DAYDREAM DUNGEON

A SMALL CARD/TTRPG EXPERIENCE BY SIBLING DUO FRANK AND ANNALISE VALASTRO

Based on the theme "Lost in Thought"

OVERVIEW

TIME TO PLAY: 30 - 45 mins approx

TERMINOLOGY:

- Dreamer: The player's character. The team of players is referred to as Dreamers
- Creature: The characters against the dreamers. These are controlled by the DM
- Daydream Master (DM): The person running the game and controlling the creatures
- Dreamscape: refers to the collection of dreams created by the DM
- Bad Luck: when facing off in an encounter, roll a d20 twice and use the lower result
- Good Luck: when facing off in an encounter, roll a d20 twice and use the higher result
- Focus: the measure of a dreamer's "health" in the game.
- Resist: the measure of a creature's "health" in the game

GENERAL OBJECTIVE:

- The DM: Reduce a dreamer's focus to zero and prevent them from completing their initial task.

- The Dreamer: Conserve focus throughout the game, defeat all daydreams in the dreamscape and complete your initial task.

SETUP:

THINGS YOU'LL NEED TO PLAY:

- A 20 sided dice (d20)
- A coin
- Something to use as a token per player
- Printed dreamer template per player
- Printed cards

DM SETUP:

Normally this would be done ahead of time, prior to the session start. However, we don't own your life and if you want to wing it GO FOR IT.

Questions to get you started in planning out your dreamscape:

- How do the dreamers end up here?

- Where are they currently daydreaming?
- What task are they procrastinating/what are they supposed to be doing?
- What is the end goal?
- How long do you want your game to run for?

Building Dreams and Dreamscape Structure:

- A dreamscape is typically made up of multiple dreams, one after the other. This means a game might be made up of 3 dreams, each containing 3 creatures. That whole thing is your dreamscape.

- When building your dream, the only thing it needs to have is a type. The type will give your dream a theme and help you work out the kind of creatures you want to appear in the dream.

- These dreams can then be structured in whichever way you want. You could do 5 dreams, one after the other. You could create an entire branching dungeon out of the dreams, letting players decide where to go; the amount of dreams and amount of creatures in each dream will determine how long the game will run for as well so keep that in mind if you are looking for something shorter!

- We've got some examples to help you out! (See examples below or the example game section for an idea of how dreamscapes and dreams can be structured)

- Build your creatures and pick out their abilities (see creature builder section and abilities section)
- And you are ready to run the game!

PLAYER SETUP:

- This can be done at the start of the session, individually or as a group
- Each player will need to create their dreamer. See the Dreamers section of this booklet!
- Each player will also need to pick 5 ability cards for their dreamer.

BUILDING A DREAMER:

1. Choose a name
2. Draw a picture if you feel so inclined
3. Choose 2 types: (see type section)
    - One will be something your character likes to dream about
    - The other will be something your character doesn't like/doesn't think about
4. Write a description

5. Pick out your 4 ability cards
6. You're ready to play!

ABILITIES AND ABILITY CARDS:

- Abilities are the things dreamers and creatures use during encounters.
- Players will choose 4 of these, and each creature the DM creates will also need 4 each.

GAMEPLAY:

- DM introduces the dreamscape and sets the scene. This might involve writing out a short introduction which gives a little bit of detail about where the players are, and how they came to be in that dreamscape.
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- The DM then reveals the first dream, and the creatures in that dream.
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- Dreams can be thought of as rooms in a dungeon; beat all the creature inside to progress.

INITIATIVE:

- To determine whether the dreamers or creatures go first, the DM flips a coin: if it's heads, dreamers go first, if it's tails, the DM goes first.

- Players can work out among themselves which order they'd like to go in, and the DM can decide for the creatures.

- Now dreamers and the DM will take turns back and forth until all Dreamers lose Focus or all creatures lose resist.
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CREATURE ENCOUNTERS:

- DREAMERS:
    a. Choose a creature to target and move your player card (dreamer) so it is in front of the creature you are targeting.
    b. Choose an ability card from your hand and set it down in between the dreamer and creature.
    c. Read the effect of an ability card carefully because some abilities targeting opposing creatures involving rolling a dice against an opponent in a face-off.
    d. Other abilities targeting yourself require you to roll against a difficulty level.

- FACE OFF: roll a d20 and the DM will roll a d20 for the creature. Check your dreamer and creature cards' types/likes/dislikes and apply any good or bad luck as needed (see types for more info)

    - If you succeed in the face off, you can go through with using your ability
    - If you fail, lose 1 focus
    - Put the ability card back into you hand to use again later
    - You can use one ability per turn, so now your turn is over and the next in the order will go.

- DM:
    - Works pretty much the same as the dreamers encounter described above, just in the opposite direction
    - Except, if you fail, lose 1 resist

- CRITICAL SUCCESS AND CRITICAL FAILURE:

    - When you roll a 20, you get a critical success on your ability. This means different things, depending on what ability you are using.

    - The same is true for when you roll a 1, also known as a critical failure.

Abilities Reducing Focus (For Players) and Resist (Creatures)

- Critical Success = Double Damage to a player's focus or a creature's resist, depending on who is casting the ability
- Critical Failure = Reduce the caster's focus (if player) and resist (if creature) by 1 unit.

Abilities for Regaining Focus (For Players) and Resist (Creatures)

- Critical Success and Failures (See Re-Focus, Laser Focus & Enduring Ability Cards for more details).

- ROLLING AGAINST DIFFICULTY LEVEL:

For abilities that help you recover focus, you have to roll against a difficulty level to determine how useful that ability was.

See the re-focus, laser-focus, enduring (DM creatures) ability cards for details on what the difficulty levels are for, gaining different levels of benefits.

- ROLLING WITH GOOD AND BAD LUCK

Rolling with good luck is the same thing as rolling with advantage. When you roll with good luck, you roll a d20 twice and take the higher result.

Rolling with Bad Luck: The same thing as rolling with disadvantage. When you roll with bad luck you roll a d20 twice and take the lower result.

WHEN CREATURES HAVE BEEN DEFEATED:

- Once all creatures' resist have been lowered to zero, dreamers will move onto the next dream.

WHEN THE DREAMSCAPE HAS BEEN DEFEATED:

- Once all daydreams have been defeated, each dreamer will roll a D-20 to see whether or not they succeed in their initial task.
    - E.g: if the initial task that the players were doing before they started daydreaming was sitting an exam, then this roll determines whether or not they passed their exam.
- To pass: roll a 10 or higher
    - Each player will add their dreamer's focus to modify this result; the more focus they retain by the end, the easier it is to complete the initial task.

TYPES:

- A way of categorising the things people often daydream about.
- Dreams dreamers and creatures are all categorised in this way

- DREAMS:
    - A dream's type indicates what the setting in which the dream takes place. A dream's type interacts with a dreamer's likes.

- DREAMERS:
    - A dreamer's "likes" type refers to the thing they daydream about the most. This is also known as your dreamer's weakness
        - This means if the dream your dreamer enters has the same type, you'll lose 1 focus for every round spent in that dream.

    - Their "dislikes" type refers to something they don't enjoy, therefore wouldn't dream about
        - This means if you are targeting a creature with this type, you'll have good luck when facing off

- CREATURES:
    - Their "type" refers to their strength.

    - This means if your dreamer is targeted by a creature with the same type, you'll have bad luck when facing off.

LIST OF TYPES:

- Food
- Travel
- Nature
- Sleep
- Romance
- Fashion
- Books
- Media/Entertainment
- Sports
- Career

BUILDING A CREATURE:

1. Choose a name
2. Draw a picture
3. Choose a type
4. Write a description
5. Pick out 3 ability cards
6. Your creatures are ready.

EXAMPLE GAME:
You and your friends are sitting an exam when you all start daydreaming. Will you pass your exam?

- TO WIN: pass your exams! To do this, you must retain your focus through all of your daydreams; the amount of focus you have left at the end of all the dreams will add to a final dice roll to see if you pass or fail.
- The DM (Daydream Master) throws out the daydreams and players need to work together to get through them
    - The creatures in each daydream will try to reduce your focus to zero
    - If your focus reduces to zero you lose
    - If you have focus by the end this will add to your dice roll, making it easier to pass your exam

TEMPLATES:

SUCCESS:

FAILURE:

SUCCESS:

FAILURE:

SUCCESS:

FAILURE:

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FAILURE:

LIKES:
(WEAKNESS)

DISLIKES:
(STRENGTH)

DESCRIPTION:

LIKES:
(WEAKNESS)

DISLIKES:
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DESCRIPTION:

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TYPE:
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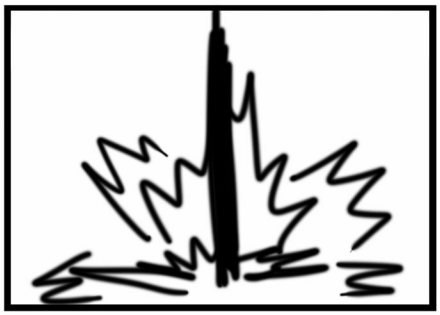
DESCRIPTION:

SPECIAL ABILITY:

PLAYER ABILITY CARDS:

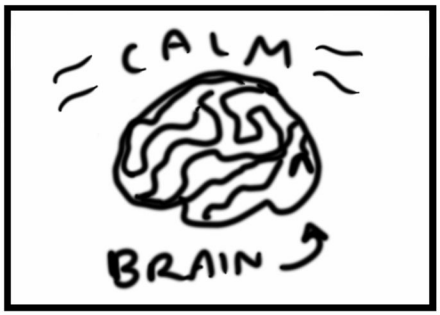
Acceptance



success:
Take no focus damage next 2 turns

failure:
Next attack to deal focus to you deals double focus damage

Calm Mind



success: Protect against abilities targetting your hand.
ONCE PER DREAM ONLY

failure:
nothing happens

Determination

success: USE ON NEXT DISPEL
reduce a creature's resist by an extra -2. ONCE PER DREAM

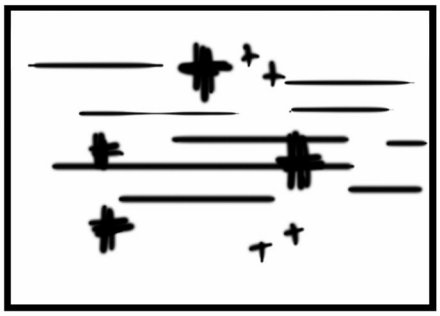
failure:
nothing happens

Dispell

success:
select a creature and reduce resist by 1 point

failure:
nothing happens

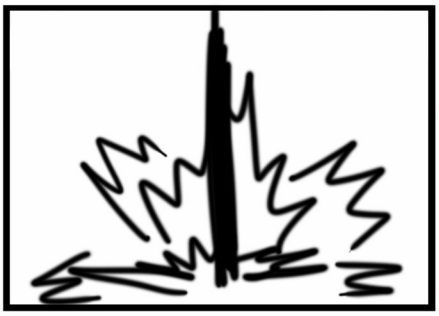
Laser Focus



success:
Recover +2 Focus

failure:
Skip Next Turn. Take only + 1 Focus

Last Resort



success:
Reduce Focus by half and destroy a creature completely.
SINGLE USE ONLY

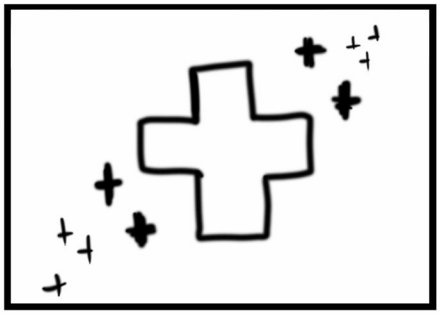
failure:
Reduce Focus by half.

Rational Mind

success:
Gain good luck on your next face off (next turn)

failure:
nothing happens

Re-Focus



success:
recover 1 focus

failure:
nothing happens

Super Dispel

success:
Select a creature and reduce resist by -2. Cannot be used twice in a row

failure:
Have to wait a turn to try again

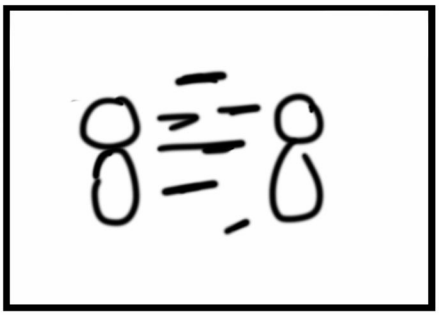
CREATURE ABILITY CARDS & DREAMER EXAMPLE CARDS

Disarming

success:
Replace 1 random ability in a players hand with a blank card

failure:
Nothing Happens

Distract



success:
Reduce a target's focus by 2 points of damage

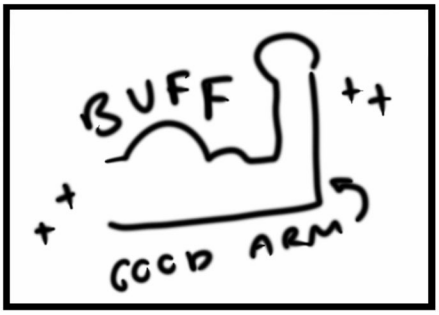
failure:
take 1 resist damage

Enduring

success:
Recover +1 resist

failure:
nothing happens

Persistent



success:
Roll with good luck on your next face off

failure:
Nothing Happens

Preoccupy

success:
Choose a target; they can attack only this creature for the duration of the dream

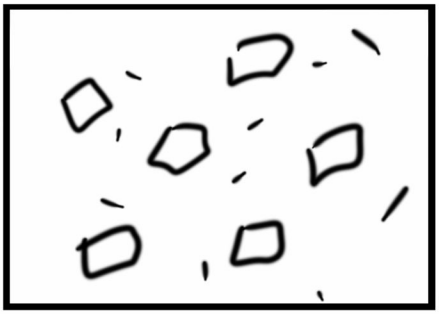
failure:
nothing happens

Prolonged

success:
This creature doesn't take any resist damage next turn

failure:
Nothing Happens

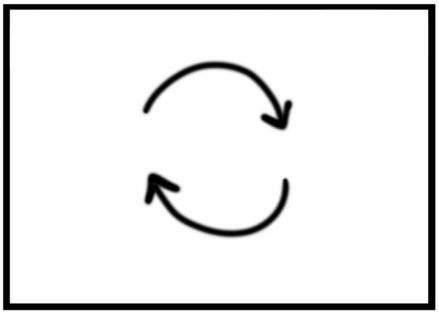
Scattered Mind



success:
Choose a random ability in a player's hand. They must play it next turn

failure:
nothing happens

Thought Reversal



success:
reverse the outcome of a creature's ability. Can be used at anytime on your turn
Can only be used ONCE PER DREAM

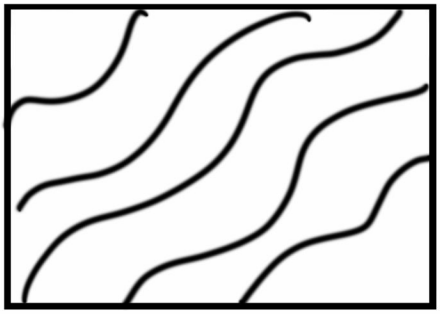
failure:
nothing happens

UnFocus

success:
Reduce a target's focus by 1 points of damage

failure:
nothing happens

Vividness



success:
Next focus deals an additional 2 focus damage

failure:
nothing happens

GINA

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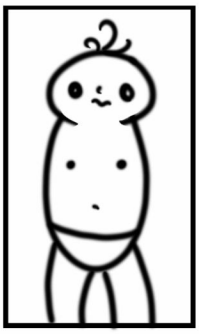
LIKES:
(weakness)
TRAVEL

DISLIKES:
(strength)
SPORTS

description:
She loves long walks on the beach at sunset

JEFF



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LIKES:
(weakness)
FOOD

DISLIKES:
(strength)
ROMANCE

description:
He is strong,
he is not smart but
he is JEFF