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(John Shockley / 438.2)

Your dream concerns an underwater library. You may swim down to it, or reach it in a boat. The library itself is full of air, but in some places water cascades down the walls. There are many crystal panes and crystalline domes that look out onto a vibrant tropical ocean.

In the dream, the library consists of many wide echoing chambers. There are statues of a particularly piscine nature everywhere – men and women with fish, crustacean, octopoid, or nautiloid features, several with scrolls, or tridents.

The walls lined with shelves in some places and with dozens of shallow nooks in others. There are many texts and scrolls here, as well as clay tablets and chalked slates. Each contains fascinating information about the arts of divination and revelation; of mastery of the self and the world; of perfection and focus; and of directing force.

There are also more mundane texts – secrets of history and mathematics, natural philosophy, occult science, and geography. A chamber full of maps. A chamber with a domed roof inlaid with stars unknown to Imperials.

You can gorge your intellectual curiosity as you wish; time seems to have little meaning.

In particular you are drawn to a series of scrolls, each written in a familiar hand, recounts stories of visiting an underwater library. The writer swims down to it, or reaches it in a boat. The library itself is full of air, but in some places water cascades down the walls. There are many crystal panes and crystalline domes that look out onto a vibrant tropical ocean, and the scrolls speak of the wide echoing chambers, aquine statues, shelves, and nooks in great detail. There are a great many scrolls here, but also clay tablets and chalked slates, and each is said to contain fascinating information about the arts of divination and revelation; of mastery of the self and the world; of perfection and focus; and of directing force. The scrolls in this familiar hand also mention that the library contains more mundane texts – secrets of history and mathematics, natural philosophy, occult science, and geography. A chamber full of maps. A chamber with a domed roof inlaid with stars unknown to Imperials. Yet of particular interest to the writer are a series of scrolls, each written in a hand they find familiar, that recount stories of visiting an underwater library.

When you awaken you can remember nothing save the most transient details, and they fade also as the day moves on.

Effect: You are left with a deeper understanding of the day Realm, and find it easier to perform day magic. You gain one additional rank of Day lore, subject to the normal restrictions on effective skill. This is an enchantment that lasts until the start of the next Profound Decisions Empire event.

Roleplaying Effect: As long as the enchantment remains, you are left with a complex roleplaying effect that shifts depending on whether it is day or night. During the day you feel a nagging urge to gain more information about the world around you, and the people in it, and to record it. During the night, you feel an urge to revisit the sunken library, and to explore your dreams for further lore through magical means.