

# DREAMESCAPE

Jason Maclean Jones, James Soper & Rob Barrett

*'This was not the first time I had apparently awoken from dream-filled slumber only to find myself trapped somewhere inbetween. Lost but lucid, this dream world was curious, extraordinary and seemed as real as my own.*

*Writers of weird fiction stories called it the Dreamlands; fantastical realms drawn forth from the minds of dreaming humans. Often beautiful, sometimes sinister, the Dreamlands existed on another plane entirely to our Waking World.*

*Whether it existed physically at all was a matter of conjecture, but I had been here before, as had other famous Dreamers before me. And they knew that other beings, immeasurably more ancient and powerful than us humans, slumbered in the deep forgotten places amongst the stars... and dreamed also.'*

## THE DREAMING

You are trapped behind the gates of sleep by Great Cthulhu in R'lyeh. Locked within a nightmare and unable to wake up, your dreaming mind has been fractured into many pieces. These shards and fragments lie scattered throughout the dreamlands; exploring, living and dying alone. Your aim is simple: to recover them, escape and wake up.

To do so, you must explore the Dreamlands, protecting your shards while shifting between your missing dream-fragments, surviving encounters until you find a gates and matching key that will lead back to the waking world. The powers of the Great Old Ones are of course set against you – eating away at your sanity, sapping your will and abilities and placing obstacles in your way. The reward for failure is high - to be trapped forever in a cage within your own mind!

Dreamscape is a tough game to win. Some decks are harder than others and you will likely die often at first. Repeat playthroughs will reward your experience as the story evolves and you learn to avoid traps and focus on specific goals. The knowledge you need to win is hidden down many narrative paths. So good luck, you will need it!

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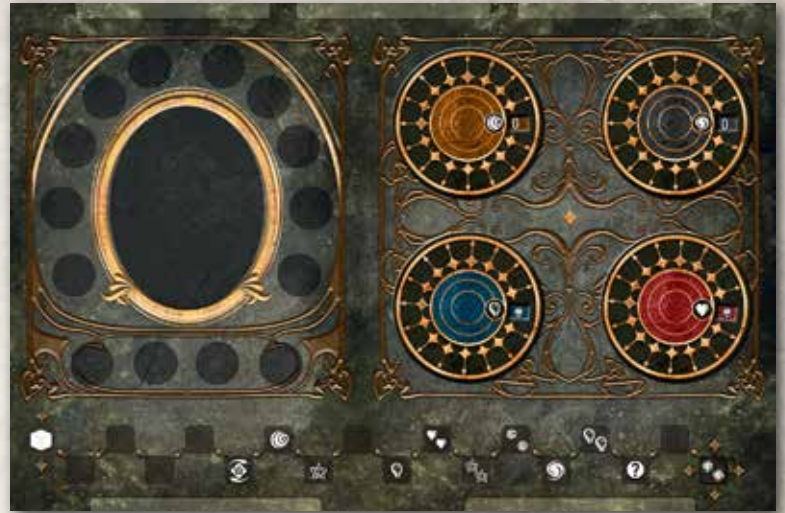
**Sleeping on the job:** the BadCats



# COMPONENTS



**6 CHARACTER SHEETS**



**CHARACTER DASHBOARD**



**6 CHARACTER STORY CARDS**



**2 SHARD CARDS**



**EXPERIENCE TRACKER CUBE**



**EVENT MARKER**



**1 EVENT TRACKER CARD**



**3 REFERENCE CARDS**



**120 ITEM CARDS**



**32 CONDITION CARDS**



**140 LORE CARDS**



**20 THREAT CARDS**



**6 MYTHOS TOKENS**



**16 FOCUS TOKENS**



**4 CTHULHU TOKENS**



**4 ELDER SIGN TOKENS**



**450 STORY CARDS (LARGE TAROT SIZE)**



**12 ELDER RUNES**



**1 ELDER DIE, 1 PIP DIE, 1 REWARD DIE**



**28 CONDITION & HUNTED TOKENS**



**20 LOCATION CARDS (LARGE TAROT SIZE)**



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LOCATION PORTAL CARDS

OPEN STORY DECKS WITH PORTAL CARDS ON TOP



ELDER RUNE SUPPLY



THREAT DECK



EVENT TRACK CARD

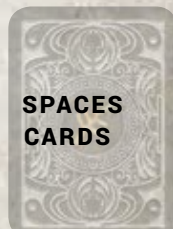
EVENT MARKER

BASE ELDER RUNE POOL

# PLAYER TABLEAU



PROTECTED FOR ITEM



SPACES CARDS



CONDITION DECK



LORE DECK



## IN PLAY

A component is *in play* when it is considered part of the tableau (playing area) and any functions or abilities it has are active.



EXPERIENCE MARKER



IN PLAY AREAS FOR TALENTS OR STORY CARD REWARDS



# GAME SETUP

Set up the game and **Player Tableau** as shown here. *Semi faded* components are not placed during setup – these areas will become filled as the game progresses.



LOCKED STORY DECKS



TOKEN SUPPLY



AREA FOR IN PLAY ITEM CARDS



OPEN DECK



LOCKED DECK

## I DREAMER DASHBOARD

Insert your chosen character ( / side face up) into the **Dashboard**. Set the four stat dials to their starting positions (shown on page 18). Place an **Experience tracker** cube in the first position of the **Experience track**, then claim the relevant **Character backstory card**. Place the 'One shard' card next to your **Dashboard** (if playing 'Nightmare' mode) or the 'Four shard' card (if playing 'Quest' mode). Draw 3 'Fortune' **Elder runes** (half an Elder sign icon on each side) to create your Dreamer's base **Elder Rune** pool. Place the **Threat**, **Condition** and **Lore** decks to one side.

## II STARTING ITEMS

Place all tokens to form a supply. Separate all **Item cards** into the two decks (**locked** and **Open**) placing both decks face down within reach. Take the '001' 'Strange Heirloom' card and place it above your dashboard. This card provides a special **Elder rune**, so take this also. Next take cards #002-#014 from the **Open Item deck**, randomly draw three cards from this set, placing them next to your **Dashboard** (in the protected spaces if you wish), then return the rest of these starter items to the **open Items deck**. *Do not* shuffle either of these decks.

For the DreamEasy variant, *choose* three cards instead.

## III STORY DECKS

Separate each **Story deck** with its matching **Portal card**, shuffle each deck, keeping the **Portal cards** on top of their decks and place them within easy reach. Keep the three **locked story decks** separated from the rest. All **locked story cards** can stay in the game box for now.

## IV LOCATIONS

Either place the deck of **Location Portal cards** within easy reach ('passive' grey sides facing up) to remain secret, or lay them out if table space allows. Finally place the **Event marker** on the blue start position of the **Event track** card.

# FIRST NIGHTMARE

If this is your first time playing, the **Elder Gods** highly recommend you follow the separate **QUICK START Tutorial** sheet.

WORK IN PROGRESS



# WINNING

The goal of Dreamescape is to escape the nightmare by drawing one of the special 'Last Gate' **story cards**. If your Dreamer wakes up before Cthulhu can take control of the nightmare, you win the game !

# LOSING

Losing the game is far easier than winning. You will need to play quite a few times, exploring the Dreamworld thoroughly, piecing together the narrative puzzle before you have a chance of escaping. There are two ways to lose the game:

- 1 Running out of **Shards** or
- 2 Your Dreamer must place a **7th Mythos token** on the **character sheet**.

# SHARD CARDS

**Shards** represent the Dreamer's largest dream fragments. Four shards are available in **Quest mode**, while **Nightmare mode** only has one. If the Dreamer's **Sanity** or **Vitality** drop to zero and **Shard cards** are still available, draw the next highest **Shard card** to continue (see **CHANGING SHARD** on page 17). If the 'One' **Shard card** must be discarded however, Cthulhu completely gains control of the Dream and the **game ends immediately**.



**SETUP**  
Setup instructions when drawing this card.

**CARD ABILITY**  
Special ability when card is in play.

There are three ways to lose **Shards**:

- 1 If **Sanity** drops to 0
- 2 If **Vitality** drops to 0
- 3 If a **story card** outcome shows the death icon

# MYTHOS TOKENS

**Mythos tokens** represent Cthulhu's influence on the nightmare. When you must place a 7th **mythos token** on your character dashboard you lose and the **game ends immediately**.

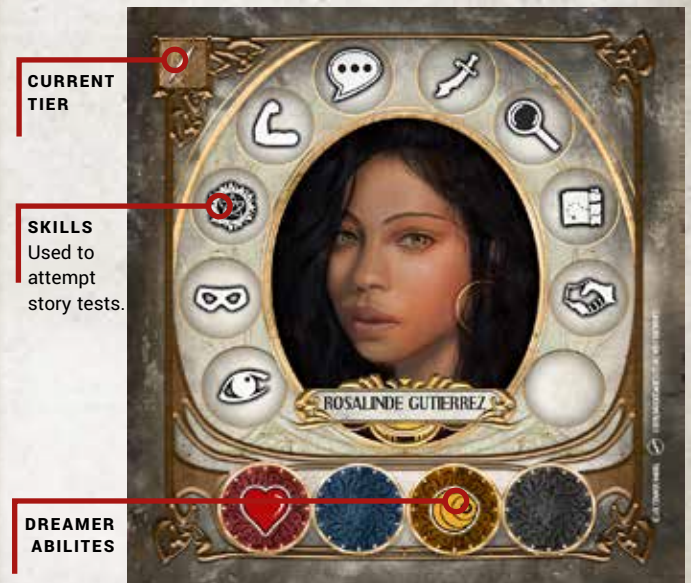


# DREAMER CHARACTERS

Dreamescape contains six Dreamer characters to play, each with a unique backstory to uncover. The **Character sheets** and **Player Dashboard** are where you will track changes to your character's abilities as the game progresses.

# DREAMER SHEET

**Dreamer character sheets** are double-sided and represent the level of power (**Tiers**) the character has in the dream world. The table on Page 18 details the initial stats for **Tier 1** and the changes gained when advancing to **Tier 2**.



**CURRENT TIER**

**SKILLS**  
Used to attempt story tests.

**DREAMER ABILITIES**





## DREAM DICE

Three types of dice are used for variable outcomes in Dreamescape:

1. **ELDER DIE** - Used for Cthulhu influence tests. **Note:** Do not take a penalty for rolling a unless specified on a card.
2. **PIP DIE** - Used for outcomes such as suffer x where 'x' is the number rolled on the die.
3. **REWARD DIE** - Used for variable rewards.



## PLAYER DASHBOARD

The **Dashboard** is where you track your Dreamer's statistics, skills, abilities and bonuses during the game. The four dials show your character's stats: **Sanity** , **Vitality** , **Déjà vu**  and **Lucid Dreaming** .

### PROTECTED ITEMS

Three slots to protect Item cards from forced discards (but not Fade effects).

### DREAMER PORTRAIT

Section for character sheet to be slotted in, leaving spaces for tokens to be placed.

### EXPERIENCE TRACK

Records the experience (XP) gained from story encounters.





### STATS

Four dials that change value during play.

## DREAMER ABILITIES

**Dreamers** have four ability slots below the Dreamer's name. New and more powerful abilities are gained at higher tiers. Abilities are explained on the right.

These abilities can be activated by spending 1  at any time. If an ability is covered by a  however, that ability cannot be used.



**gain** 1 point in the stat shown



**remove** 1 token



**gain** 2 extra Fortune runes for the next skill test;



**spend** [?] to gain [?]



**claim** one extra reward from the active story card



**swap** one [?] for one [?].

## BEGINNING

Every new game begins with the Dreamer lost in one of the realms of the Dreamlands. Each realm is represented by a themed **story deck** containing a **Portal card** covering a set of **story cards**.

The current **Shard card** in play indicates the possible starting **story decks**. Take the **Portal cards** from these specified decks and select one randomly to be your starting **active story deck**. Place this card in front of you then return the others to the top of their decks.

### SHATTERED MINDS

A major concept within the game is the Dreamer's shattered mind. Because fragments are scattered randomly around the Dreamlands, you will draw story encounters in a non-linear fashion, making the game sometimes feel disjointed, much like a real dream! It is your job to reveal this narrative jigsaw puzzle and piece the story back together.



## REALM STORY DECKS

**?** **Realm Story decks** are referenced in the game with a and often with a deck-specific icon (for example the specific **story deck** icon for Celephais is ). All cards belonging to a **story deck** have the same icon in their top left corner.

**Portal cards** have a 'passive' and an 'active' side. Flipping to the active side indicates that this deck is now the **active story deck** from where you will draw story cards. Only one **story deck** can be active at a time.

**Portal cards** indicate what **Events** trigger when the event icon appears on a **story card**. Most **Portal cards** also have a **free action** function that can be triggered when the **action icon** appears on a **story card**.

### PORTAL CARD (PASSIVE SIDE)



PORTAL DECK ICON

COMMONLY USED SKILLS

### PORTAL CARD (ACTIVE SIDE)



TYPE ICONS

Story related icons such as 'City' or 'Port' are shown here.

KEYCODES

FREE ACTION

EVENTS

## LOCATIONS

**Locations** are secret places within the dream realms that have their own **portal cards** (denoted by a also with a unique icon). **Location portal cards** have a 'passive' grey side and a coloured 'active' side. They remain secret (locked) until activated upon discovery. **After discovery Locations remain 'active' for the rest of the game.**



LOCATION ICON

TYPE ICONS

FREE ACTION

LOCATION STORY CARD

## GAMEPLAY

Each turn is a sequence of six phases followed in order.

- I ENCOUNTER PHASE:** Draw the top **story card** from the **active storydeck**, check for **Events** then read the encounter.
- II REACTION PHASE:** Choose one **reaction option** or follow a secret **Keycode** link.
- III RESOLUTION PHASE:** make a **skill test** or spend **stat points**.
- IV OUTCOME PHASE:** Flip the card over and read your chosen **test outcome** in the **SUCCESS** or **FAIL** portion of the card.
- V RESULT PHASE:** Apply the results indicated and any **rewards** or **penalties** shown on the card.
- VI MEMORIES PHASE:** If the story card is not stored for **rewards**, discard it to **Memories**.

### RULE CHANGES

If text on a card contradicts a rule in the rulebook, the card text always takes precedence.





## PHASE 1 - ENCOUNTER

Draw the top **story card** from the **active story deck** and check for an **Event trigger** . Then read the **narrative** and **reaction options**.



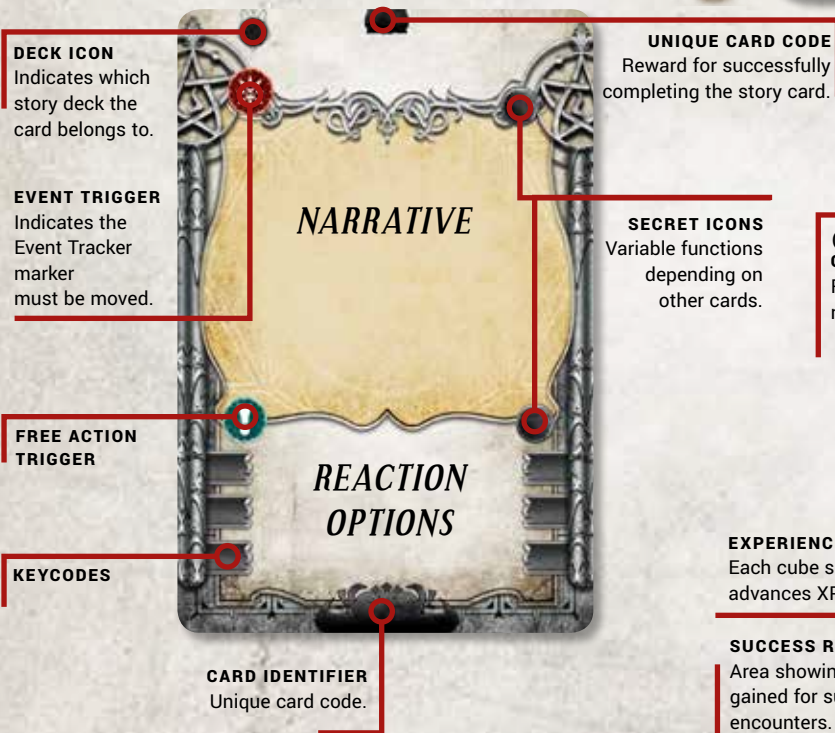
## STORY CARDS

**Story cards** are narrative encounters usually offering three choices that lead to **Fail** or **Success** outcomes on the back of the card. Unique **story cards** are referenced by **XXX** if they are **open**, or **XXX** if they are **locked** (the XXX being replaced with a unique number code).

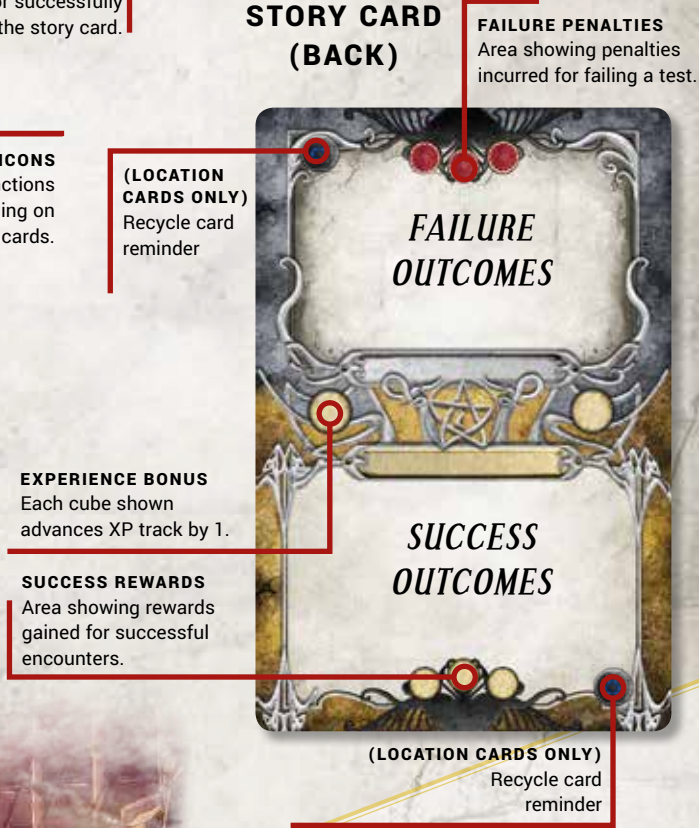
### SECRET ICONS

Some icons are present on story cards that are not explained in these rules. This is on purpose. Only by uncovering the story will you learn the purpose of these additional secret icons.

### STORY CARD (FRONT)



### STORY CARD (BACK)



## Events

If an **event trigger** is on a **story card**, immediately move the **event marker** one step up the **event track** and check the **active portal card** for the applicable event.

If the event specifies a unique **story card** ( is shown in the example below), this card immediately becomes the new **active story card**. The previous card is shuffled back into its **story deck**.

If the **Event marker** is already at the top of the **Event track** when an event trigger occurs, it remains here and no event is triggered.

While in Celephais, Zofia's player notices the **event trigger** on the current story card.

She moves the **Event marker** one step up the **Event track** from position 2 to 3. She checks the **Portal card** which shows that Zofia gains +1 .

Zofia's player then continues with the story card.




WORK IN PROGRESS



## PHASE 2 - REACTION



Choose one **reaction option** presented or follow a secret **Keycode** link.

If the active **story card** shows a **free action trigger icon**  you may take this action **before** making a **reaction choice** or following a **keycode** link.

### Keycodes

**Keycodes** are secret storylines that become available when you can match the 'key' (from an **Item** or **Lore** card) to its 'lock' (on a **story card**). **Keycodes** must line up side by side on both cards. Doing so will reveal the unique identifier code for an alternative **locked story card** that you may choose to follow instead of the current card. The previous **story card** is shuffled back into its **story deck**.



In this example, David has matched the knife icons revealing **keycode #116**. He can choose to immediately replace his current **story card** with card **116** - which then becomes the new **active story card**.


*Note that the other keycode icons do not match. Number*




**239** therefore is not a valid Keycode.

The **reaction** section of the **active story card** sometimes will also specify an immediate effect (such as modifying **stats**) above the **reaction options**. This effect **must** be carried out before making your reaction choice.

### MISSING STORY CARDS

Sometimes you may be instructed to draw a specific **story card** that is not present in either the locked or open **story decks**.

If it is present in **Memories** or your **Rewards area**, draw it from there and gain +1 .

If the card is still missing (for example has been **Banished**  from the game), Cthulhu has trapped your current dream fragment! Immediately take a  and choose an alternative reaction option from the current **story card**. If there are no other options available, immediately take a , discard your current card to **Memories** and go back to **Phase 1**. Cthulhu is closing in!

## PHASE 3 - RESOLUTION





Each **reaction option** usually requires a test of skills or spending stat points to complete the encounter.



**Note:** If you choose an option that says 'end the encounter' or tells you to draw another **story card** (**XXX**), the currently active **story card** is discarded directly to **Memories** without claiming any **rewards**.

### Spending Stat Points

To spend stat points, reduce the applicable stat by the amount indicated. You cannot choose to fail this option; you **must** spend the points required or choose an alternative reaction option.

### Skill Tests

To pass a skill test, you must gain successes (complete   icons) equal to or exceeding a **test difficulty level**, by rolling your Dreamer's 'pool' of **Elder Runes**. Your Dreamer always has a base of **three Fortune Runes**.


 **2** means the **test difficulty level** is (2) and requires 2  icons to succeed.



**Note:** When a card mentions making a skill test at **+(x)** or **-(x)**, it means increase or decrease the **test difficulty level** by the value of x.

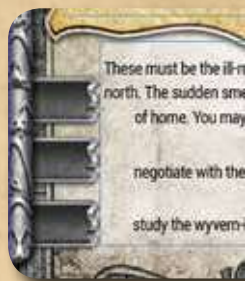
Skill icons on a Dreamer's character sheet provide 1 additional **Elder Rune**. If a character skill is blocked by a **Mythos token** or a test is for a skill not present on a character sheet, the test *can* still be attempted, but the bonus rune for this skill cannot be applied. **Level 0** tests are automatically successful.

If you fail to meet the required number of successes, you **FAIL** the test.

### SKILL TEST EXAMPLE

Angeir, avoiding the temptation of a good pie, hopes to purchase a Shantak and therefore attempts the  **4** **Trade skill** test instead.

His **Elder Rune** pool contains the three base **Fortune runes** plus one extra for having the Trade skill on his character sheet. He also has the 'Earthy Coins' **Item card** (showing the  icon) so can add another **Fortune rune**. He has two **Reward cards** showing the  icon so spends both for two more **Fortune runes**, discarding the cards to **Memories**. Finally, he chooses to add the special rune from his Strange Heirloom item.







## THE ELDER RUNES:

The most common **Elder Runes** are of the following types. Other special runes can be gained from cards.



**FORTUNE:** Gained from skills on the character sheet and skill icons on cards. Provide 1/2 a success.



**MASTER:** Gained from upgraded character skills (Skill Focus) and some items. Provide 1 success.






**CURSED:** Gained from Cursed Items.



**ARTIFACT:** Gained from rare Artifact Items. Provide 1 or 2 successes.

## Rune pool


Your rune pool consists of **three base Fortune runes** plus any further runes available from components in play. Runes are rolled *once only*, but additional runes can then be added and rolled to mitigate poor results. Half runes must be combined to gain a  success.

Rolling a  on a **Cursed rune** means Cthulhu's influence over the dream has increased. Immediately place a Cthulhu token  over one of your Dreamer's ability spaces on their character sheet (even if subsequently you re-roll the rune and get a different result).






**NOTE:** Rune symbols on cards show both the front and the back as shown here (this is the special Strange Heirloom rune).



Arngeir rolls seven runes... and gets three successes (by matching up half icons) - not enough to pass the test and worse attracts Cthulhu's attention! He gains a  covering one of his ability spaces.



Arngeir does have another **Reward card** showing a  (1 automatic success) but also an **Item card** with a re-roll . He chooses to use the item and re-rolls his 'Heirloom' **rune**, a big risk but... success! He gains the four successes to pass the test. He can save that  **Reward card** for another test.

## Skill List

Each character skill in Dreamescape represents a group of similar mental and physical abilities employed by the character to progress through the dream.



Investigate/Explore/Search/Inspect  
(actively look at something)



Think/Understand/Study/Learn  
(discover something new about a situation)



Observe/Spot/Notice/Detect  
(notice something interesting or unusual)



Navigate/Travel/Sail/Locate/Sense Direction  
(plan and execute travel)



Trade/Bargain/Gossip  
(seek to barter for something)



Sneak/Hide/Blend In/Disguise  
(go un-noticed by others)



Trick/Pretend/Bluff/Deceive/Cheat  
(use subterfuge for something)



Strength/Might/Lift/Climb/Swim  
(use physical prowess)



Steal/Manipulate/Tinker/Pick  
(use manual dexterity to accomplish something)



Talk/Persuade/Charm/Befriend/Judge  
(communicate with someone)



Attack/Defend/Wrestle/Fight/Overpower  
(battle another person or creature)



Cast/Perform Ritual/Invoke/Summon  
(use a spell or mythos skills)



Resist/Persevere/Willpower/Resolve  
(use mental fortitude)



Dodge/Leap/Balance/Swing/Aim  
(use physical agility)



Alert/Perform/Entertain/Distract  
(put on a display to impress or confuse others)



Repair/Create/Aid/Heal/Fix/Break  
(use available materials to produce, restore or break something)



Rest/Wait/Stay Still  
(narrative choice not requiring a skill test)



Move/Run/Scramble/Dash  
(narrative choice not requiring a skill test)


WORK IN PROGRESS



## PHASE 4 - OUTCOME




After making a test, flip the **story card** over to read the relevant outcome paragraph on the reverse that matches the **reaction option** chosen.

For example, if you failed a Might  skill test, read the Might FAILURE outcome paragraph **only**.

## PHASE 5 - RESULTS



Apply the results of the relevant outcome paragraph and advance the **Experience tracker** cube along the **Experience track** by the number of  shown on the card (if any). Additionally, many **story cards** also have **Rewards** or **Penalties** that are applied depending on whether the test is succeeded or failed.

### Story Rewards

**Rewards** are shown at the bottom of the **success** section. They can be used immediately or stored *in hand* for later use (maximum of 7 cards). **Only one reward option** can be claimed, unless two or more matching symbols/icons are shown. In this case both matching rewards can be claimed (as shown below with the double **Sneak bonus**).



*Once used, a Reward card is immediately discarded to Memories.*

**Stat or XP changes** - Raise the applicable stat or XP by one for each icon shown.

Other rewards are explained on the **Reference cards**.

### Story Penalties

**All penalties** shown on the Failure side of **story cards** are resolved immediately.

Tokens and other penalties are explained on the **Reference cards**. Note that gained **Condition** or **Hunted** tokens must be added to an applicable card in play or otherwise can be ignored.



*Once all penalties have been applied, the card is immediately discarded to Memories.*



## FAILING TESTS

Even if you fail an encounter, your Dreamer still learns from the experience. You may still advance the **Experience track** if an XP cube icon is shown on the card. It often pays to learn from mistakes! You can therefore choose to fail a test on purpose!

### TYPICAL REWARDS:



**STAT INCREASE:** Increase the applicable stat by one for each icon shown.



**RE-ROLL:** Spend to roll or re-roll a single Elder die or Elder rune.



**ELDER SIGN:** Spend to add +1 success to any test or use a **character ability**.



**REWARD DIE:** Roll the die immediately and claim the indicated reward.

## PHASE 6 - MEMORIES






After completing the **active story card** (and if it **has not** been stored for **Rewards**), discard it to **Memories**.

*If you are ever unsure what to do after completing a story card encounter, discard the card to Memories and draw a new storycard from the active story deck.*

Continue this six phase sequence until either you find a special 'Last Gate' **story card**, or run out of shard cards!

### Empty Story Decks

If the **active story deck** is empty of **story cards**, immediately gain an **Elder Sign** token, then choose a different (not locked) **story deck**  to become the new **active story deck**. 

If a **story deck** is specified (for example by a **story card** outcome or by  actions), but is empty of **story cards**, immediately take back all relevant **open story cards** from **Memories**, shuffle them to reform the **story deck** then proceed at Phase 1. The Dreamer's memories are returning, stronger than before!



# ADDITIONAL RULES

The following sections detail other rules that have not yet been covered.



## Elder Sign Tokens

When rewarded with a rare **Elder Sign token**, store it on your dashboard. Elder Sign tokens have five possible uses (discard after use):

- automatically pass one skill test
- remove two **Condition tokens**
- cancel out a **Mythos token**
- remove one **Hunted** or **Superhunter token**
- pass a single stage of a **Threat Challenge**

## EXPLORATION

Traveling between realm **story decks** or **Locations** is called 'shifting' and represents you jumping between dream fragments.

## Shifting Story Decks

There are three ways to move to a new **Realm story deck**:

**?** **Shift deck** - The deck icon will often be indicated. For example, **(n)** is the deck symbol for Sarkomand. Follow these three steps in order:

- Replace your current **portal card** (return it passive side up to its **story deck**) with the new one (active side up).
- Reset the **Event marker** to the lowest level on the **Event track**,
- begin again at **Phase 1** by drawing a **story card** from the new active deck.



**Change realm deck** - Take all **Realm Portal cards** (*excluding any that are locked*), shuffle and select one at random. Place all others back onto their respective **story decks**. Then follow the three steps above.



**Choose realm deck** - It is your choice which **Realm story deck** becomes active. Follow the three steps above.

## Shifting Locations

There are three ways to shift to **Locations**:



**Discover / Switch to a new location** - The deck icon will be indicated. For example, **(Z)** is the symbol for the Zoog Enclave. *Once discovered, Locations remain discovered for the rest of the game.*

- Place the **Location Portal card** 'active' side up on top of the current **active story deck**. Then start at **Phase 1** by drawing the **linked story card** shown on this **Location Portal card**. This new card becomes the active **story card**.



**Choose a Location** - Some cards allow you to choose from all previously discovered Locations. Draw a **Location Portal card** and follow the step shown above.



**Location Keycodes** - Some **story cards** and **Lore cards** contain **Location keycodes**. If the matching **Lore card** is in play (showing the same location icon as on the **story card**), you may immediately shift to the indicated **Location Portal card** by following the step shown above.






In this example, the Dreamer has previously discovered the **Zoog Enclave** location, gaining **Lore card 124**. Later you draw a **story card** that shows the **Zoog Enclave** symbol as a **keycode**. Instead of continuing with the current **story card**, you decide to use this secret route to travel to the enclave. The **Zoog Enclave card** becomes the active **Portal card**. The previous **story card** is returned to its deck and **story card 539** is now drawn instead.

**NOTE:** Linked **location story cards** such as **539** must *never go to Memories*. Instead, they are always returned to beneath their **Location Portal card** to be drawn again in future.



## GAINING ITEMS

**Item cards** have silver and black backs with a  symbol. There are two decks; **Locked (Rare or Unique)** and **Open (Common)**. Specific **Item cards** are referenced in game with this symbol  if they are open and  if locked (the XXX is replaced by a unique identifying number).



**BARTER VALUE**  
Item can be traded.



**FADE**  
Chance for an item to be discarded.

**TITLE, TYPE AND KEYWORD**


**KEYCODES**

**FUNCTION**  
Provide bonuses to reaction tests or give an Elder rune

**ITEM RULE AND ABILITY**

Item cards are resources to aid the Dreamer's adventures. When told to gain item(s), and no card number is specified, cut the **Open Item deck** and draw the required number of cards.

Items from the **Locked item deck** will always be referenced by their unique code.

If you are told to draw an item card but already have that card in play, place a  on the card instead.

## PROTECTING ITEMS

As Cthulhu exerts his influence on the nightmare, items can fade from the dream or be forgotten by the Dreamer. Both situations are represented by item **Fade**. Luckily, a few items that form the Dreamer's strongest memories can be protected.

Three special slots above the **character dashboard** are for storing **Item cards**. Items here are protected from forced discards (such as **Penalties** on **story cards**) and **Fade** effects.





*The maximum number of Item cards (not including those in Protected slots) in play at any time is 7.*

## FADING ITEMS

**Items** liable to **Fade** from the dream have this Cthulhu symbol in the top right corner of the card. If the **Item** is not in a protected slot, make a **Fade test** each time you use the item. A card saying **Fade [X]** means take the test **[X]** times consecutively.






## Fade Test


To make a **Fade test** roll the **Elder die**. If the result shows , the item immediately fades and must be discarded to its applicable **item card deck**. Any other die result has no effect and the item does not **Fade**. If there is a  on the **item card**, you may remove this token instead of making a **Fade test**.

Any **Elder runes** on faded Items must also be discarded.



## BARTERING & EXCHANGES

The **test difficulty level** of **Trade skill** tests can be reduced by bartering items. The **Barter value** of items is shown in the top left corner of the card. Each point of **barter value** provides +1  towards a **Trade skill** test. An **Item card** must be discarded ( ) to gain its **barter value**, regardless of the number of successes it provides.



**Exchanges** are denoted on **story cards** by  **[X]**; where **X** indicates the minimum combined **barter value** of **item cards** that must be discarded to gain the benefit indicated.

## GAINING LORE

**Lore cards** provide the secret knowledge necessary to win the game. They are gold-yellow coloured with the  'tome' symbol and a unique identifier code. **Lore cards** are referenced in the game with this symbol , (where XXX is the unique identifier code of the card) and are always locked.



**TITLE & TYPE**

**KEYCODES**

**LORE ABILITY**




**FUNCTION**





## GAINING CONDITIONS




**Condition cards** are temporary **statuses** gained from **story card outcomes**. They have a red coloured back with an eight pointed star. Specific **Condition cards** are referenced by this symbol .



**Condition cards** are tracked using  tokens. The  action allows a **condition card** to be removed immediately from play.



**Condition tokens** can be removed by:

- Spending an Elder Sign  token (remove 2)
- Reward on a story card
- Specific story outcomes

If all tokens are removed, the **Condition card** is discarded back to the **Conditions deck**.

## Hunted Conditions



**Hunted cards** are a special type of **Condition card** with their own tokens. There are two kinds, **Normal** and **Superhunters**.



Normal **Hunted cards** are **Realm** specific. They are discarded back to the **Conditions Deck** when a new **Realm story deck** is activated (Not when a **Location** is discovered/activated).

**Hunted cards** enter play with **one Hunted token** on them unless specified on the **story card**.

**Hunted tokens** can be gained as:

- Penalties on story cards
- Specific story outcomes

**Hunted tokens** can be removed by:

- Spending an Elder Sign  token (remove one token)
- Rewards on story cards 
- Specific story outcomes


If all **Hunted tokens** are removed from the card, discard it back to the **Conditions deck**.

## Superhunter Conditions


**Superhunter cards** represent deadly pursuers that will hunt your Dreamer through the entire game! They are global and **are not** removed from in play when the Dreamer moves to a different **story deck**.

Like other **Hunted cards** they also enter play with one **Superhunter token** on them unless specified otherwise.

**Superhunter cards** can only be discarded if **all tokens on them** have been removed.

They cannot be removed by using the  action.

## SKILL FOCUS

**Focus tokens** are upgrades to a character's base skills. To gain a **Focus** token, discard **four reward cards** showing matching skill icons ( icons can be substituted for this requirement). Place the applicable **focus token** over the matching skill on your character sheet. A Focused skill provides **one Master rune** to the Dreamer's rune pool instead of the base skill **Fortune rune**.

**Focus tokens** can also be used to cancel out a blocking the skill (both tokens are discarded).

## GAINING FROM EXPERIENCE



Various benefits can be gained from the **experience track**. Any icon shown below or before the current position of the **experience marker** can be claimed by resetting the **experience track** to its starting position. Only one benefit can be claimed at a time.

The final benefit on the **experience track** is a **Talent tile**. To claim this benefit, reset the **experience marker** and choose one tile from those available. **Talents** are explained on the **reference cards**.

WORK IN PROGRESS



# THREAT CHALLENGES

Hunted cards and some story cards can lead to special combat challenges called Threats. Threat cards have a green and bronze coloured back with an  icon and are referenced on other cards by their unique codes .



A Threat Challenge is like a normal skill test but in three stages. Each stage shows the skill test difficulty above the applicable skills icons. Skill icons in red show compulsory stages while black stages are optional. Stage 1 must be completed before starting stage 2 and so on.

To complete a challenge stage, roll as many Elder runes as you can apply. Completing each stage immediately provides the Reward indicated below it. You may choose to stop the challenge before attempting an optional stage.


**CHALLENGE PENALTY**  
Result for failing the challenge.


**THREAT FACTION ICON**

**CHALLENGE STAGE TESTS**  
Often a combined skill test.

**THREAT TITLE**









**CHALLENGE REWARDS**  
Bonus gained for each challenge stage completed.


After completing the challenge (or choosing to stop), discard the Threat card to its deck and read the  Success outcome on the active story card.




Failing any stage ends the challenge immediately and you must apply the challenge penalty shown in the top left corner of the Threat card. Do not proceed to the next challenge stage and instead return to the current active story card and read the  Failure outcome.

## THREAT CHALLENGE EXAMPLE





This Cnidarian challenge has two compulsory stages and one optional stage.


**1 STAGE 1:** To complete this challenge stage requires a combination of  and  to succeed. As well as her three base Fortune runes Akiyo has a focused Willpower skill  providing a . She also has  on her character sheet (giving another ) and another on an Item card giving a further . She must risk using her 'Strange Heirloom' () and spends a reward card showing a  for 1 success.


Akiyo rolls the seven runes and just passes the test, completing this first stage of the challenge. She immediately claims the reward shown and takes a reward card from her Memories pile (she takes back the  card she just spent) and must now move to Stage #2.

**2 STAGE 2:** Akiyo spends the recent reward card for its  (reducing the test difficulty to 3) and spends  [1] (gaining 1  towards completing a Threat Challenge stage) to reduce it again to a 2.



As well as the 3 base runes, Akiyo has  on her character sheet (providing another ) and a Lore card providing +1  (another ). She rolls the runes and gets only 1 success!

She decides to risk rolling her Heirloom rune one more time and gets the  she needs to pass this second stage!


Akiyo can claim the +2  and choose whether to attempt Stage 3. Feeling underpowered, she decides not to attempt this optional stage and returns to read the Success outcome of the story card (since she successfully completed Stage 2). Note she does not suffer the challenge penalty as she would have done for failing Stages 1 and 2.






## NUMBERS ON CARDS

Numerical values on cards are sometimes denoted by a number in square brackets [X]. For example, draw [X] cards means draw multiple cards equal in number to X. Spend [X] means spend points equal to X.

## GAINING CTHULHU TOKENS







**Cthulhu tokens** represent the Great Old One's awareness and influence on the Dreamer's nightmare. When gaining a , place it in any **character ability** space on your **character sheet** that does not already contain a token. If a token covers an icon, that ability cannot be used.

If you must place a  on a **character ability** space but there are none in the supply (a 5th , remove them all from the **character sheet** instead and place a  over a **character skill**. Cthulhu's will begins to directly corrupt the Dreamer's mind. This skill bonus is now blocked **for the rest of the game** unless you can remove it!



## USING LUCID DREAMING

**Lucid dreaming** is the Dreamer's most powerful ability. It allows you to take direct control of the dream by:

- Influencing the outcome of certain story encounters.
- Spending  [1] to immediately gain +2  and +2  (even if either stat has just dropped to 0).
- Spending  [5] to raise the Dreamer's **Tier level** from 1 to 2 (see **Tier Advancement** on the next page).
- Spending  [1] to gain an  **Artifact rune** for the next skill test or **Threat challenge stage**.





## FAILING FORWARDS

For story focused players who prefer continuity over difficulty, we suggest that when starting a new game, you keep up to 7 **Lore cards** from your previous game and reveal any **Locations** you have previously discovered.

## USING DEJA VU

**Déjà vu** means 'already seen.' In Dreamescape this powerful ability represents the Dreamer's recurring dreams. You can use this ability to:







- **Repeated Dreams** - Remember a previous dream (option on **story cards**) by spending the points indicated
- **Recall Memories** - Spend  [1] to immediately return 1 **story card** of your choice from **Memories** or **rewards area** and shuffle it back into its **story deck**
- **Remember Special Location** - Spend  [3] to shift immediately to a discovered **Location card**
- **Foreknowledge** - Spend  [1] to gain a  **Master rune** for the next skill test or **Threat challenge stage**.

## PROGRESSION

### CHANGING SHARD

(**Quest mode only**) When changing a **Shard card**, make the following additional changes:

- 1 Recycle all **Memories** cards back into their **story decks** (making sure to separate **open** from **locked** cards).
- 2 Discard all current item cards (except #001 and any in the protected slots of the **dashboard**) unless you spend 1 . You may spend  [2] instead for each additional **item card** you wish to keep. Note that **Lore cards** are not discarded!
- 3 Discard all **Condition cards** (including all **Hunted cards** except for **Superhunter cards**) and reset both **Sanity**  and **Vitality**  to their starting levels.
- 4 Reset the **Experience track** to its starting position.
- 5 Swap the previous **Shard card** for the next **highest numbered card**, following any setup instructions. Draw the **Portal cards** indicated on the **shard card**, choosing one randomly to be the new **active story deck**.



# TIER ADVANCEMENT

The level of power a Dreamer has to manipulate the dream world is represented by **Tier** levels. Each tier is exponentially more powerful than the last.



To advance your Dreamer from **Tier 1** ( / ) to **Tier 2** ( // ):

- 1 Spend [5] and replace the **character sheet** in the **dashboard** with the higher **Tier** sheet on the reverse.
- 2 Then increase the Dreamer's current **Stats** by the amounts shown in the character table on page 7.
- 3 You may also discard 1 from the **character sheet** and redistribute any others that remain to cover different skill positions.

The table below shows the initial stat levels for **Tier 1** and the changes gained when advancing to **Tier 2** ( // ). It also provides a reminder of the hand limit for **Item** and **Reward cards** .

## LEGACY ARTIFACTS (Optional Rule)

A few **Item cards** in the DreamQuest series have a special symbol in the top right corner. These remarkable items are priceless and often dangerous **Legacy Artifacts** that become persistent once they enter play. All have the abilities shown below:

- They **cannot** be discarded or banished unless specified on another card.
- After being unlocked, you may begin any new game with any or all of these items in play. **Cursed Legacy Artifacts** *must* always enter play.
- They can become more powerful as the Dreamer advances Tier and through gameplay.

	1	1	9	11	7	7	+1	+1	+3	+3	8	9
	←  →											
	0	0	11	13	7	7	+2	+2	+1	+1	8	9
	←  →											
	2	0	11	9	7	7	+1	+2	+3	+1	8	9
	←  →											
	1	0	12	10	7	7	+2	+1	+2	+2	8	9
	←  →											
	0	2	10	10	7	7	+1	+2	+2	+2	8	9
	←  →											
	0	2	11	9	7	7	+1	+1	+2	+4	8	9



# SAVING THE GAME

Dreamscape has no set time limit, so at some point you may want to save your current game state. The **Dream Diary tuckbox** can be used to store your progress efficiently.

*For accuracy we recommend making a note of any tokens remaining on item, lore and condition cards before following these steps:*





- 1 Discard the **Experience marker** from your **Dashboard**, all  and any  on **Item** and **Lore** cards. Discard any **Hunted condition cards** and their  (keep **Superhunter cards**). Place the active **Portal card** aside for now.
- 2 Store all , ,  and  in play, and any  on **superhunter cards** into the **Dream diary box**. Recycle **Memories** by separating **open** from **locked** cards, returning them all to their respective **decks**.
- 3 Place all in play **Item**, **Lore**, **Condition** and **reward Story cards** on top of the active **Portal card**. Also place all discovered **Location cards** onto the **reward cards** or **portal card**. Lastly, place the active **Shard card** on top of this deck and store all these in the **Dream diary box**.
- 4 All other components, the **character sheet** and **dashboard** can now be stored directly in the gamebox, ready for next play.

*Take care not to move the four stat dials when storing the dashboard and character sheet.*



# REFRESHING A SAVE

To refresh a saved game, return your **dashboard** and **character sheet** to your play area, then remove all saved components from the **dream diary box** and reset your **tableau**.

- 1 Lay out all **Rewards**, **Items**, **Lore cards** and **Condition cards** and any stored **Shard card** into the tableau as before.
- 2 Redistribute your saved  as equally as possible among these cards. Do the same with any saved **superhunter** . If a token remains, you choose which card the extra token goes on.
- 3 Redistribute any  back on to the **character sheet** in *any order you choose*.
- 4 Return any  to their dashboard skills. Return any  to your **dashboard** or any applicable **Item cards**. Place the **Experience marker** on the start position of the **Experience track**. Place an **Event marker** on the blue start position of the **Event Track card**.
- 5 Place your discovered **Locations** within easy reach, then lay out all **story decks** and undiscovered **Locations**.
- 6 Lastly, either activate your stored **Portal card** and begin at **Phase 1**, or spend  [1] to start in a new **Realm** of your choice. In this case, return the stored **Portal card** to the top of its **story deck**, activate your alternative choice **Portal card**, then begin **Phase 1** as normal.



WORK IN PROGRESS



# GLOSSARY

- Active** - in play /in use (this can apply to Story Decks, Story Cards, Items, etc..).
- Banish** - to remove a component from play, making it unavailable during standard game play.
- Barter value** - the relative worth of an Item Card. Used for trading, bribing or exchanging.
- Change Story Deck** - draw the next active Realm story deck by randomising the available (open) Portal Cards and drawing one.
- Choose Story Deck** - the player chooses the next active Realm deck.
- Conditions** - temporary bonuses / penalties with variable effects tracked by tokens on the card.
- Cthulhu Tokens** - these negative counters build up and convert into Mythos Tokens.
- Portal Card** - the top card of a Story Deck, used for randomising decks and concealing the top cards.
- Déjà vu** - a stat allowing the Dreamer to relive memories. Has various functions.
- Dreamer** - the player's character in the game.
- Elder Runes** - allow skill tests to be attempted. In play runes form a pool.
- Elder Sign Tokens** - powerful rewards that help you manage Mythos tokens, amongst other perks.
- Epilogues** - Special final cards that offer clues to the wider mystery and expansions in the DreamQuest series.
- Experience Points (XP)** - gained from story cards. Can be spent to gain bonuses.
- Hunted** - a special Condition Card tracked using Hunted Tokens.
- Fade** - tests an item's longevity using an Elder die. If die = Cthulhu icon, discard the item.
- Flip** - turning a Story Card from one side to another, usually to choose a different Reaction.
- Fragment (Dream)** - a fractured piece of the Dreamer in the Dream world.
- Item Cards** - beneficial objects carried by a character.
- In Play** - a game component that is in your 'Tableau' play area (its effects are active / can be used).
- Key** - one half of a Keycode found on Items and Lore, composed of a symbol and number.
- Keycode** - a matching Key and Lock that reveal a unique Locked card.
- Legacy Artifacts** - special items that once revealed, remain in play in every game
- Location** - a secret place in the Dreamlands that must be discovered.
- Lock** - one half of a Keycode found on Story Cards, composed of a number and a symbol.
- Locked** - cards that can only be obtained through a Keycode or specific instruction to find and draw.
- Lore Cards** - represent the knowledge and status of a character, among other things.
- Lucid Dreaming** - the most powerful stat allowing the Dreamer to alter the dream world.
- Memories** - the discard pile for Story Cards that can be returned by spending Déjà vu.
- Mythos Tokens** - these block off character skills and cause defeat.
- Outcome** - the result of a Reaction, detailed on the back of a Story Card (split into Success & Fail).
- Reaction** - decision for the player to make based on a story encounter. Usually three options.
- Realm** - a large explorable part of the Dreamlands (such as Dylath Leen or the Enchanted Woods).
- Release** - moving a Locked Card from the Locked Deck into its matching deck (and shuffling).
- Return** - placing a card back in its deck (and shuffling) rather than, for example, discarding.
- Rewards Area** - part of your Tableau where Story Cards with Story Rewards are stored for later use.
- Sanity** - a stat measuring mental resistance to the nightmare. When it reaches 0, the Dreamer's current shard is lost.
- Shard** - A dream 'life'. In Quest mode, the player has four of these available to try and win the game.
- Skill Test** - a comparison of a Dreamers current skill compared to (match or beat) a target difficulty number.
- Skills** - a set of 16 abilities that vary between characters.
- Story Card** - an encounter within Dreamlands that presents options and outcomes for the player.
- Story Deck** - a set of Story cards linked to a matching Portal card.
- Story Penalties** - Gained from failed outcomes on story cards. Always immediate effects.
- Story Rewards** - Gained from successful outcomes on story cards.
- Superhunter** - a special Hunted condition card that follows the character across story decks. Tracked using Superhunter tokens.
- Test Difficulty** - the target number of a test, listed in brackets after a Skill icon.
- Threat** - a tough but rewarding challenge encounter.
- Tiers** - an indication of the power of the dreamer and the difficulty of a Story Card.
- Vitality** - a stat measuring physical wellbeing. When it reaches 0, the Dreamer's current shard is lost.

Look out for further  
scenario packs,  
realm expansions  
and Storypacks in  
the DreamQuest  
series to continue  
your adventures!

The complete card  
list for DreamEscape  
is on our website.  
[www.badcatgames.eu](http://www.badcatgames.eu)



