



WANDERING DREAMS

A SOLO JOURNALING RPG

WANDERING DREAMS

A SOLO JOURNALING RPG

Version 2.1 - March 2022

Digital, print, and updates can be found at:

sleepysasquatch.itch.io/wandering-dreams

Art by Carolyn Yee

Game designed and written by Cody Barr

This game is inspired by the Soulsborne series and Castlevania

WELCOME TO WANDERING DREAMS

Wandering Dreams is a solo journaling RPG of beasts, swords, and exploring the unknown. You play a Wanderer who has awoken in the place known only as the Dream. Progressing through this world you will discover many strange inhabitants, locations, and things that are brought to life by your imagination and the prompts provided. Everything is here for you to record and explore as you move through the world and reach the adventures end.

You play a Wanderer in this adventure. These persons come from all walks of life outside the Dream, a mysterious and everchanging world that some believe gaps the living world from the sleeping. Many make their way to the Dream to find answers the answers they seek through the Old Ones, a race of arcane beings that control the flow of space and time. The rituals required to gain access to the Dream are close held secrets by cultists, witches, and scholars.

HOW TO PLAY

Wandering Dreams is a solo journaling RPG where you are exploring an unknown dream world. You will discover hidden villages, forgotten castles, arcane beasts, eldritch horrors, silver swords, and otherworldly items. Your goal is to find a way out of the Dream while telling a story about the adventure. Will your time in the Dream leave a lasting change or will you become the prey to those inhabitants within?

You are the dungeon master and keeper of rules in WANDERING DREAMS. This experience is intended to be relaxing and at your own pace. Find your flow to enjoy the writing process and experience. If anything make you uncomfortable or doesn't fit the vision you have for the experience change it up! You make the decisions here.

When you are finished with your character's story take a look at the LEAVING A LEGACY section in this zine. Here you can add new items, characters, and even locations to the world that reflects the actions you took during you previous stories. Think of it as a collective piece of reflection for past adventurers and their actions in the world. This is optional but highly recommended.



WHAT YOU NEED

- Pencil and eraser (or computer/tablet if more comfortable)
- Notebook (skip if using computer/tablet)
- Deck of standard 52 cards (Jokers removed)
- A 6 sided die
- Scrap pieces of paper

SETUP

Separate your deck of cards into their suits (see below) and shuffle each of the 4 piles. Label each card pile with their suit and place each face down ready to draw.

Proceed to the next pages for an overview of the gameplay flow and creating your character.



THE CARDS

Your cards will be in their suit piles; Hearts, clubs, spades, and diamonds. During the game you will be drawing cards from the piles and looking up their values in the card tables provided. The results will be interpreted by you and a journal entry will be written.

Each of the categories, Locations, Events, Beings, and Things are represented by a suit in a standard deck of cards. These are:

- ♠ SPADES ♠: Locations (buildings, places, environments)
- ♥ HEARTS ♥: Events (happens location to location or in a location)
- ♦ DIAMONDS ♦: Things (weapons, attire, tools, antiquities, and more)
- ♣ CLUBS ♣: Beings (bad, neutral, “good”, people, beasts, the unknown)

You will start the game with an Event card and Location card. This will set the scene for where you are going from where you woke up in the Dream. Think about why are you here and how long have you been asleep. Repeat the steps outlined in the Game Flow section on the next page and keep following the cycle until the adventure ends.



YOUR CHARACTER

Before setting off into the Dream you need to create a character and backstory portrays you in the game. Included on this page are some characters to get started with. Templates for additional characters are included to use as you see fit on the opposite page. You can make a character as strong or as weak as you choose to start. Use the items lists provided on page 12 for starting items example, or use your own.

Who you represent in the game is entirely a personal decision and will differ across multiple play sessions. Each trip into the Dream will leave a legacy rule that transforms the world on your next playthroughs. These rules have also been included to help further the storytelling across multiple wanderers or even a returning Wanderer if they survive...

STARTING CHARACTERS *(CONTINUED ON NEXT PAGE)*

Background: Scholar of the Old Gods

Starting Items: Scholar robes, serrated cane, radiant badge, blood vial

Background: Hero - Deserter

Starting Items: Dull knight armour, steel sword, blood vial, sack of belongings, bed roll

Background: Wanderer of Dreams

Starting Items: Wanderers attire, small lantern, pebbles, pouch of ash, Wanderers mark

Background: Beast Hunter

Starting Items: Torn and bloodied attire, serrated cleaver, blood vial, medicine

Background: Disgraced Noble

Starting Items: Sweet smelling attire, gold pendant, poisoned daggers, blue potion

Background: Villager of the Sea

Starting Items: Dirty fishing attire, sea pebbles, empty coin purse, small knife

Background: The Chosen One

Starting Items: Rags, silver sword, 3 blood vials

Background:

Starting Items:

Background:

Starting Items:

Background:

Starting Items:

Background:

Starting Items:

Background:

Starting Items:

Background:

Starting Items:

GAME FLOW

Each turn in Wandering Dreams follows the same game flow structure. You will always begin with an Event to lead you into a Location. In the Location you will find a Being, with Combat potentially happening. Before leaving the Location you will find a Thing to aid you on your journey. It will then be time to move on, repeating the cycle again.

Provided below is a quick breakdown of the key points for each step of the turn.

Draw **EVENT** ♥ card

Roll die for result in the **EVENT** ♥ table

Compare your results on the **EVENT** ♥ table

Roll die for type of **EVENT** ♥

Record your results

Draw **BEINGS** ♣ card

Roll die for result in the **BEINGS** ♣ table

Compare your results on the **BEINGS** ♣ table

Roll die for type of **BEING** ♣ (hostile, neutral, friendly)

Draw **LOCATION** ♠ card

Roll die for result in the **LOCATION** ♠ table

Compare your results on the **LOCATION** ♠ table

Record the results

Roll die for **COMBAT** result

Record combat results

Roll die for **THINGS** ♦ result

Draw 0,1,2 **THINGS** ♦ cards based on results

Roll die for each **THINGS** ♦ cards drawn

Record the results

♥EVENTS ♥

To move forward or begin with your story a six-sided die (1D6) is rolled and an Event deck card pulled. Use the card's value and resulting 1D6 roll to find the event listed in the tables provided at the back of this zine. This is what happens on the way to your Location.

Once an Event card is pulled, roll 1D6 and compare to the results below for the **difficulty** of the event about to happen.

On a difficulty roll of:

1-2 the event is very difficult to overcome.

3-4 the event happens by surprise.

5-6 the event has been foreseen and is easy to overcome.

In your trusty journal, which happens to be on all wanderers in this dream world, record the Events results as you see fit. Example:

Card Pulled: 2 of Hearts

Card Table D6 Result: 6

Event Result - (Boon) A familiar place

Difficulty D6 Result: 3 (surprise)

“Approaching from where I woke I am surprised by a familiar location. This place reflects somewhere I’ve been before, perhaps here in the Dream or in the real world. Maybe the two are connected somehow...”



♠ LOCATIONS ♠

Draw a card from the Location deck, roll the D6 again, and finds the location listed in the provided tables.

A good rule for exploring Locations is that you may roll the 1D6 once and draw multiple times. This allows for traveling between sub-locations at a single world location and can make story writing for your character much easier. Follow the same flow of gameplay while doing this. If you choose to skip the repeating then just draw and roll to move around the world faster.

For the example we continue with the event that already occurred and will see what was revealed.

Card Pulled: 7 of Spades

Card Table D6 Result: 3

Location Result: Forbidden Castle - Neglected castle grounds

“Following the sound after pulling the lever I proceed through a now open, large gate. Dead grass patterns through the open space with a few decaying trees reaching skywards.”



♣BEINGS♣

You are not the only living thing in the Dream. Strange beasts prowl from location to location, persons from outside wander in search of their own answers, and even the unknown arcane are encountered through your ongoing travels. Things that are friendly, neutral, or hostile are not always the same when you next encounter them.

To determine the attitude of the Being encountered roll 1D6 and compare:

1-2 the being attacks, ambushes, charges, sneaks (HOSTILE)

3-4 the being stands, patrols, sits, lays still (NEUTRAL)

5-6 the being beckons, approaches, greets (FRIENDLY)

Only a result of 1-2 the Being is **HOSTILE** and Combat is required. If the Being description sounds a certain way you can override the rules above and approach in your own creative manner. Example:

Card Pulled: 5 of Clubs

Card Table D6 Result: 1

Being Result: Pack of Dogs (rolled again with a result of 3)

Hostile Roll d6 Result: 3

“As I continue to explore the Castle Grounds I heard a sharp howl from behind me. As I turn to face the beast that made it, sword in hand, a pack of 3 wild dogs emerged from behind one of the rotten and collapsing trees, roots banging from the ground as if it had been torn. Each one showed different discolouration, disease, and wounds. These dogs were hungry and I was the meal..”

COMBAT

The combat in Wandering Dreams is optional but highly recommended as it adds a lot of tense moments and encounters with the denizens of the Dream.

Combat has been simplified down to a dice roll for results of what happens. You do not need to track health points, actions, or equipment stats. All you need to know is if you survived and by how much, the rest being the story you tell of your exploits.

On a 1D6 roll of:

1 the being severely wounds you **OR** you have died

2 the being is slain with major injuries to yourself

3-4 the being is slain with minor injuries to yourself

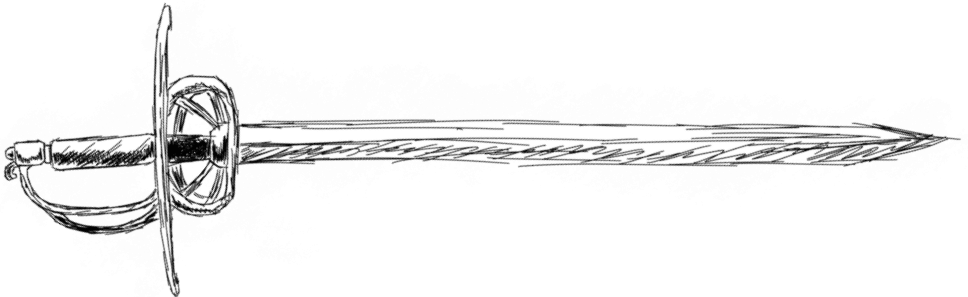
5-6 the being is slain without a scratch

Example:

Dice result: 3

“The dogs tore towards me, my sword swung forward, taking off the heads of 2 with ease. The third dog got behind me and attacked my off-hand, biting down hard and drawing blood. The smell of the beast was much worse up close, with dead eyes striking a sense of fear directly into me. I snapped from it’s gaze and swiftly threw it off and finished it with a strong strike from my blade. The wound suffered would be easier to recover from than the feeling of dread seen in these beasts.”

If you choose to not use Combat in your game, write a short description of the events that transpire with the Being as if you had rolled but decided the outcome for yourself. Perhaps you toppled the beast encountered with little more than a scratch, or perhaps it tore you asunder and you awakened again back at the start of your journey... The choice is yours and only limited to your imagination.



EXPLORATION AND THINGS

Things are encountered through the world as you explore. They can be drawn from defeating Beings and Exploring. A Being will have a Thing on its possession when rolling after defeating it in combat. You will also find a new Thing at a new Location.

Both events use the following 1D6 results to award a found Thing or nothing at all:

1-2 nothing is found

3-5 one (1) Thing is found

6 two (2) Things are found

Follow the results to draw the number of Things given and then roll the 1D6 to get the result by comparing to the tables provided. Record the item you have in your journal or ideally on a separate piece of paper or notepad so that you may use it as you see fit. You are encouraged to use many items over adventure as there are always more to find.

USING AND EQUIPPING THINGS

Players can use any number of Things found in the world while exploring and players character may hold any number of items they wish with the exception of 1 attire piece and 1 weapon. Attire (or clothing/armour) and weapons cannot be stored on the person and must be traded for your current ones or discarded.

To use an Thing found the player will remove the item from their list of Things they have and choose what the Thing does in the situation. Roll 1D6 to see the result of what it is you were trying to do.

1-2 failed to use the item as you wanted

3-6 the item worked exactly as planned

An example of using an item:

Roll result was 4

“My encounter with the dogs left me fearful of other beasts that may live in this world, so when I saw a pack of large, grotesque rats, I immediately used my Firebottle to burn them before they saw me. All the rats were slain and I proceeded further into the dream.”

RESHUFFLING DECKS

Decks for Things should be reshuffled as soon as there are no cards left to draw. You will be drawing more Things than any other deck during play.

Players can also reshuffle any other deck at any time to suit the length of play for their session, or to refresh the available pool.

ENDING THE GAME

All adventures eventually come to an end be it defeat at the hand of a Dream Being, running out of locations to explore, reaching a final goal, or finally waking up. A good rule for ending the game is running out of cards in the Locations and Exploration deck which provides 13 different stops and plenty of interactions.

No matter what happens to your character during their time in the Dream they will have left a mark on the world. Proceed to Leaving a Legacy upon finishing up your session. This can be found on page 16 and 17.



MOTIVATION IDEAS

This game system aims to provide a simple mechanics while providing many ways to experience the fun in developing your own story. Provided below are prompts to get you started when exploring:

- You awaken and want to find a way out. Maybe a certain object will allow you to do this?
- Never has anger or violence been in your wishes. You are here to observe from afar and take notes of this interesting new dream world.
- A legacy could be established in a world such as this. Make your way through it all and leave your mark for those that follow.
- After following instructions found in the waking world you awaken here, in the dream.
- A special tool is spoken to exist in this world, a tool to fix your condition.
- As a blind person in the waking world you suddenly receive the gift of sight upon entering the Dream.
- A relic of the past slipped through the cracks of time and now the Old Ones lay claim to it. Find it and bring it back.
- Your family heirloom was stolen by a Being from the Dream. Find them and recover it at any cost.
- You have been sent here by a cult to convince the inhabitant of this world to join your cause in the waking world and bring damnation upon those who resist.
- The guild to which you belong believes this world to be inhabited by the Old Ones. Bring proof of their existence.
- Strange arcane rituals brought you here and now you must find a new ritual to bring you back.
- You awaken in an open grave, your possessions lay beside you in a bag.
- Locked away for years in prison you are chosen to be sent into the Dream to retrieve materials and bring them back in penance for your crimes.
- Trinkets and baubles have been your obsession since childhood with new and exotic pieces to find now within reach.
- Your experiments require materials from the Dream and you must enter alone to recover them.

LEAVING A LEGACY

Leaving a legacy is an optional component to the game that provides lasting changes to your game, making it wholly unique.

Choose an option from the below and use the rules found on the next page to finalize the rules for it. All Legacy records can be recorded on page 22.

Weapons and tools of Wanderers are revered for their uniqueness and power to connect with the Dream. Some of these weapons become 'blessed' by the Old Ones.

Give the weapon a name and record it. Replace an existing weapon in the Things table with this.

The world shifts and shatters with the actions of the Wanderer. Nothing remains the same for all that enter and live within.

Add a new named location that will replace an existing location in the Location tables.

The Beings have reacted to new wanderers travelling through the world and their physical forms reflect this.

Replace the 'bestial' Beings with a new type affix (example: octoploid, humanoid, avian, etc.). Add a new Being to the tables replacing an existing one.

They say a wanderer never escapes from the Dream once they arrive. It seems they were right.

Add your character to the list of possible Beings in the world and choose a table result to replace.

The attire of a previous wanderer is said to now be kept by the worshippers of the Old Ones in the hopes that they too can become something of importance.

Give your attire a name and record it. Replace an existing attire in the Things table with this.

For some resourceful Wanderers the practice of crafting is the key to surviving and providing this knowledge for those to come.

Create a new item and record it. Replace an existing item in the Things table with this.

CREATING A LEGACY

Roll 1D6 and compare to the results below for the status of your legacy choice.

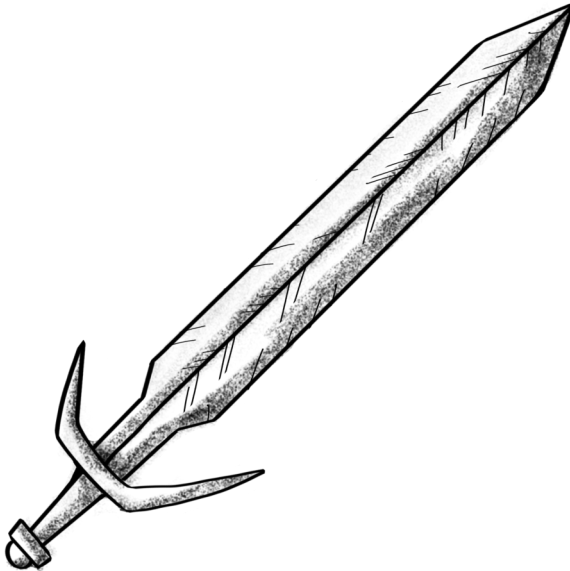
1-2 The Thing, Being, or Location is cursed.

3-4 The Thing, Being, or Location is bountiful and provides an additional entry. (repeat the Legacy choice a second time, make the second Thing, Being, or Location different)

5-6 The Thing, Being, or Location is blessed.

Cursed Things, Beings, and Locations provide a negative effect towards the player. This can be a weapon that misses half the time, a cult of worshippers occupying a Location, or a Being that freezes your mind on contact preventing immediate death.

Blessed Things, Beings, and Locations are highly sought after for the player. Weapons, tools, attire, and items will always work and bring you through the hardest of times. Locations are safe, and offer boons for those who seek them out. Beings can be of the 'good' nature and offer reprieve from the horrors inside the Dream.



♥EVENTS (HEARTS) ♥

1 - Physical

- 2 ♥ Door
- 3 ♥ Lever pulled
- 4 ♥ Roll barrels
- 5 ♥ Slippery floor
- 6 ♥ Gate forced
- 7 ♥ Locked
- 8 ♥ Tight space
- 9 ♥ Clear path
- 10 ♥ Usable trap
- J ♥ Jump
- Q ♥ Climb
- K ♥ Crawl
- A ♥ Force open

2 - Visual

- 2 ♥ Stacked boxes
- 3 ♥ Chests
- 4 ♥ Broken cages
- 5 ♥ Carrying bags
- 6 ♥ Pitch black
- 7 ♥ Long way down
- 8 ♥ No way forward
- 9 ♥ Cluttered
- 10 ♥ Impassable debris
- J ♥ Shifting environment
- Q ♥ Signs of struggle
- K ♥ Grooves to secret passage
- A ♥ Glowing dancing dust

3 - Auditory

- 2 ♥ Low chanting
- 3 ♥ Mechanical movement
- 4 ♥ Metal ringing
- 5 ♥ Humming
- 6 ♥ Silence
- 7 ♥ Cries
- 8 ♥ Chimes ringing
- 9 ♥ Explosion
- 10 ♥ Door creaks
- J ♥ Scratching
- Q ♥ Footsteps
- K ♥ Howling
- A ♥ Whispers from the shadows

4 - Infliction

- 2 ♥ Insanity
- 3 ♥ Voices of the Old Ones
- 4 ♥ Bleeding
- 5 ♥ Nausea
- 6 ♥ Broken bone
- 7 ♥ Headache
- 8 ♥ Paralyzing fear
- 9 ♥ Phobia unleashed
- 10 ♥ Touched by the Old Ones
- J ♥ Blurry vision
- Q ♥ Burning
- K ♥ Dizziness
- A ♥ Poisoned

5 - Surprise

- 2 ♥ Beings block the way
- 3 ♥ Hand from the shadows
- 4 ♥ Weapon scrapes floor
- 5 ♥ Footsteps creep towards
- 6 ♥ Lever is pulled
- 7 ♥ Loud roar
- 8 ♥ Stalking predator
- 9 ♥ Trap door
- 10 ♥ Wall collapses
- J ♥ Spotted by patrol
- Q ♥ Emerge from the fog
- K ♥ Attacked from above
- A ♥ Summoned

6 - Boons

- 2 ♥ A familiar place
- 3 ♥ Information found
- 4 ♥ A gut feeling
- 5 ♥ Mind cleared
- 6 ♥ Fears removed
- 7 ♥ Pathway revealed
- 8 ♥ Strength surges
- 9 ♥ The way is marked
- 10 ♥ Vision of the future
- J ♥ Meditation
- Q ♥ Secret found
- K ♥ Help from beyond
- A ♥ A friendly face

♠ LOCATIONS (SPADES) ♠

1 - Hidden City

- 2 ♠ Orphanage
- 3 ♠ Overgrown rooftops
- 4 ♠ Narrow alleyways
- 5 ♠ Dead ends
- 6 ♠ Gathering plaza
- 7 ♠ Wagon gathering
- 8 ♠ Old city workshop
- 9 ♠ Abandoned dry docks
- 10 ♠ The Great Bridge
- J ♠ Tight walkways
- Q ♠ Sewers below
- K ♠ Small graveyard
- A ♠ Chapel above

2 - Nightmare Village

- 2 ♠ Village square
- 3 ♠ Small foul smelling home
- 4 ♠ Dilapidated workshop
- 5 ♠ Creekside gravesites
- 6 ♠ Mud huts
- 7 ♠ Buried floor trap
- 8 ♠ Old kennels
- 9 ♠ Damaged windmill
- 10 ♠ Executioners stand
- J ♠ Carved rock faces
- Q ♠ Prisoner cages
- K ♠ Huntsman's home
- A ♠ Caves to below

3 - Forbidden Castle

- 2 ♠ Giant stone doors
- 3 ♠ Pulsing obelisk
- 4 ♠ Entrance hall
- 5 ♠ Library
- 6 ♠ Secluded study
- 7 ♠ Neglected castle grounds
- 8 ♠ Moonlit tower
- 9 ♠ Crumbling ramparts
- 10 ♠ Smithy's workshop
- J ♠ Executioners cells
- Q ♠ Queens chambers
- K ♠ Kings hall
- A ♠ Throne room

4 - Ancient College

- 2 ♠ Ransacked library
- 3 ♠ Private studies
- 4 ♠ Gathering hall
- 5 ♠ Lecture theatre
- 6 ♠ Research rooms
- 7 ♠ Laboratory
- 8 ♠ Storage rooms
- 9 ♠ Moon observatory
- 10 ♠ Relic museum
- J ♠ Sacrifice balcony
- Q ♠ Hidden bookshelf rooms
- K ♠ Grand fireplace
- A ♠ Path below the college

5 - Thick Forest

- 2 ♠ Overhanging trees
- 3 ♠ Deep thicket
- 4 ♠ Colossal gravestones
- 5 ♠ Swampy gorge
- 6 ♠ Oil fields
- 7 ♠ Wildflower ridge
- 8 ♠ Winding trail
- 9 ♠ Relic dig site
- 10 ♠ Broken bridge
- J ♠ Witches abode
- Q ♠ Abandoned stable
- K ♠ Huntsman's old home
- A ♠ Woodshop

6 - Healing District

- 2 ♠ Operating rooms
- 3 ♠ Morgue
- 4 ♠ Open graveyard
- 5 ♠ Hole in the wall
- 6 ♠ Observation room
- 7 ♠ Holding cells
- 8 ♠ Clinic
- 9 ♠ Old workshop
- 10 ♠ Medical storage
- J ♠ Cluttered study
- Q ♠ Hall of beds
- K ♠ Abandoned residence
- A ♠ Sunken chapel

♣ BEINGS (CLUBS) ♣

1 - Villagers

- 2 ♣ Torch villager
- 3 ♣ Pitchfork farmer
- 4 ♣ Shielded conscript
- 5 ♣ Pack of dogs
- 6 ♣ Rifle huntsman
- 7 ♣ Afflicted beggar
- 8 ♣ Old witch
- 9 ♣ Corrupted official
- 10 ♣ Axe lumberjack
- J ♣ Abandoned little ones
- Q ♣ Wanderer stalker
- K ♣ Parasitic infested villager
- A ♣ Worshipper to the Old Ones

2 - Denizens

- 2 ♣ Gravedigger
- 3 ♣ Living statue
- 4 ♣ Clinic doctor
- 5 ♣ Disgraced cleric
- 6 ♣ Lady of the night
- 7 ♣ Old woman
- 8 ♣ Hunter of beasts
- 9 ♣ Wanderers ally
- 10 ♣ Boatman
- J ♣ Scholar of the First Ones
- Q ♣ Beckoner of Wanderers
- K ♣ Executioner
- A ♣ Foreign pilgrim

3 - Remnants to the Old

- 2 ♣ Messengers of the Old
- 3 ♣ Wandering soul collector
- 4 ♣ Chapel worshippers
- 5 ♣ Voice of the Old Ones
- 6 ♣ Mad attendants to Old
- 7 ♣ Blood fiend
- 8 ♣ Rites Keeper of Old
- 9 ♣ Old scholar student
- 10 ♣ Illuminated garden
- J ♣ Old Ones Wanderer
- Q ♣ Old Ones cleric
- K ♣ Transformed scholar
- A ♣ The One Awakened

4 - Strange Beasts

- 2 ♣ Carrion crows
- 3 ♣ Sea touched servant
- 4 ♣ Silver coloured beast
- 5 ♣ Beast bitten hunter
- 6 ♣ Infected rats
- 7 ♣ Bestial patient
- 8 ♣ Cloaked worshipper
- 9 ♣ Transformed cleric
- 10 ♣ Old Ones dark beast
- J ♣ Towering wolf
- Q ♣ Burnt bloodied beast
- K ♣ The Old Father
- A ♣ Blood hungry beast

5 - Wanderers

- 2 ♣ Cloaked Wanderer
- 3 ♣ The Bloodied Raven
- 4 ♣ Nameless One
- 5 ♣ Beast crazed Wanderer
- 6 ♣ Ash covered Wanderer
- 7 ♣ Filth covered Wanderer
- 8 ♣ Old Ones Wanderer
- 9 ♣ Silver Sword Wanderer
- 10 ♣ One Eyed Wanderer
- J ♣ Kind Wanderer
- Q ♣ Nightmarish Wanderer
- K ♣ The Spider
- A ♣ The First Wanderer

6 - Evil Entities

- 2 ♣ Mad servant to the Old
- 3 ♣ Kidnapper
- 4 ♣ Waking insanity
- 5 ♣ Old Ones remnants
- 6 ♣ Brain of the Old Ones
- 7 ♣ Wandering radiant fiend
- 8 ♣ Mind eater
- 9 ♣ Faceless horror
- 10 ♣ Lost souls combined
- J ♣ Mollusc
- Q ♣ Old Ones emissary
- K ♣ The Old Ones creation
- A ♣ One of the Old

◆THINGS (DIAMONDS) ◆

1 - Consumables

- 2 ◆ Pebbles
- 3 ◆ Oil bottle
- 4 ◆ Firebomb bottle
- 5 ◆ Blue potion
- 6 ◆ Blood vial
- 7 ◆ Antidote tablets
- 8 ◆ Doctors refined potion
- 9 ◆ Sweet smelling potion
- 10 ◆ Sedation pills
- J ◆ Healing bandages
- Q ◆ Foul smelling pellet
- K ◆ Glowing vial
- A ◆ Poison vial

2 - Tools and Trinkets

- 2 ◆ Monocular
- 3 ◆ Small lantern
- 4 ◆ Shining coin purse
- 5 ◆ Old ratted notebook
- 6 ◆ Silver throwing knives
- 7 ◆ Poisoned dagger
- 8 ◆ Wanderers mark
- 9 ◆ Pouch of ash
- 10 ◆ Executioners glove
- J ◆ Small chimes
- Q ◆ Old Wanderers charm
- K ◆ Whetstone
- A ◆ Flame paper

3 - Weapons

- 2 ◆ Serrated cleaver
- 3 ◆ Bloodletting sword
- 4 ◆ Hunters large axe
- 5 ◆ Silver sword
- 6 ◆ Blessed sheath sword
- 7 ◆ Dual serrated blades
- 8 ◆ Scythed blade
- 9 ◆ Arcane mace
- 10 ◆ Executioners device
- J ◆ Silver inlaid dagger
- Q ◆ Immolated katana
- K ◆ Old Ones blessed blade
- A ◆ Rifled blade

4 - Attire

- 2 ◆ White church attire
- 3 ◆ Ash covered attire
- 4 ◆ Scorched attire
- 5 ◆ Foreigners attire
- 6 ◆ Dusty explorers attire
- 7 ◆ Madman's attire
- 8 ◆ Sweet smelling attire
- 9 ◆ Shining knights attire
- 10 ◆ Executioners gold trimmed attire
- J ◆ Crown of the Old Ones
- Q ◆ Black scholars attire
- K ◆ Raven feathered attire
- A ◆ Old Wanderers attire

5 - Runes

- 2 ◆ Blood moon
- 3 ◆ Beast claw mark
- 4 ◆ Old Ones voice
- 5 ◆ Blue moon
- 6 ◆ Dark ocean
- 7 ◆ Hidden song
- 8 ◆ Formless curse
- 9 ◆ Ruined marking
- 10 ◆ Eclipse
- J ◆ Rising tide
- Q ◆ Prismatic
- K ◆ Long forgotten name
- A ◆ Blood sacrifice

6 - Arcane Oddities

- 2 ◆ Golden pendant
- 3 ◆ Bleeding rock
- 4 ◆ Old Ones eye
- 5 ◆ Glowing gemstone
- 6 ◆ Heirloom cord
- 7 ◆ Broken beast skull
- 8 ◆ Radiant shell
- 9 ◆ Executioners hand
- 10 ◆ Summoning chimes
- J ◆ Old Wanderers bone
- Q ◆ Door to beyond
- K ◆ Lightning in a bottle
- A ◆ Old Ones voice

QUICK REFERENCE - SETUP AND FLOW

Items to Play:

- 52 card deck (Jokers removed)
- Pen, pencil, other writing tool
- Paper, laptop (if no physical writing tool)
- 1D6 die

Setup:

1. Separate standard 52 card deck into suits, shuffle each pile
2. Create character
3. Prepare your die

Game Flow:

1. Draw EVENT ♥ card, roll die for result, record what happens
2. Draw LOCATION ♠ card, roll die for result, record location you are going to arrive at
3. Draw BEINGS ♣ card, roll die for result
4. COMBAT (if applicable)
5. Roll for THINGS ♦ found, roll for results, record

QUICK REFERENCE - DIE RESULTS

♣ BEINGS ♣

1-2 the being attacks, ambushes, charges, sneaks

3-4 the being stands, patrols, sits, lays still

5-6 the being beckons, approaches, greets

COMBAT

On a roll of:

1 the being fatally wounds you

2 the being is slain with major injuries to yourself

3-4 the being is slain with minor injuries to yourself

5-6 the being is slain with ease

♦ EXPLORATION & THINGS ♦

1-2 nothing is found

3-5 one (1) Thing is found of interest

6 two (2) Things are found of interest

ITEM USAGE

1-2 failed to use the item as you wanted

3-6 the item worked exactly as planned

♥ EVENTS ♥

1-2 the event is difficult to overcome.

3-4 the event happens suddenly and by surprise.

5-6 the event is foreseen before it happens.

DELVE DEEP INTO THE DREAM

Wandering Dreams is a solo journaling RPG of beasts, weapons, eldritch horror, and exploring the unknown. You play a Wanderer who has awoken in the place known as the Dream. Progressing through this world you will discover many strange inhabitants, locations, and things that are brought to life by your imagination and the prompts provided.

Your reason for being here is decided by one of the many backgrounds provided. Each person who enters the Dream has a reason for doing so and you will decide how far you must venture to finally escape.

Will you find a way out of the Dream or forever be lost, wandering like many who have come before you...

Welcome to the Dream, Wanderer.



SLEEPY SASQUATCH GAMES