

WANDERING DREAMS

*A SOLO STORYTELLING RPG OF BEASTS, SWORDS,
AND EXPLORING THE UNKNOWN*

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Thank you for supporting this game!

The themes in this zine come some of my favourite games including **Bloodborne**, **Dark Souls**, **Dragon Age**, **Darkest Dungeon**, and more. I hope that you can enjoy it as much as I have enjoyed creating the tools for story telling. If you like to stay up-to-date with the project please look for *Wandering Dreams on itcb.io*.

~ WANDERING DREAMS ~

A game of beasts, swords, and exploring the unknown

HOW TO PLAY

WANDERING DREAMS is a solo storytelling RPG about 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?

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 your 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 TO START

1. Pencil and eraser (or computer/tablet if more comfortable)
2. Notebook (skip if using computer/tablet)
3. Deck of standard 52 cards (Jokers removed)
4. A 6 sided die
5. Sticky notes (optional if using handwritten notes)

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 character creation and choose your starting info.

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.

ENDING THE GAME

If a journal entry feels like it is a good spot to conclude your adventure in the Dream then let it be the end of the adventure. Exhausting any pile of cards can also be a good spot to end the adventure.

Included in this zine are some example for prompts to get you started on your adventure with a vague introduction and open-ended conclusion to fill. Setting these at the start of your writing will provide an idea of when to end the adventure.

There is no hard rule to ending the game as it is narrative focused. Follow the exhausting rules or “feel” as you see fit.

GAME FLOW

Be sure to create your character at this point before starting!

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 **LOCATION** ♠ card

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

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

Record the 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)

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

- WELCOME TO THE DREAM -

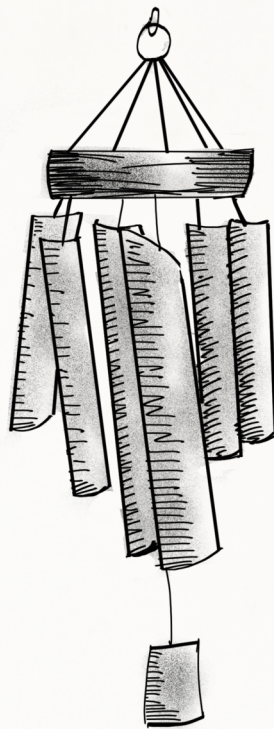
This is a solo storytelling RPG zine of beasts, swords, and exploring the unknown. You play a Wanderer that has awoken into a place known as the Dream. As you progress through this world you will discover many strange things that will come to life through your imagination and the prompts provided. Everything 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.

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...



- CHARACTER EXAMPLES -

Background:	Scholar of the Old Ones
Starting Items:	Scholar robes, serrated cane, radiant badge, blood vial

Background:	Disgraced Hero
Starting Items:	Dull knights armor, steel sword, blood vial, firebomb (x2)

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

Background:	Huntsman of Foul Beasts
Starting Items:	Torn and bloodied attire, serrated cleaver, blood vial, pebbles

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

Background:	Villager from the Sea
Starting Items:	Dirty attire, pebbles, empty coin purse

Background:	
Starting Items:	

Background:	
Starting Items:	

Background:	
Starting Items:	

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Starting Items:	

Background:	
Starting Items:	

Background:	
Starting Items:	

Background:	
Starting Items:	

Use the above blank character boxes to create your own unique starting points. Reference the item lists provided in the **TABLES** section of the book if you need help filling in starting items.

♥ EVENTS ♥

To move forward or begin with your story a six-sided die (D6) is rolled and an Event deck card pulled. Use the card's value and resulting D6 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 the D6 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 record what has happened with the event. Here is an 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 ♠

Locations set the scene for where an Event is happening. Each die roll provided a general location ranging from a city scape to thick forested area. The value of the card determines where in the general location you will be.

A good rule for exploring Locations is that you may **roll the D6 once and draw multiple times**. This allows for traveling between places inside the general world location and can make story writing for your character much easier. All other flows in gameplay will remain the same as normal.

In this example we will continue with the event that already occurred and will see what was revealed for our location.

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. A foul smell emanates from this place. I look down and see the ground oozing a dark liquid, thick and sticky. I dare not think what it might be.”



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 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 to perform. If the Being description sounds a certain way you can override the rules above and approach the situation in your own creative manner.

Our example continues with a being encounter:

Card Pulled: 5 of Clubs

Card Table D6 Result: 1

Being Result: Pack of 3 Dogs (rolled an optional d6 and resulted 3)

Hostile Roll d6 Result: 2 (hostile)

“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 hanging 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 for players who want to explore the world through combat with the beings that occupy it. For this reason the combat section is optional but is still complete as it adds a lot of unique writing experiences and action sequences.

Combat has been simplified down to a dice roll for results of what happens during combat. You do not need to track health points, wound counters, actions, or equipment stats. All you need to know is if you survived and by how much, the rest is for you to fill in with writing.

On a roll of:

1 the being fatally wounds you
(death)

2 the being is slain with major
injuries to yourself

3-4 the being is slain with mi-
nor injuries to yourself

5-6 the being is slain with ease
and no injuries to yourself



Our encounter with the dogs continues:

Dice result: 3 (minor injuries to player)

"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. The choice is yours and only limited to your imagination.

- EQUIPMENT AND ITEMS -

USING AND EQUIPPING THINGS

There are no hard rules for the usage 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 equipped. The attire and weapons must be swapped out when a new one is found (if you want it!). The weapons and attire Things are to add flavour to your character and allow expression of the person inside the Dream.

If a weapon or attire sounds powerful to you then it is. You decide the qualities of items and can change them over the course of your story and adventures in the Dream.

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

Results for Item Usage:

1-2 failed to use the item as you wanted

3-6 the item worked exactly as planned

For this example we will continue from after the dog encounter:

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 **Fire-bottle** to burn them before they saw me. All the rats were slain and I proceeded further into the dream.”*

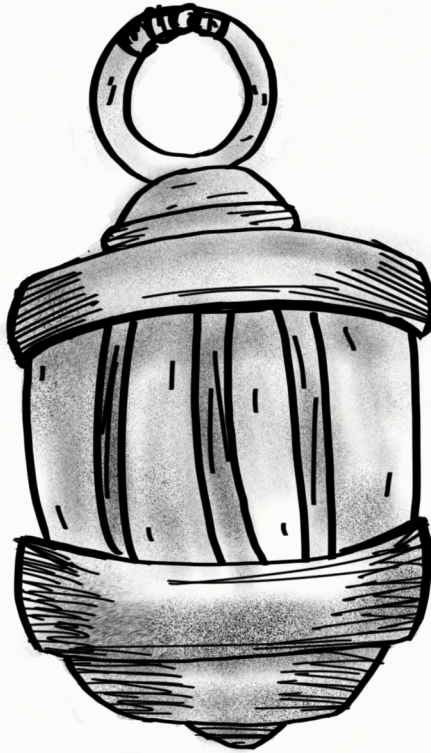
When a Thing card is drawn and the item found is resolved the player may choose to immediately shuffle the card back into the Things deck with all other discarded Things or wait until a later time. You will encounter many item draws and will likely need to reshuffle over time.

- ENDING THE GAME -

ENDING THE GAME

All adventures eventually come to an end due from an injury in the game, running out of locations to explore, reaching a goal, or falling victim to the inhabitants of the Dream. A good rule of thumb is to play until you are tired and done for the session or just want to conclude the story for this character; remember, you are the master of your game. If you want to remember this session save the journal entries. If they weren't what you enjoyed, dispose of them.

Perhaps even old Wanderers will return to the **Dream** in the future or leave a lasting legacy...



- LEGACY BUILDING -

LEAVING A LEGACY

Not all adventures get to an end goal but some will accomplish amazing feats that leave a mark on the Dream. Leaving a legacy is an optional component to the game but gives freedom to record modifications that last. Choose an option from the below and roll the die to finalize your results. All Legacy records can be recorded on the Legacy page provided.

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 shutters 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.

LEGACY DIE ROLLS:

Roll a die and compare your results to below for the action you take.

1-2 The Thing, Being, or Location is cursed. Note this with a symbol next to the table entry.

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. Note this with a symbol next to the table entry.

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.