

Dreams of Ruin Research Maps

Labyrinth Lord's Copy

Notes for the Labyrinth Lord

The magical research maps illustrate the primary mechanism of inquiry outlined for the *Dreams of Ruin* material. The structure is a two-tiered matter. The outer secrets are accessible with an arcane imager and specialized tools, and contain the basic elements of understanding and managing the dreams.

The inner secrets — the secrets of the dreams themselves — require a massive investment in a dimensional disassembly works in order to unravel them. These reveal the secrets of the dreams' construction and the most powerful treatments that can be used to manage them.

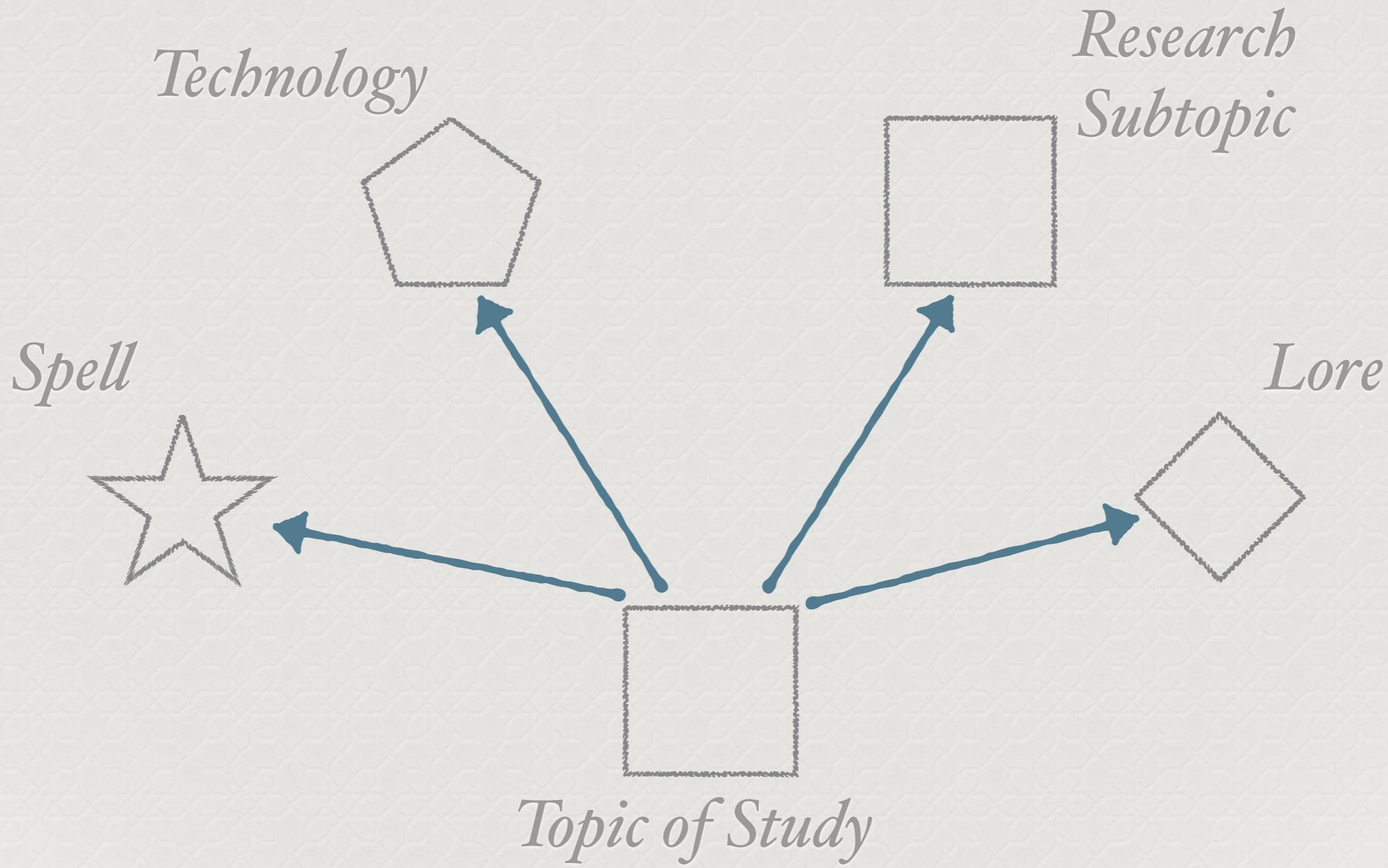
Arcane means of inquiry are presumed to be the center of the effort against the dreams. As a result, they have the most complicated, complete, and controllable of all the research frameworks detailed within this material.

When the characters begin their formal inquiry into the dreams, provide them with the “You, a Dweller in Happy Ignorance” panel from the players' version of this reference book.

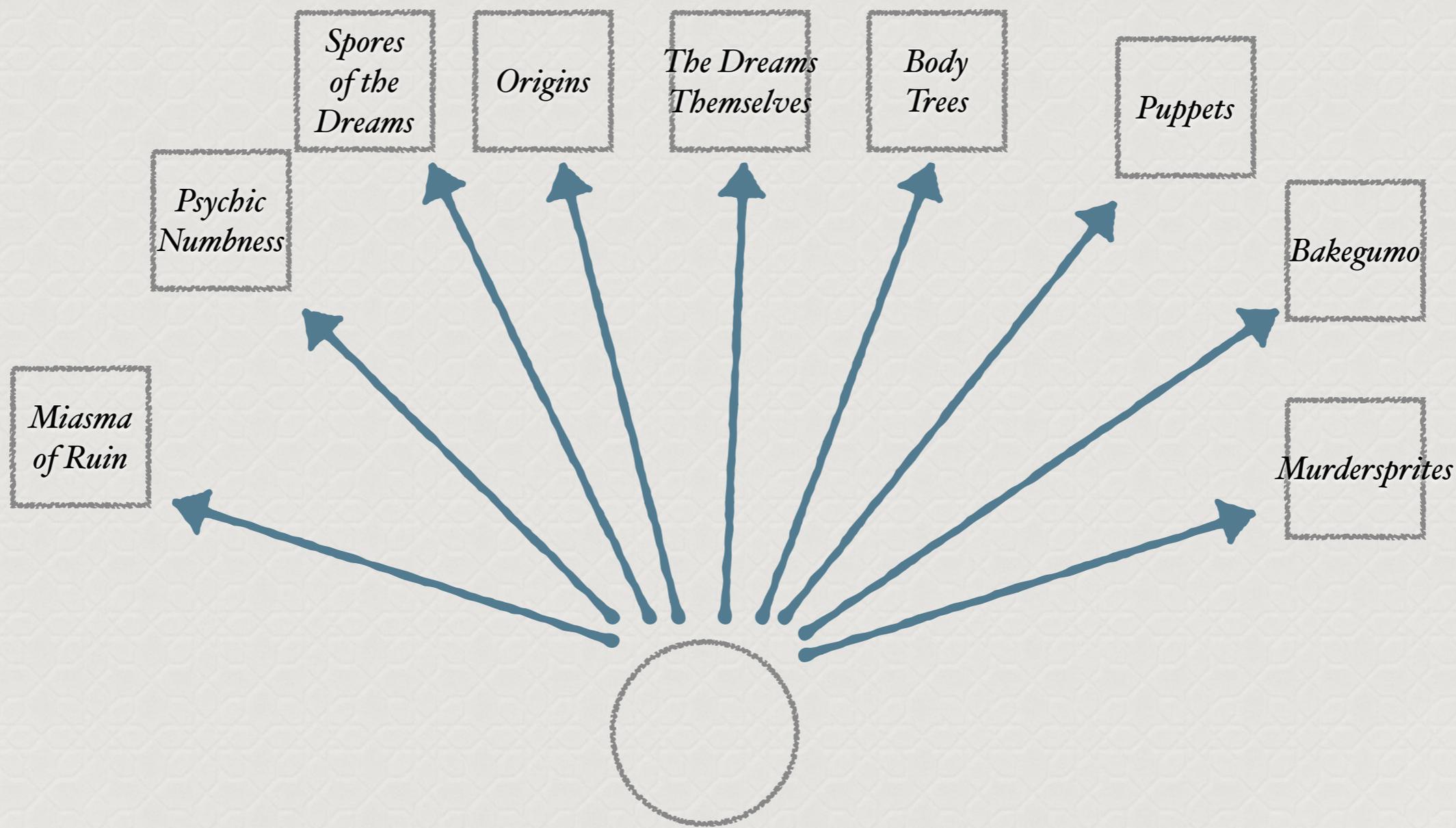
Each time the characters get an a *Further Prying (Arcane)* inquiry result, the Labyrinth Lord should let them discover a secret of their choice on the panels they have available. Roll a d6 to determine if they discover a spell (1), technology (2-3) or lore (4-6). Let the player pick by pointing which specific effect they want to unlock.

If there are only two categories open, roll until you get a valid result. If there is only one possible result, it is automatically assigned.

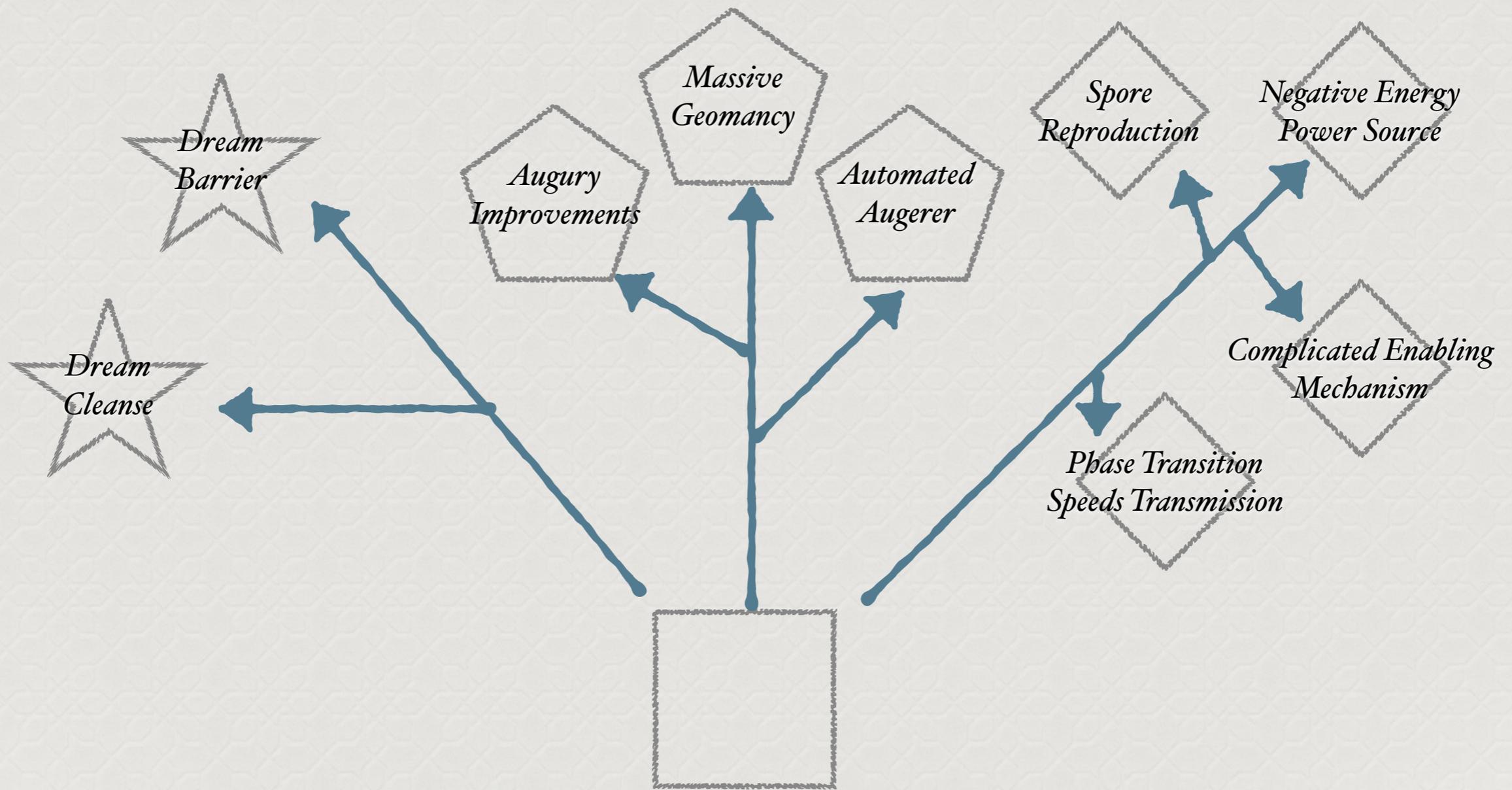
If the player chooses, they may get the panel for a subtopic rather than dicing for an outcome. There is no dice rolling when subtopic research is selected — the players can always elect to broaden their knowledge base in specific ways rather than dice for a breakthrough.



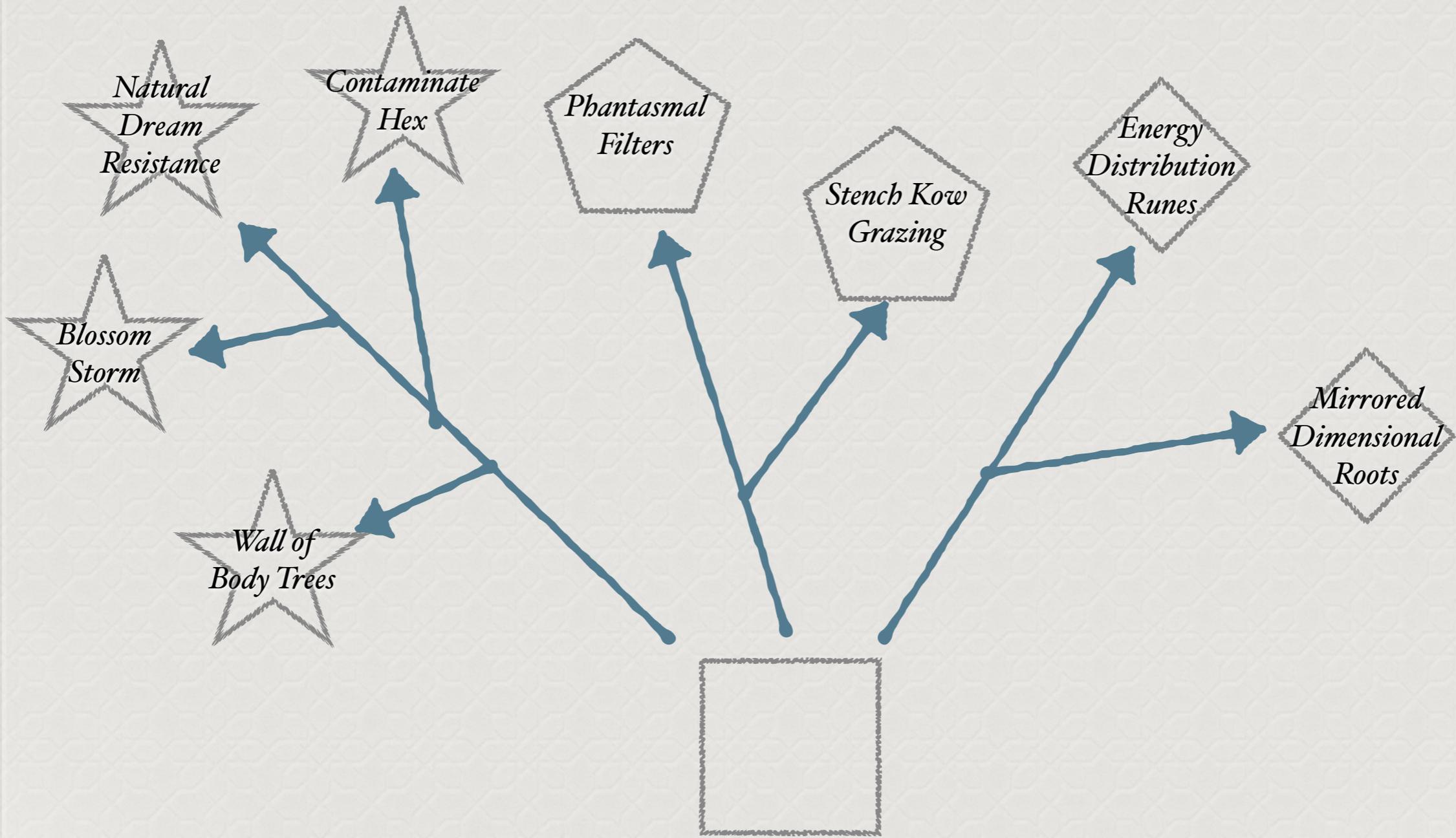
Knowledge Diagram



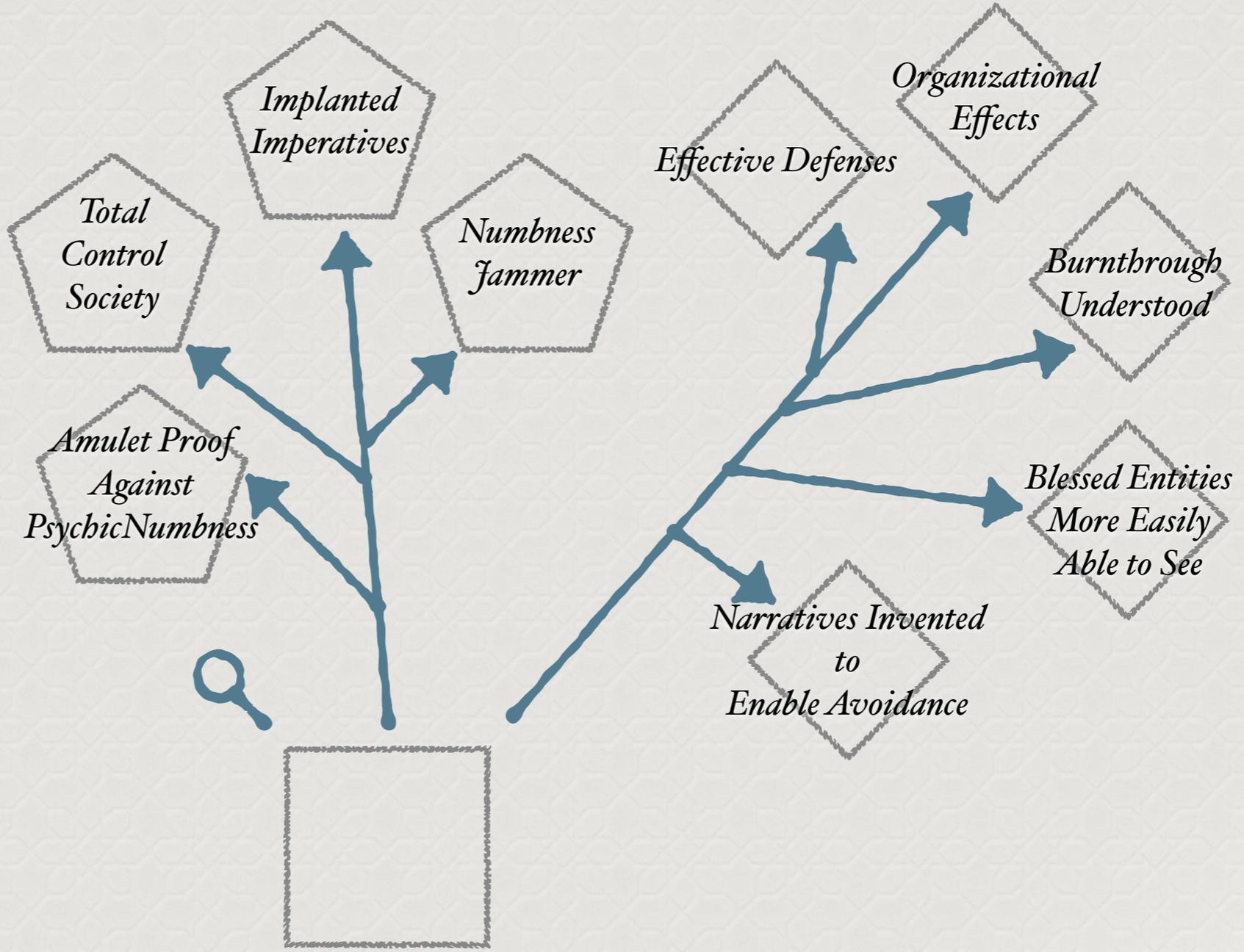
You, a Dweller in Happy Ignorance



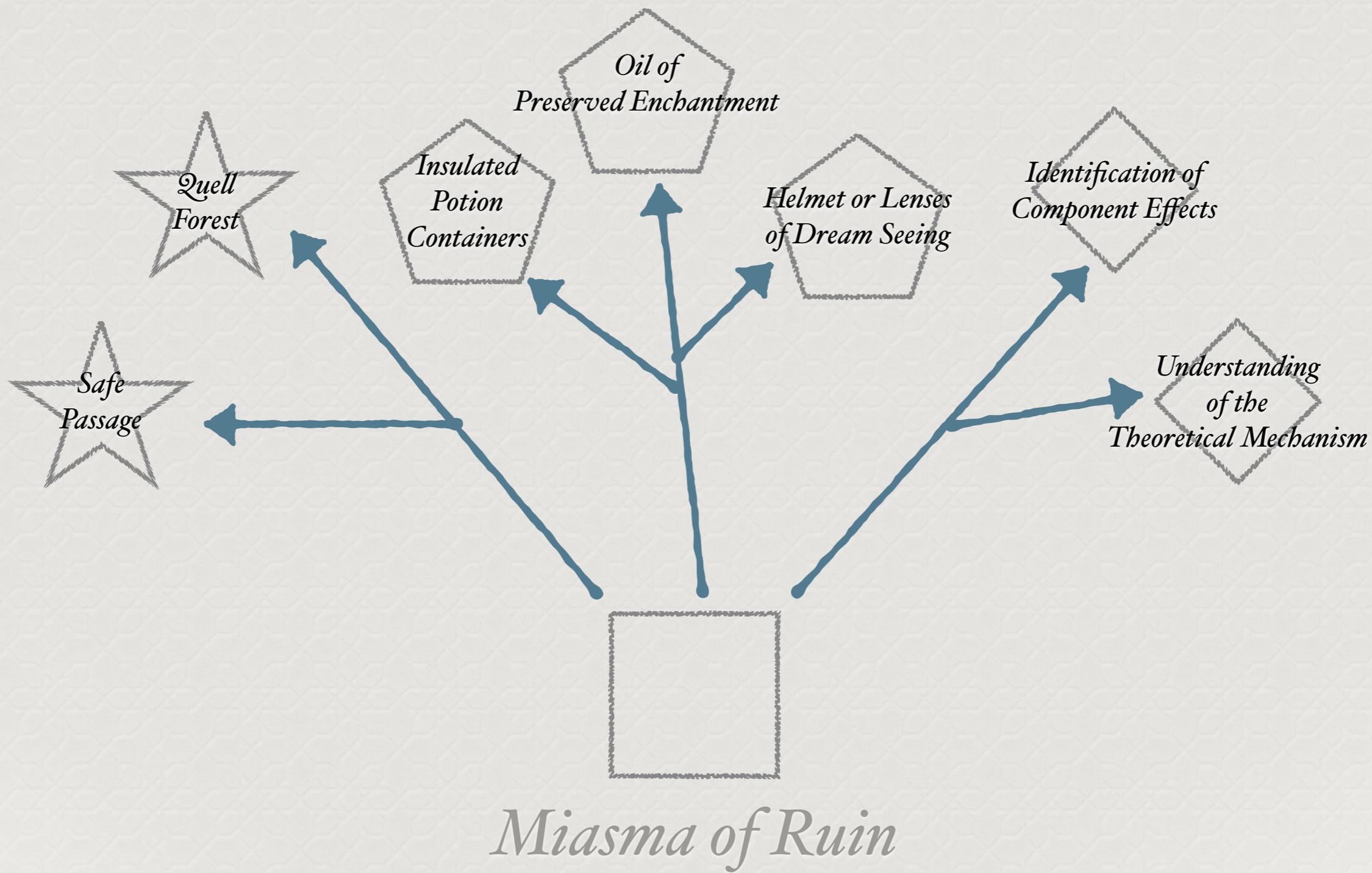
The Spores of the Dreams

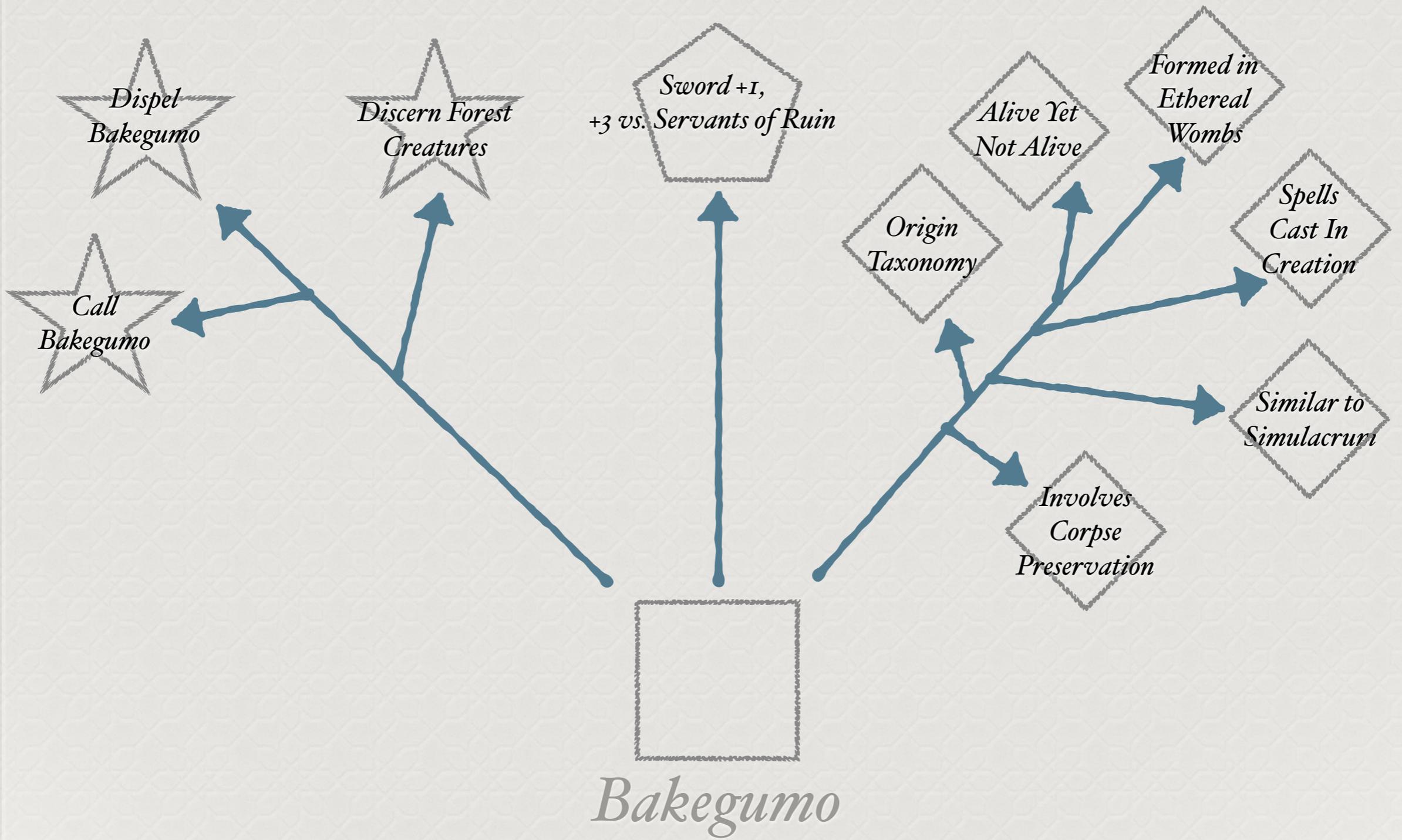


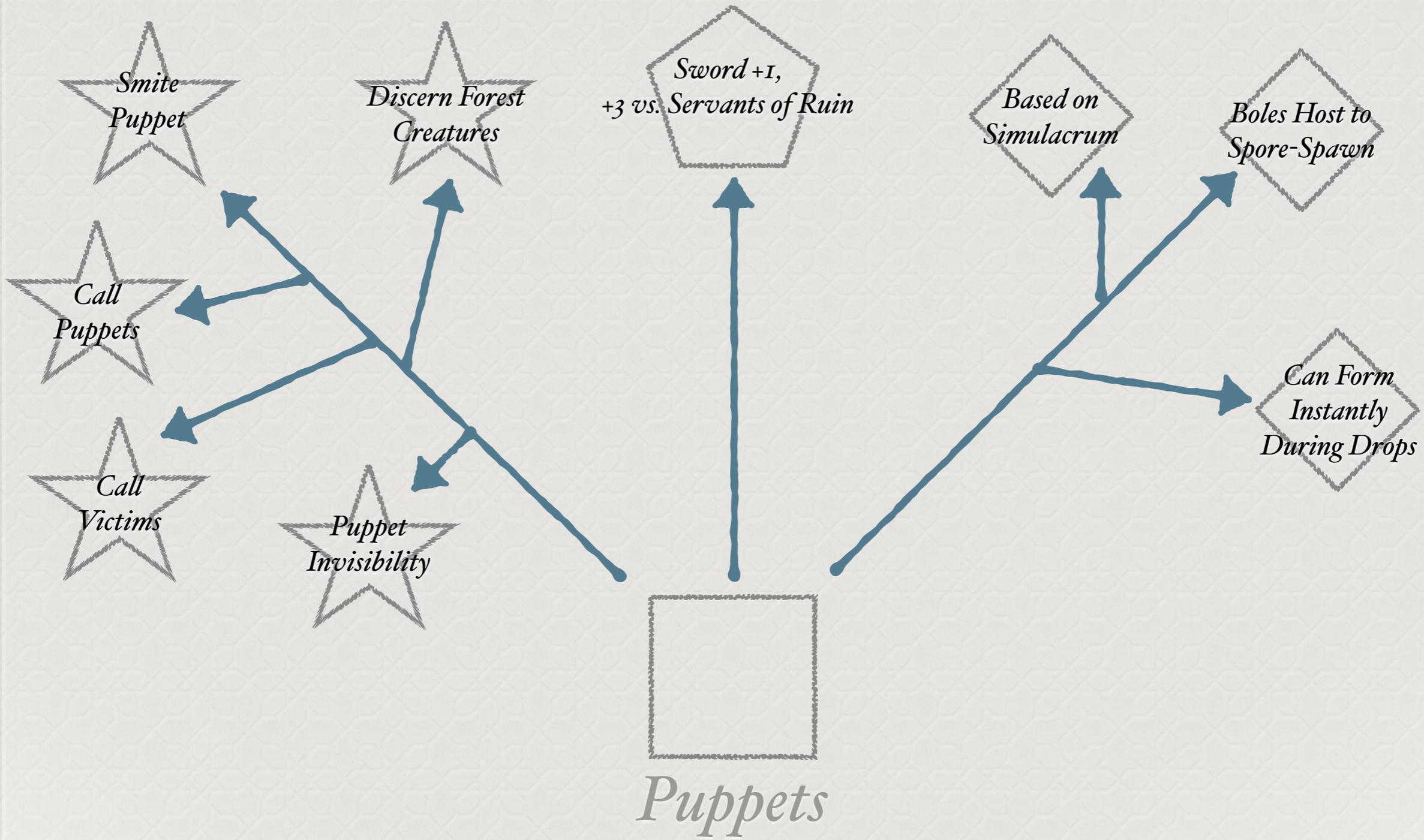
The Body Trees

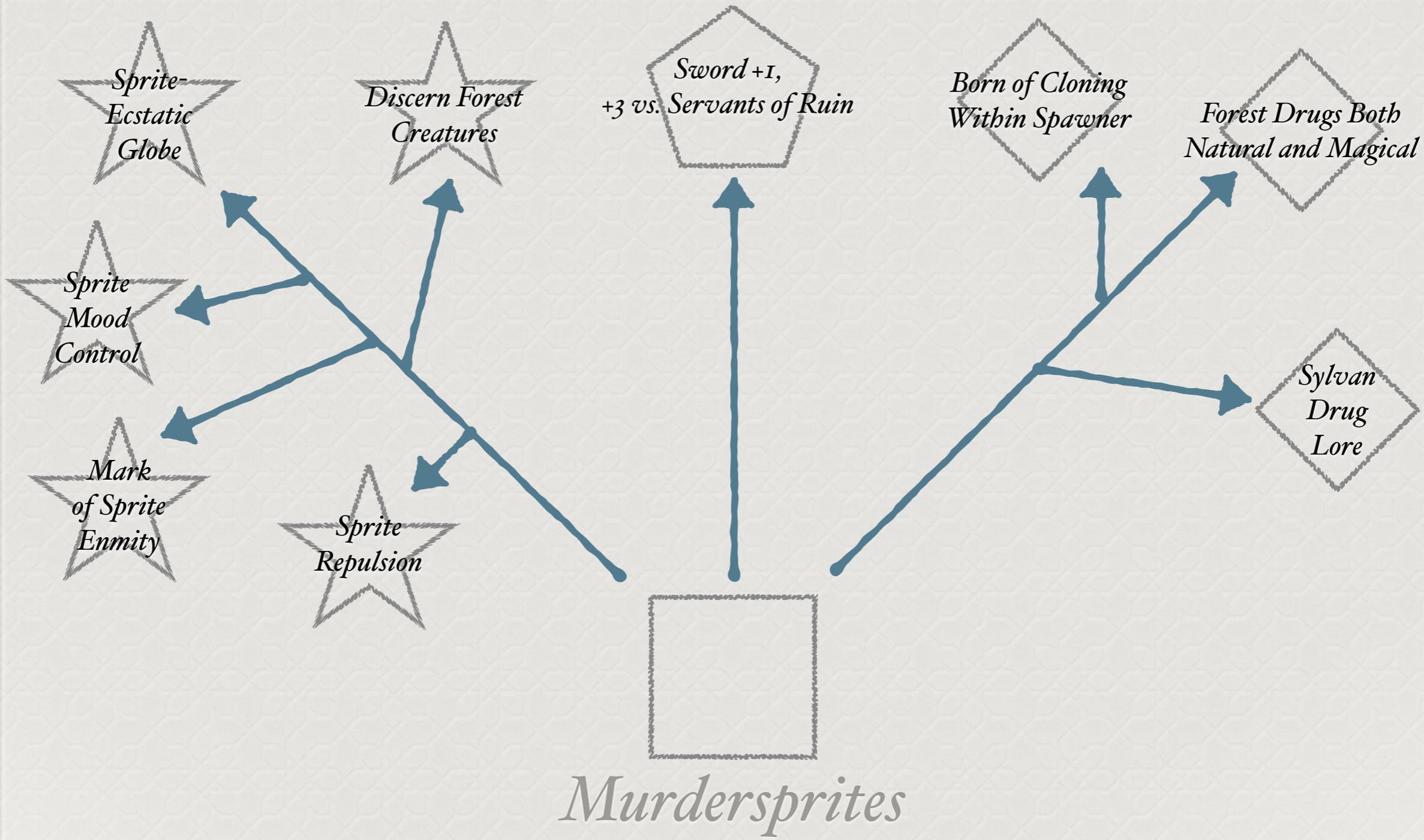


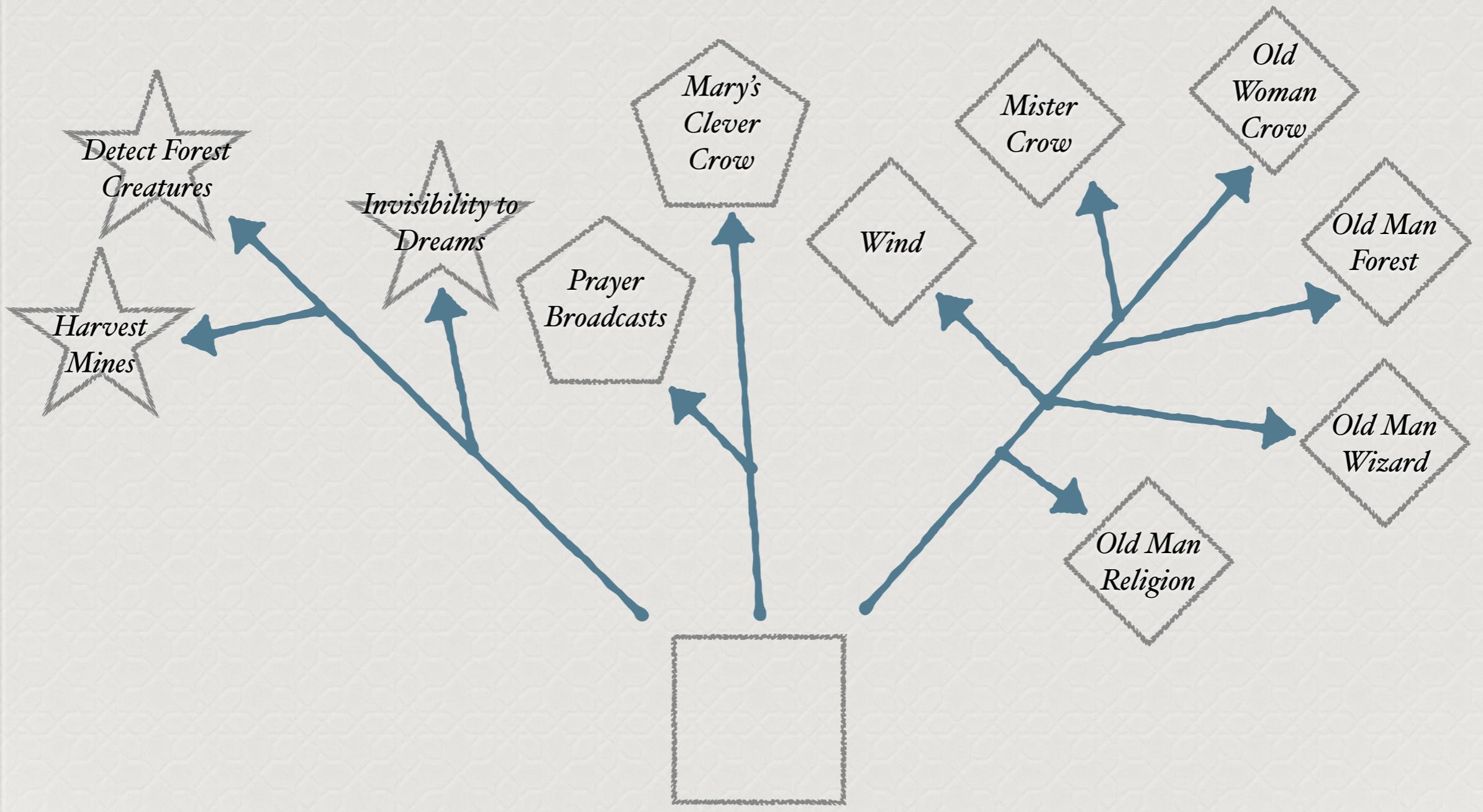
Psychic Numbness



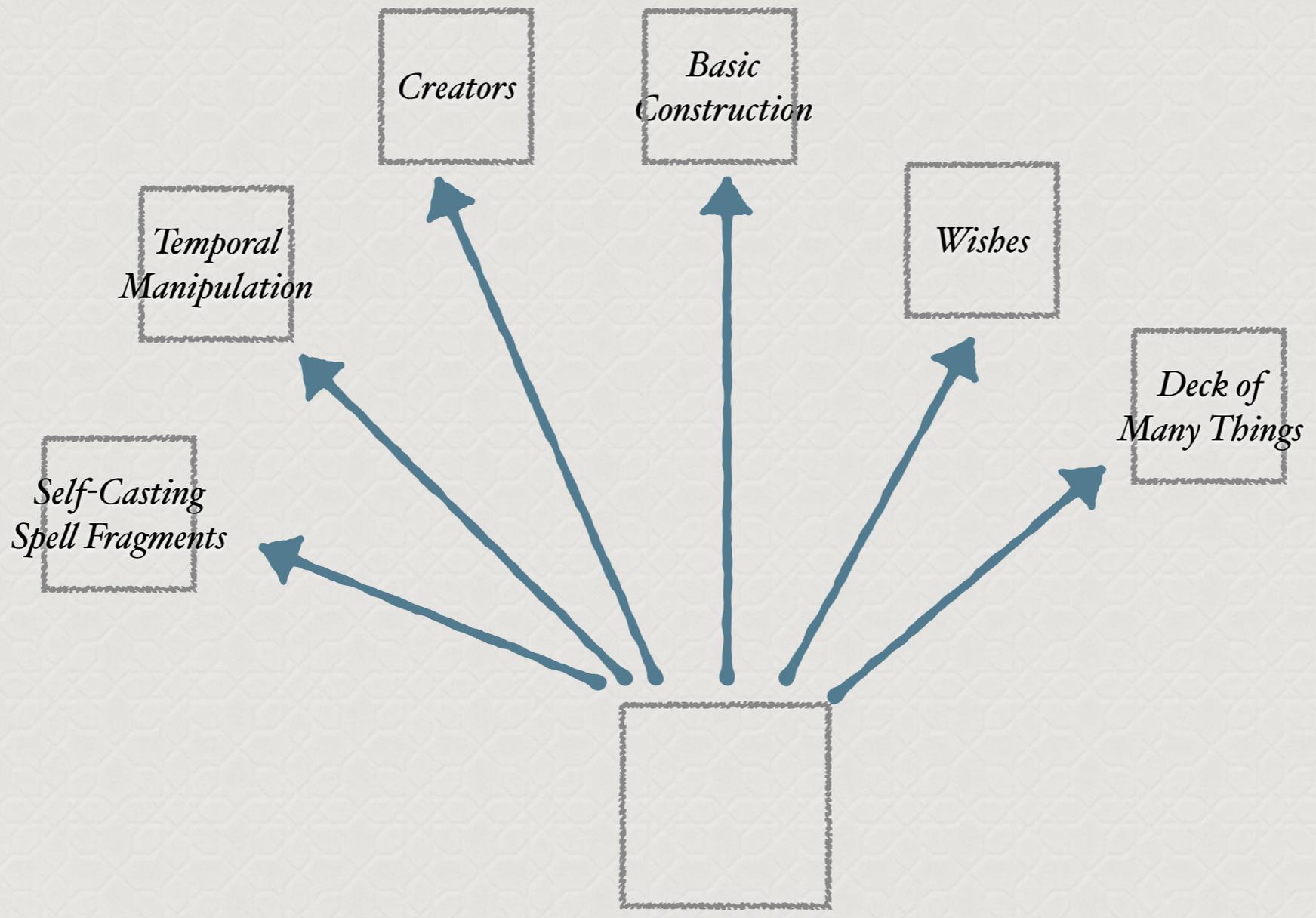




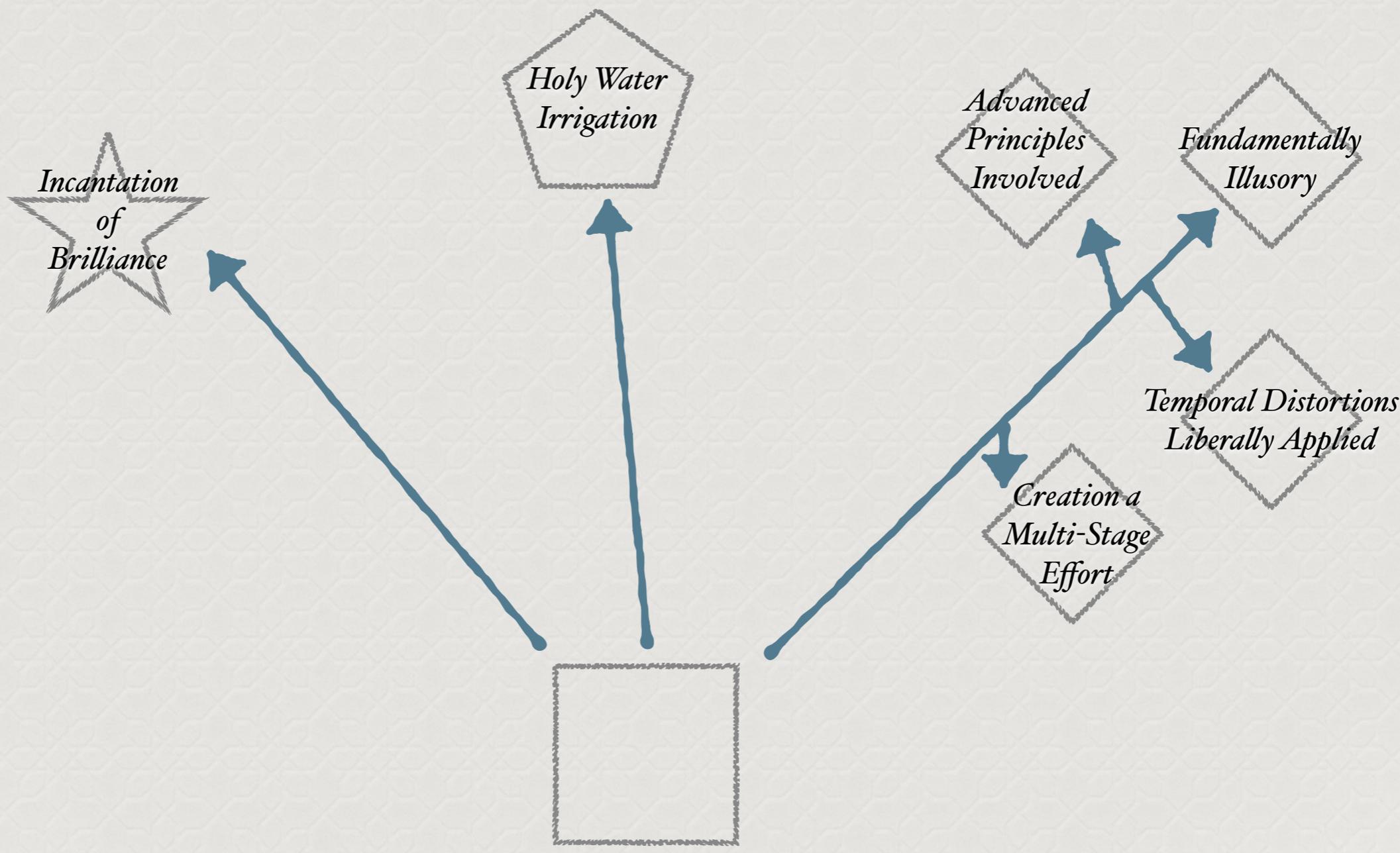




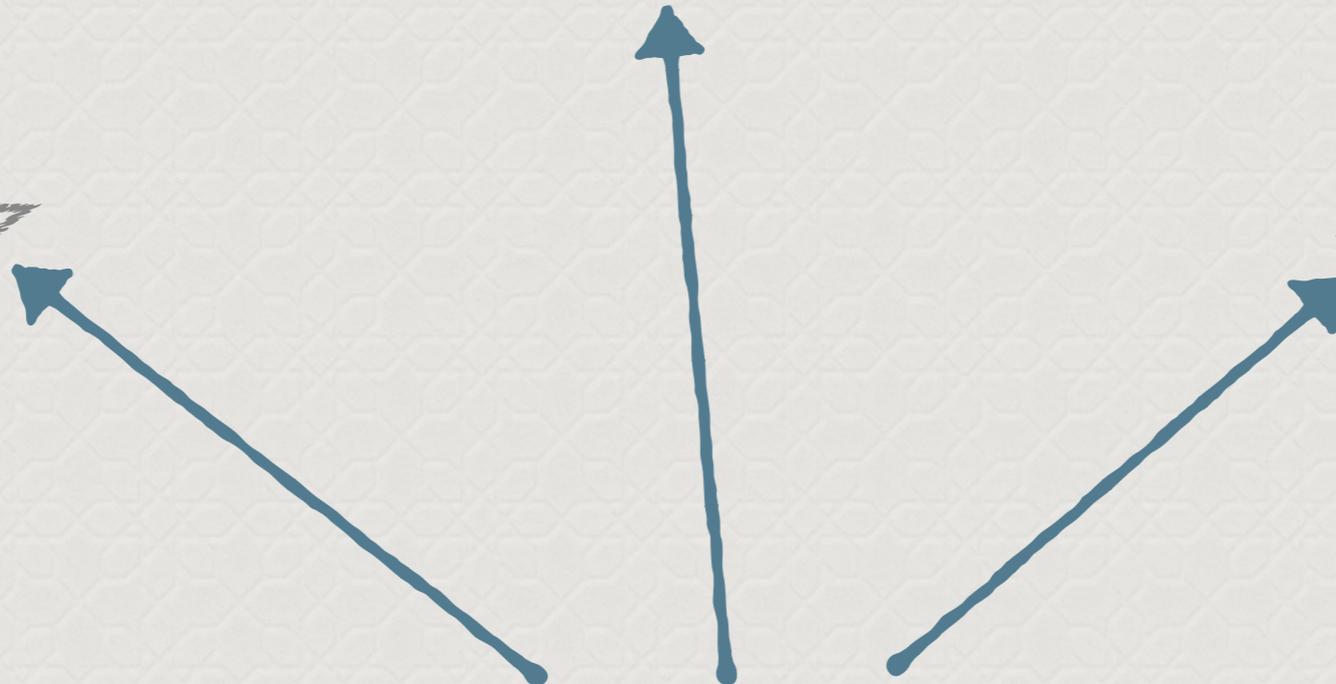
The Origin of the Dreams



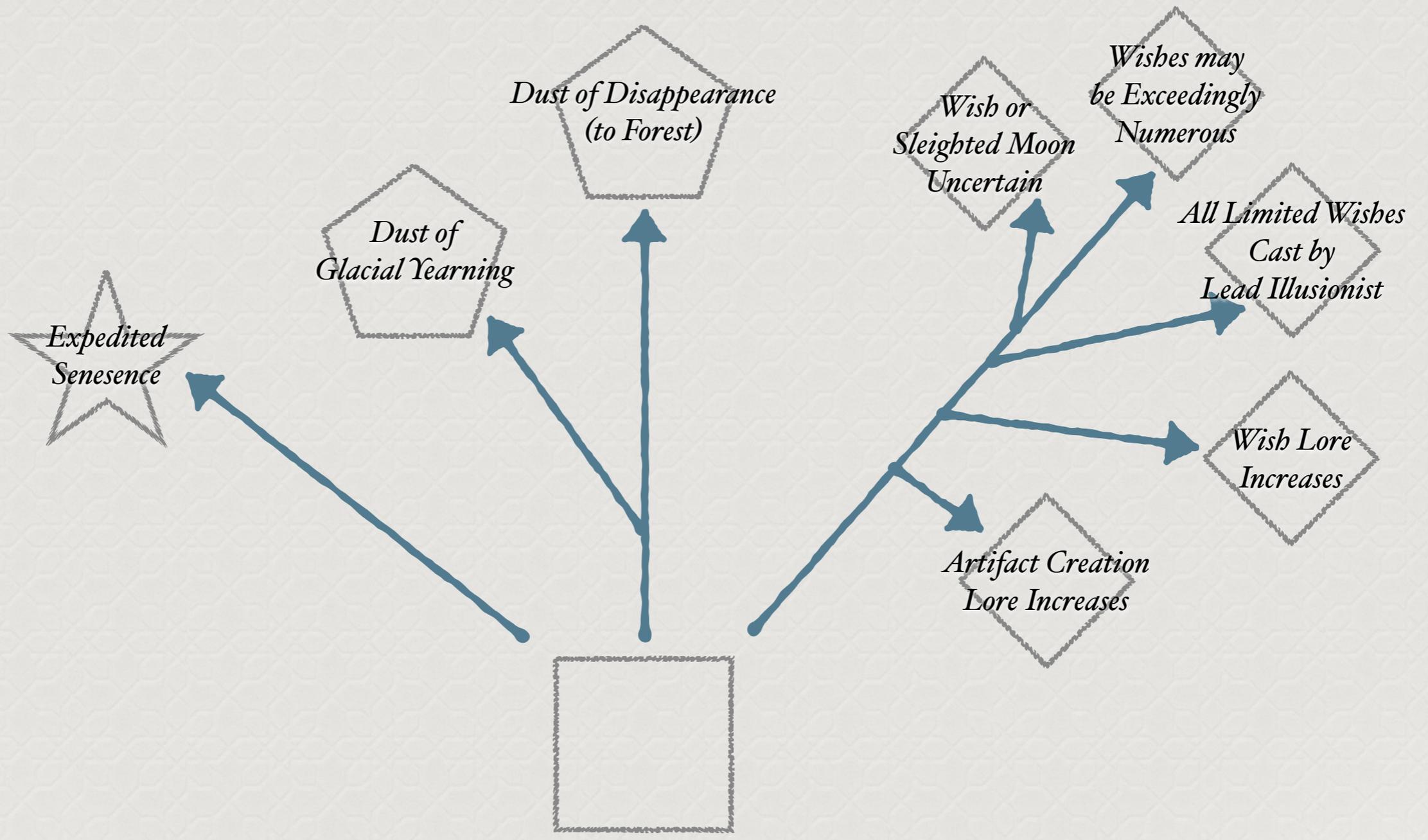
The Dreams Themselves



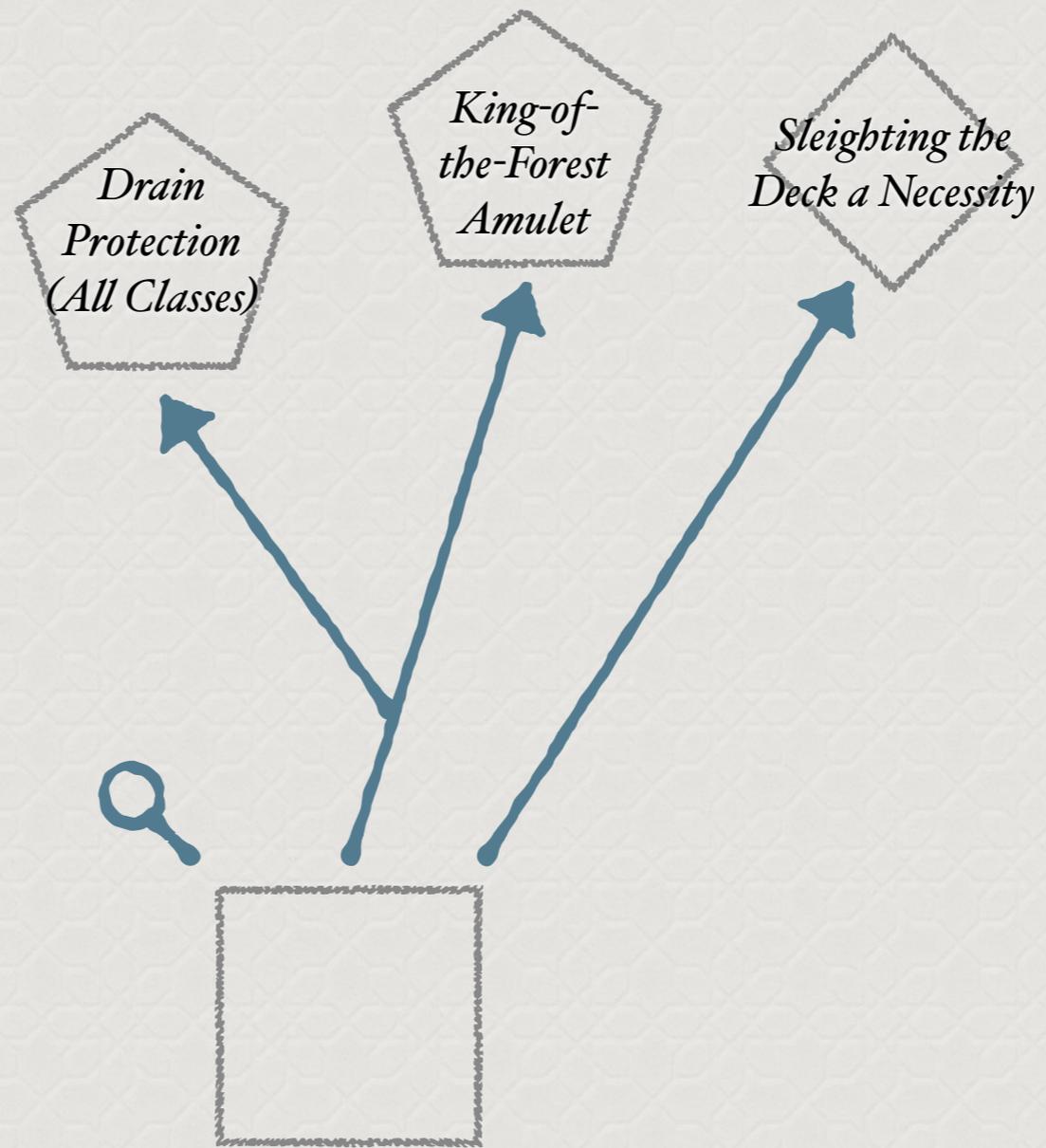
Dreams: Fundamental Construction



*Dreams: Examining the
Creators*



Dreams: Wishes



Dreams: The Deck Of Many Things

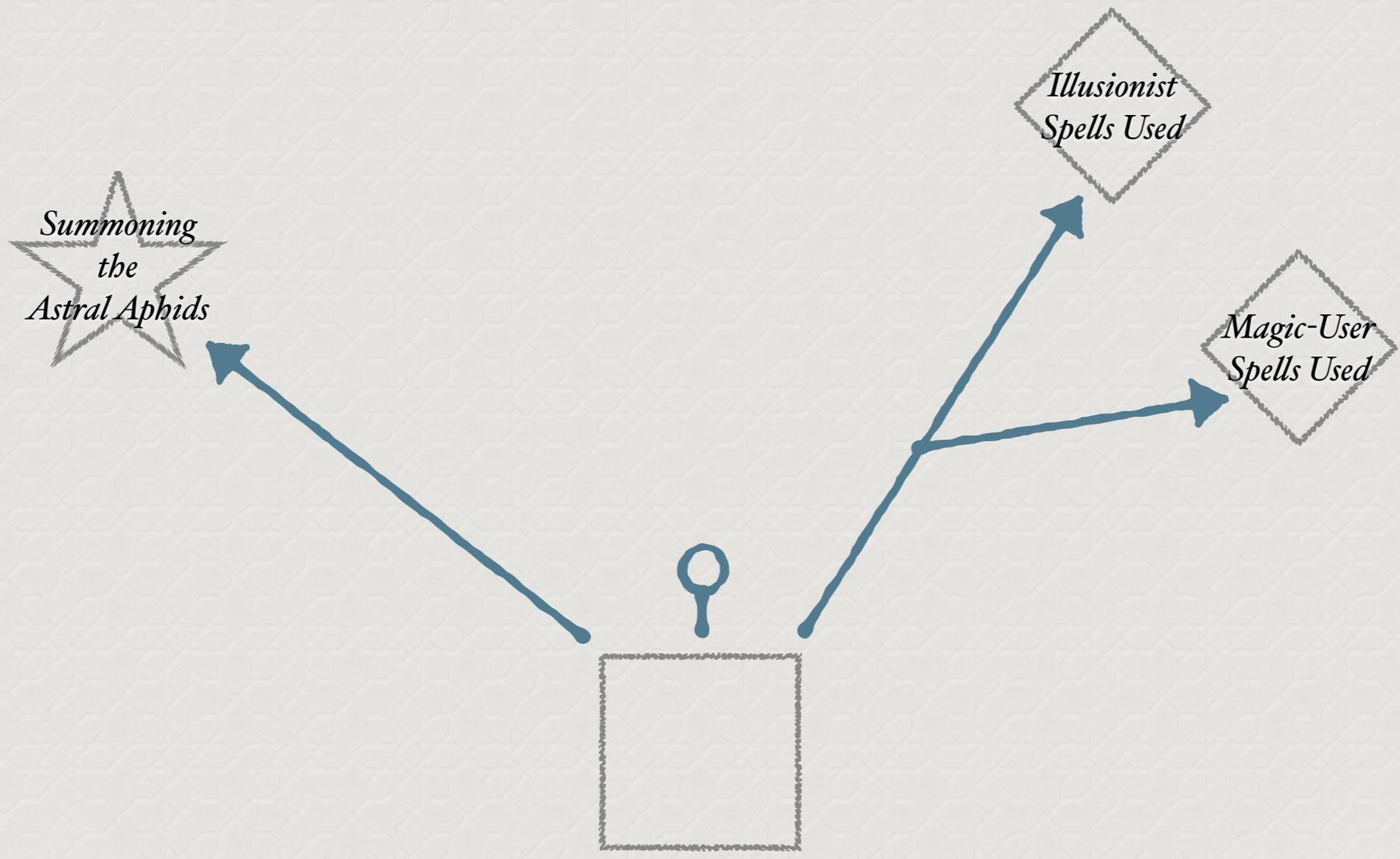
*Non-Generative
Spores*

*Carefully
Coordinated
Time Stops*

*Time Stops and
Stasis Exceedingly
Numerous*



Dreams: Temporal Manipulation



Dreams: Fragmented Self-Casting Spells