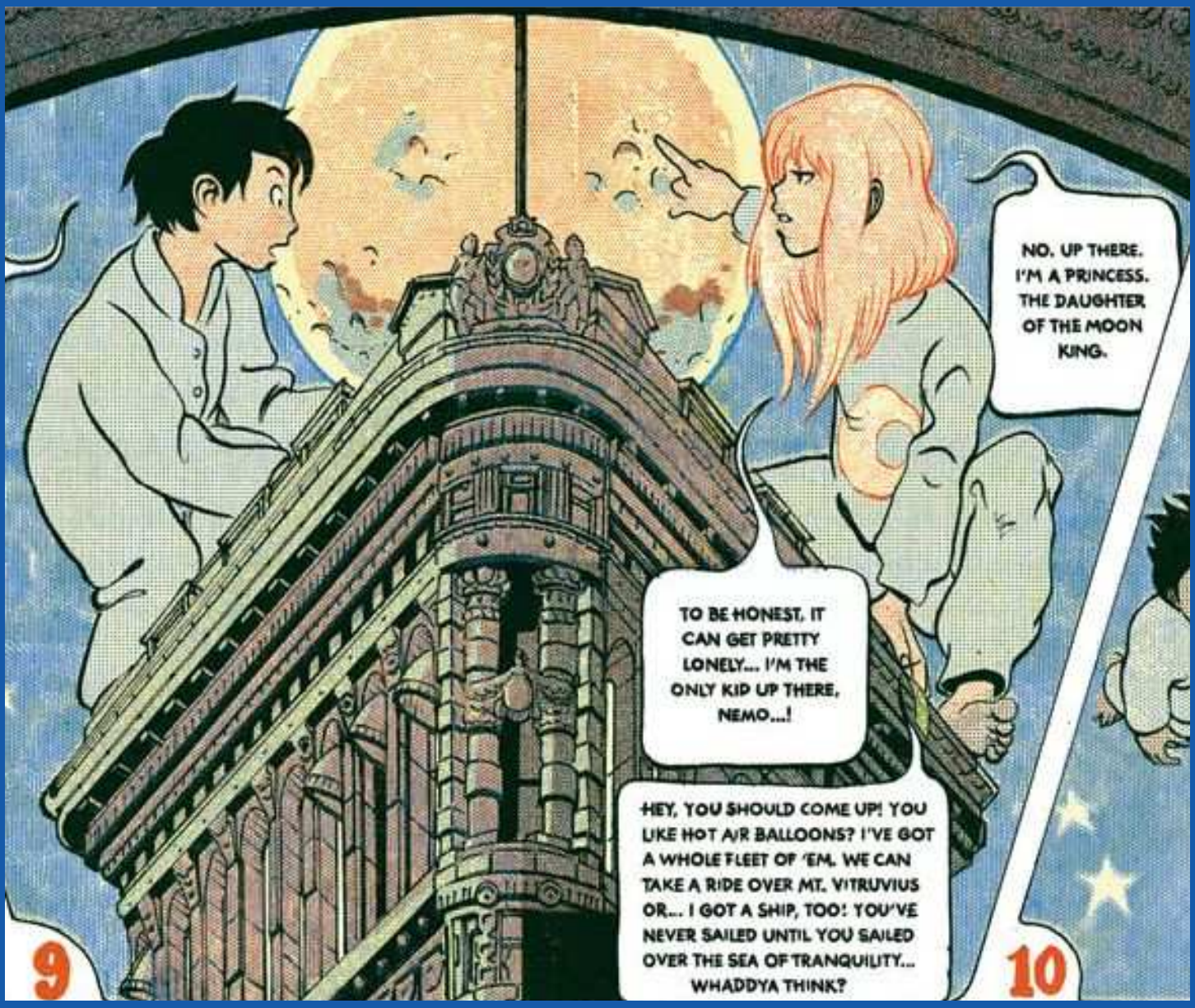
Candy Cane (100 CP): Candy Cane is not a complicated person. They belong to a group of Slumberland Natives who work as butlers and maids to the wealthier citizens of Slumberland. It is a role they quite cherish as they enjoy making other people happy. They are all made at least partially of candy and have equally sweet, pleasant dispositions. Candy Cane has offered their services to you for one reason or another. We'll leave the exact details to you. Like their fellows, they are cheerful, happy to serve, and loyal to a fault. Their legs are made out of candy canes, but don't lick. That's just rude.

Nemo (200 CP): Exactly what you would expect from purchasing this option. Which Nemo you encounter will change if you take the **Wrong Pillow** or **Return to Slumberland** Drawbacks below. No matter which version you end up will, Little Nemo will have the **Vivid Dreamer**, **Slumberland Calls**, **A Prince in Training**, and **Joy In The Moment** Perks. They will also grow

into the **Conquering The Nightmare** perk over time.

Selene (200 CP): This young girl of no more than twelve and no less than nine is something of a mystery even in the unusual realm called dreams. She claims to be a Slumberlander and the daughter of the Moon King. But none have ever ventured in that direction to see if there is even a Slumberland Kingdom on the moon. Not to mention the fact that she is almost never in her own kingdom. She prefers to invade the dreams of others in the hopes of luring them back to the moon to play with her. Barring that, she'll hang about and have what amusement she can with those she happens across. Truth be told she is rather lonely. But is she really even a Slumberlander? Who can say for certain. Maybe she'll tell you the truth one of these days. Or maybe she already has.

Selene comes with the **Vivid Dreamer**, **Slumberland Calls**, **A Prince(ss) in Training**, **Joy In The Moment**, **Dreaming Charm (Lovely)**, **Unfazed Dreamer**, and **Royal Demeanor** Perks.





Drawbacks

You may gain a maximum of 800 CP from Drawbacks.
Indented Drawbacks can only be taken if the one above them has also been taken.

Wrong Pillow (+0 CP): This isn't quite were you were supposed to end up. But the oddity of that fact is going to fit right in around here. You've dreamt your way into a world inspired by the original Little Nemo comics. Everything around these parts are a lot weirder and more dream-like. The journey to Slumberland itself is a lot longer and seems to take notes from Alice in Wonderland at some points. On the plus side, it's less dangerous overall. The Nightmare isn't as much of an issue until much later. This Nemo takes quite a while to get anything done, as he only visits once a week. Or tries to. He has a lot of trouble making it to Slumberland in the first place and staying asleep even then.

Return to Slumberland (+0 CP): Time and progress have marched forwards without you. It's now sometime in the 1990s, though Slumberland hasn't quite got the memo. There's a new Nemo as the original has grown up and left Princess Camille behind. This one really wishes everyone would call him by his actual name, Jimmy. He's a little bit cynical and impatient, but he'll grow to like Slumberland in time. At least he doesn't have any problem staying asleep. It's still a pretty odd place. Especially that Tesseracted Tower. How does that building keep from floating away anyways?

Restless Dreamer (+100 CP): You have an easy enough time visiting Slumberland, but staying there is another matter. You'll pop in and out every so often as a loud noise, creaking board, or some such noise pulles you awake for a moment. You'll fall back asleep quickly enough, but you'll lose entire minutes at times because of this. It will mostly be an inconvenience and rarely dangerous.

You Can Call Me Professor Genius (+100 CP): Everybody seems really bad at naming everyone and everything in the dreaming realm. There will be exceptions, like King Morpheus and Princess Camille, but most everyone you run across is either going to be named nonsense words or so literally as to be annoying. A minor nuisance to be sure, but an ever present one.

Jealous Weather Nymphs (+100 CP): Weather Nymphs live in the clouds and dislike basically everyone who walks on the ground. Normally they're content to ignore them, but when they see someone having too much fun in the sun, they become all kinds of jealous. They'll storm and rage until the clouds around them open up in showers or snow. Depending on the season. Literally raining on your parade at times. Thankfully these storms never last for too long once the fun stops. But expect light inclement weather any time you begin to enjoy yourself outside.

A Turkey Ate My House! (+100 CP, Real World Residents Only): Entering Slumberland once you have already been there is a piece of cake. Sure, that first trek isn't always a walk in the park, but you only have to do it once. Well, sort of. You will always begin your dream with some kind of oddness straight out of the Wildlands. Like a massive turkey showing up and eating your house. Or an octopus blown up like a balloon floating in through your window to snag your bed. You'll always end up in Slumberland after a minor adventure or strange occurrence though. Once you reach it the first time, naturally.

Misfits and Outcasts (+200 CP, Non-Real World Residents Only): Remembers what was said about you starting your appropriate realm? Well, we messed something up. For yourself and your Companions things are going to be reversed. Slumberlanders are going to show up in Nightmare land and Nightmares are going to appear in Slumberland. Nobody is going to be happy about any of this. Nightmareland Defectors instead start their time lost in the Wildlands.

Where Will You Go? (+200 CP, Real World Residents Only): Normally once you find Slumberland, you don't have to wander through the Wildlands to reach it each time. Normally. You, however, are going have to take the long way around. All direct flights to Slumberland are canceled for you. You'll have to hike through the wild backgrounds each and every time. You're going to hit a lot of dead ends on your way and you probably won't make it there every night. If you do find a reliable route, though, it will stay reliable… for a while. Look, that place is just unpredictable. Routes change from time to time.

The Bell Tolls (+200 CP): Nightmare seems to plague your steps like a hound on a fresh scent. No matter how hard you attempt to avoid it, it eventually finds a way to snare you. You'll either find yourself stuck in the middle of a Nightmare or lost in Nightmare Land itself. While you will find your way back out each time, it's going to be a harrowing experience each time. Even if you happen to be a resident there are parts of the realm that will find a way to scare the daylights out of you.

Royal Attitude (+200 CP): You have a bitch streak a mile wide and boy do you like giving people the grand tour. Your first reaction to meeting someone new tends towards dressing them down for their faults, no matter the situation. People can see past this to your real personality after that fact, but a lot of them might not want to after your tongue lashing.

Sleepwalker (+300 CP, Real World Resident Only): You tend to sleepwalk when you visit Slumberland. Oh, don't worry, you won't wake up. Your dreams might take some odd twists and turns though. And you'll probably wake up in strange places or dealing with a lot of bumps and bruises. Hopefully you won't wander anywhere too dangerous.

Sleep Talker (+300 CP): You do a lot more than just sleepwalk now. Whenever you use your abilities while in Slumberland, your normal self uses them back home as well. Setting a Nightmare on fire with your otherworldly powers would still work, but it's going to set your room on fire as well. Might want to be careful how you use those.

Weakened Gate (+300 CP, Slumberland Resident Only): Morpheus has been weakened by constant battles against the Nightmares. Cracks are beginning to appear in the Crystal Clouds, allowing the dark dreams to slip inside slowly. Small pockets of Nightmare now ebb and flow like a tide at the edges of each Slumberland. They will steadily move inwards over the years unless you find a way to assist the King in his efforts or seal the breeches. This whole affair tinges the normally happy Slumberland kingdoms with a trace of uncertainty and greyness. Worry has tainted their innocence.

Unguarded Gate (+300 CP): This is bad. Morpheus can no longer guard the gate. Whether it is because a Nightmare King or Lord has stolen him away or due to the loss of the Royal Scepter doesn't matter at this point. The Crystal Clouds have begun to collapse as Nightmares assault each kingdom in turn. Constant strings of refugees move furtively through the Wildlands in an attempt to reach the safety of the next kingdom. Not all of them make it before roving packs of darkness descends upon them. The dreaming realms are quickly descending entirely into Nightmare's control. Acting swiftly may limit the damage, but nothing is going to bring back the unfettered joy the Slumberlanders once knew.

No More Bad Dreams (+300 CP, Nightmare Resident Only): The Nightmare has been utterly defeated. Slumberlanders rejoice everywhere. King Morpheus sings the praises of a small boy called Nemo who mastered the use of the Royal Scepter so quickly. Here and there small pockets of darkness still exist in the Wildlands, but Nightmare Lands are no more. As a Nightmare, all of this should make you extremely, extremely afraid. Because both Morpheus and Nemo are on the lookout for the last holdouts.

Too Much Light (+300 CP): The problem is worse than you first assumed. The dreaming realm has always been made up of light and dark. A delicate balancing act that has now been destructively skewed out of alignment. There is too much light and not enough darkness and it is just as dangerous as the reverse. You're going to have to do something. Gather together the last scraps of Nightmare stubborn enough or dangerous enough to still be living and get them to cooperate long enough to fix this. To break Nemo and Morpheus's iron hold on the dreaming realms. But most importantly you must find a way to reintroduce Nightmare before it is too late. Just get it done. Quickly. The light is starting to burn.

Jazama Pajama Pajama Shimera Kazam Imera Imera Kazam Pajama Shimera Kazam Pajama Pajama! (+400 CP): Every single one of your otherworldly abilities and powers are not linked to a long-winded chant. Thirteen words to be precise, none of which are easy to pronounce in sequence. Most of the words are utter nonsense designed to twist your tongue around. Except for pajama. For some reason that one seems to come up a lot. You're going to have to get the sequence exactly right if you want to draw on your powers.

The Dawn Is Breaking

Your decade in this world has drawn to a close. Whether you had a lovely dreams, strange ones, or nothing but nightmares, you can leave all of it behind you.
All of your **Drawbacks** cease affecting you at this point.
You have one last choice to make.

Just Five More Minutes

You have decided to call this world your home. You will stay here instead of traveling to another world. You will be allowed to keep everything you have gained so far on your journey. As a gesture of appreciation for choosing this option, you will be able to freely travel between the real world and the dreaming one.

I Miss My Own Bed

You have chosen to head back to the world you originally came from. Whatever your reasons, we wish you well in your travels. You will be allowed to keep everything you have gained so far on your journey.

Face A New Dawn

You have decided that your journey is not yet over. You will continue onwards to the next world with everything you have gained thus far.

