

**THE DREAM REALM WELCOMES YOU:** This land has always been here, visited by some, forgotten by many. Something changed. An increasing number of people have been waking with fantastical ideas and feelings. Now, dreams are

becoming more solid: books, paintings, scores... The barrier is thinner. Some are trapped here, some search for what they can't reach elsewhere, some just roam, exploring and helping others. **What meaning is hidden in your dreams?**

### ► This region

- 1 Old town, circling a mile-high black castle
- 2 Rosefield, millions drinking fire in cups
- 3 Cathedral, bells beyond count
- 4 Battlefield, lots of dead, some on spikes
- 5 Tower, strong strings of hair everywhere
- 6 Woods, shadows scarier than the owner
- 7 House, everything giant sized
- 8 Somewhere from a PC past, kinda foggy
- 9 Prison island, endless cells, some tunnels
- 10 Stage, everything is scenery, claps, boos
- 11 Beach, low waves, teeth lost in the sand
- 12 Endless art gallery (paintings, statues...)

### ► The path between two regions

- 1 Tunnel inside a pale sun over a black hill
- 2 Long bridge over a river, loud screaming
- 3 Masquerade ball, red masks are dangerous
- 4 PC important place, material opposite of PC
- 5 Reflection of the moonlight over water
- 6 House made of candy, witch inside is guide
- 7 Small raft to cross sea, overcrowded
- 8 Winding yellow brick road, flying monkeys
- 9 Reach the bottom of the sea. Kraken roams
- 10 Be swallowed by whale and get out
- 11 Diamond cave, gaze at one to teleport
- 12 The back of a gargantuan snake, moving

### ► The strange detail

- 1 Moving night sky and moon, like oil ink
- 2 Everything is blueish, except the orange sun
- 3 All unliving things made of gold
- 4 Lots of crows, many sizes, flying, observing
- 5 Faceless people, carrying faces in a portraits
- 6 Voice often narrates whats happening
- 7 At midnight, things become vegetables
- 8 Creatures from different materials
- 9 Creatures impersonating fiction characters
- 10 Everyone has strings, like a puppeteer show
- 11 Impossible geometry
- 12 People speak gibberish, subtitles floating

### ► It's inhabitants

- 1 Patchwork bodies, parts from mixed sources
- 2 Made of porcelain, cracks filled by gold
- 3 Parents are animals, children are human
- 4 Two social classes, a twin at each one
- 5 Wooden dolls, becoming human after trials
- 6 Animal versions of people from PCs present
- 7 Dead people, fast and agile, some known
- 8 Dwarves, everyone with a different emotion
- 9 Mostly children, few adults are pirates
- 10 Giant lizards, many kinds (dinosaurs)
- 11 People from a foreign culture
- 12 Heads replaced by inanimate objects

### ► The problem happening here

- 1 Barricades being risen to resist and protest
- 2 Excavations to find the center of everything
- 3 Race passing through all the known regions
- 4 Help is needed to find a treasure with a map
- 5 13 winged female knights seek help to war
- 6 Demons are collecting old debts
- 7 Living spinning wheels attacking and vexing
- 8 Mechanical men frozen, winding key missing
- 9 Stars in uniforms, arresting everyone
- 10 Bad omen If 4 signs aren't destroyed
- 11 Magic flute is hidden in a garden
- 12 Sky is missing. Is it dead? stolen? retired?

### ► An important NPC

- 1 Baha, huge white whale, harpoon and chain
- 2 D. Hykyl, control and stock emotions
- 3 Artis, 3 headed, 6 arms, 3 rapiers, 3 emotions
- 4 Suit queen, made of cards, collector of heads
- 5 Hollow, black knight, fire and axes, mercenary
- 6 A villain PCs have slain, now old and noble
- 7 Bask, huge menacing hound, sharp maw
- 8 Ches, striped cat, body divide in parts
- 9 White Ruler, she who must be obeyed
- 10 Masked Count, evolved version of a PC
- 11 Bernt, ent of a burnt tree, ashes pour from it
- 12 Hooded lovers, don't dare look under it



# 18XX DREAMS

LO-FI DREAM CRAWL RPG • DEEPLIGHTGAMES

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# RULES

**PLAY:** Players describe what their characters (PCs) do. The game moderator (GM) advises when an action is impossible, requires extra steps, demands a cost, or presents an risk. Players only roll to avoid risks.

**ROLLING:** Roll a d6 skill die – d8 with a relevant skill, or d4 if *hindered* by injury or situation. If *helped* by circumstances, roll an extra d6; if *helped* by an ally, they roll their skill die and share the risk. Take the highest die.

**1–2 Disaster.** Suffer the full risk. GM decides if you succeed at all. If risking death, you lose an interesting/meaningful memory.

**3–4 Setback.** A lesser consequence or partial success. If risking death, you're hurt.

**5+ Success.** The higher the roll, the better.

If success can't get you what you want (you make the shot, but it's bulletproof!), you'll at least get useful info or set up an advantage.

**TRAITS:** Features that allows some action in the fiction. You can break one to add 1d6 to a roll or to turn a hit into a brief hindrance. A broken trait is erratic or useless until long rest.

**HARM:** If a hit seems deadly, downgrade 1 skill or lose a trait, permanently. If unable, describe a interesting memory and lose it.

**SAFETY:** It's recommended the use of safety tools. There are many available online free. The responsibility on having a good time and making an interesting story lies in all players.

**RUNNING THE GAME:** Fast-forward, pause, or rewind/redo scenes for pacing and safety. Present dilemmas and problems you don't know how to solve. Move the spotlight to give everyone time to shine. Test periodically for bad luck – roll d6 to check for (1–2) trouble now or (3–4) signs of trouble. Offer rulings to cover gaps in rules; revise unsuitable rulings as a group.

**WAKING UP:** GM may claim a PC acquire a emotion as a trait or other bonus from the dreamland.

# AVATAR

► **Pick or roll your dream avatar basis.** Create or use a character at the waken world first.

**1. PAST:** *A version of you that no longer exists.* Pick 2 skills you no longer have.

**2. ANOTHER PRESENT:** *A version of you if some critical event didn't come to pass.* Pick 2 skills opposite to your current highests skills.

**3. FUTURE:** *A version of you far after what you set out to accomplish.* Pick your highest skill and any other skill.

**4. ABSTRACT:** *A version of you made of something else.* Pick a trait regarding your material and a matching skill.

**5. ANIMAL:** *A version of you mixed with an real animal.* Pick a trait regarding your animal main feature and a complementing skill.

**6. STORY:** *A version of you mixed with a unreal being (a god, a mythical beast, a character from a children's tale...).* Pick any 3 traits.

► **Example skills:** *Brawl, Climb, Negotiation, Running, Shooting, Stealth, Swimming, Tracking...*

► **Example traits:** *Blazing fire, Hard Diamond, Sharp Claws, Strong Wings, Menacing hook, Mist form...*

► **Pick or roll an archetype according to your waken character at the last adventure.** Describe how you power manifests. Only you can use it.

**1. THE LENS:** *Curious, naive, lost, searching...* You can see anywhere as if you were there.

**2. THE MIRROR:** *Emotional, reflexive, joy, anger...* You can copy anything that you touch.

**3. THE PLATE:** *Resist, protect, obey, judge...* You can withstand anything and push back.

**4. THE RAZOR:** *Order, advise, power, wise...* You can hurt anything.

**5. THE SILVER:** *Posses, cleanse, lose, desire...* You can have anything you can reach.

**6. THE WINDOW:** *Duo, hope, selfless, destiny...* You can pass through anything.

# EMOTIONS

► **Pick or roll 2 emotions.** Spend them to change the world around you or how you interact with it. (i.e. Faith to walk over a gap, Rage to shake the ground...). Describe their appearance.

Applying emotions to others beings may not have the effect you intended. Roll a d6 to discover, the lower the less helpful.

1 Adoration	8 Generosity	15 Disgust
2 Courage	9 Kindness	16 Suspicion
3 Euphoria	10 Purity	17 Panic
4 Freedom	11 Envy	18 Doubt
5 Faith	12 Rage	19 Shame
6 Passion	13 Guilt	20 Loneliness
7 Desire	14 Greed	

# DREAMCRAWL

► **Create a map in 5 steps as follows:**

**1. Create a 6x6 grid.** Use dots, like this one >>>.

**2. Roll 2d6 four times.** One die represents column, the other represents the line. Draw a small circle in respective dot. That's a region.

**3. Roll a d6 for each region.** Connect that region to all others in the rolled line using arrows leaving the current region.

**4. If there's more than 1 region without a receiving arrow,** repeat the step above for those, connect the arrow to the rolle column.

**5. Give each region a letter.** Create a summary of each one. Add numbers if inside a region.

Each region can be a realm, a separate place inside a realm, a room in a castle... Go nuts. Use the tables at the verse and the emotions table above to help bring those places to life. 4 places should be enough for a one or two sessions. Repeat the process if you want more.

Arrows indicate known routes between dots. Absence of arrows means that are not known routes to leave/get there. It's recommended to start at a region without an arrow leading there.

# TRAUMAS

► **GM, secretly pick or roll 2 emotions for each player.** When one of those emotions appears in the world, ask the respective player how that begins to change to a (bigger) problem or something (even more) harmful.

Players can do a flashback and explain why that emotion triggers something bad but they are not required.

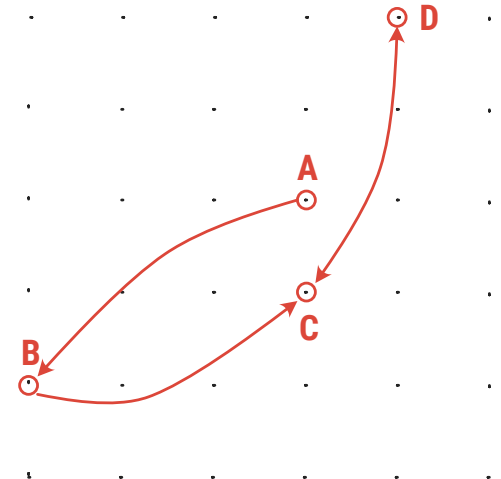
It can even be something the player do on his own time, returning to the following section with a deeper character.

GM, this also helps on creating places, NPCs, plots, powers... whatever you feel like doing.

► **Example: Here are the rolls for step 2 and 3**

**2.** 1-5, 3-4, 4-4, 5-1

**3.** 4, 5, 1, 4



**Here are some examples using the tables**

**A:** Beach, low waves and teeth lost in the sands. Giant lizards wanders, many shapes and sizes. They have insatiable hunger (Greed)

**B:** Prison island, many cells and tunnels. Dwarves reside here, each one with a different emotion. Suspicious and badmouthing each other (Envy)

**A>B:** Diamond cave, gaze at one to teleport. It'll try to scare you first (Courage)