

IMPRISON

When a Tenza feels uncomfortable or ill-at-ease, they might instinctively create a psychic prison. Anyone who threatens the Tenza may be dragged into it. This will usually happen after they leave the Tenza's presence, to help keep the Tenza insulated from the threat. The prison always has a physical anchor and overlaps with a physical space, but it exists mostly in the psychic realm. In this prison, victims wander through a disorienting landscape, and they are threatened by nightmare creations that embody the Tenza's fears. These creations are not clever hunters, but follow a kind of dream logic: murmuring confusing phrases, they slowly close in on their victims. Anyone they catch is transformed to become just like them (by Infection) and joins the hunt. The Tenza tends to be afraid of the anchor for their own psychic prison, sensing that it holds all the things they fear the most.

[good](#), [special](#), [characters](#)

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Last update: **2023/06/27 20:48**

