

# DREAMESCAPE

Jason Maclean Jones, Rob Barrett & James Soper

*'I was trapped! My travels in dream had taken a nightmarish turn and I could no longer wake up!*

*This dream world was extraordinary, terrifying and as realistic as the waking world. Writers of weird fiction called it the Dreamlands. Fantastical realms, beautiful and awe inspiring. But the lands were changing, turning sinister, becoming increasingly menacing for dream visitors like myself.*

*Lost but lucid, I had been here before, as had other famous Dreamers before me. And they knew that other beings, immeasurably more ancient and powerful, slumbered in the deep forgotten places amongst the stars... and they dreamed also..'*

## THE DREAMING

You play a Dreamer of the 1920's, trapped in a nightmare behind the gates of sleep. Your dreaming mind has been fractured into pieces; shards and fragments scattered throughout the Dreamlands. Your aim is simple: recover these fragments, escape the dream and wake up. To do so however, you must explore the Realms thoroughly, shifting between these fragments, surviving dangerous encounters until you find a gate and its matching key that leads 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 deadly obstacles in your way. The punishment for failure is high - to be trapped forever in a cage within your own mind!

Dreamscape is written in the Weird Fiction style of the 1920's and 30's. Outdated terms and phrases are used that fit with this time period.

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**Sleeping on the job:** The BadCats

# COMPONENTS



**6 CHARACTER SHEETS**



**2 CHARACTER DASHBOARDS**



**6 CHARACTER MARKERS**



**9 REALM DECKS (380 CARDS)**



**12 MYTHOS CORRUPTION TOKENS**



**16 SKILL MASTERY TOKENS**



**8 CTHULHU INFLUENCE TOKENS**



**10 ELDER SIGN TOKENS**



**44 CONDITION, HUNTED AND SUPERHUNTER TOKENS**

## SHATTERED MINDS

The Dreamer's shattered mind will cause you to draw story encounters randomly at first, making the game feel non-linear. This simulates a real dream! Your task is to piece this narrative puzzle back together, learning from mistakes and avoiding Cthulhu's traps!.



**1 REWARD DIE**



**1 ELDER DIE**



**1 PIP DIE**



12 LOCATION PORTAL CARDS



2 EVENT MARKERS



24 ELDER RUNES



2 EXPERIENCE CUBES



EVENT TRACK BOARD



108 ITEM CARDS



26 CONDITION CARDS



81 LORE CARDS



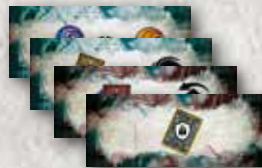
16 THREAT CHALLENGE CARDS



3 CHARACTER CARDS



2 SHARD CARDS



7 TALENT TILES



4 REFERENCE CARDS


**NON CONSECUTIVE NUMBERING**

Story cards in Dreamescape are **not** consecutively numbered. Some numbered cards are only available in the **expansions** to this base game. Complete card lists are available on the [BadCatGames](http://BadCatGames.com) website.

# 1 PLAYER





## DREAMER DASHBOARD

1. Choose and slot a Dreamer **Character sheet** ( / side up) into a **Dashboard**, setting the four stat dials to the values shown for that character on **page 7**.
2. Claim the relevant **Character backstory card**, **Character marker** and a 'Two shard' card. Apply the Shard Bonus shown on the upper half of the **Shard card** (**page 6**).
3. Place the **Experience (XP) cube** in the first (left most) position of the **Experience track**. Take three 'Fortune' Elder runes (  ) that have half an icon on each side. These form your base **Elder rune pool**.
4. Place the **Condition** and **Lore** decks to one side of the dashboard (do not shuffle them).
5. Place an **Event marker** on the blue **Start** position of the **Event track**.



## REALM DECKS

1. Separate all story cards into 9 decks based on their unique numbers (#100's separate from #200's etc) with their matching **Portal cards** on top. **Portal cards** also have a realm deck icon (top left corner) that matches the icon shown on each story card belonging to that deck (**page 8-9**).
2. For each **Realm deck**, keep the **locked**  cards (in chronological order) separate from **open**  cards, but keep both together for now beneath the **Portal card**. *Do not shuffle.*

The #2000's are all locked cards and have no **Portal card** as they are not part of a Realm. These cards will remain secret until discovered. Place them within reach for now.



# PLAYER

# SETUP

2 Player setup and rules, are on page 20.



## STARTING ITEMS

1. Separate the **Item cards** into two **Item decks**, **Locked** (🔒 icon on the card backs) and **Open**; both in numerical order.
2. From the **Open deck**, place the #01 'Strange Heirloom' card above your dashboard and add the **Heirloom Elder rune** to it. Then randomly draw another **3 cards** between #02 - #14 to be your starting items.
3. Place these 3 cards next to your **Dashboard** (or in the *protected item slots* if you wish), then return the other cards to the top of the **Open Item deck**.

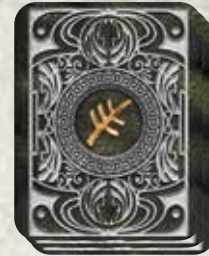
PROTECTED ITEM SLOTS



PLACES FOR PLACING  
OR REWARD CARDS



AREA  
FOR IN PLAY  
ITEM CARDS



OPEN ITEM  
DECK



LOCKED ITEM  
DECK



BASE ELDER  
RUNE POOL

## TABLEAU

### IN PLAY

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



## SUPPLY

1. Place all tokens, dice and **Elder runes** within reach as supplies.
2. Place all **Location Portal cards** (showing 🏠 in the top left corner) within reach in a stack.
3. Lastly place the set of **Threat cards** nearby, picture side up.

### FIRST NIGHTMARE

*First time playing Dreamescape?*  
Remove the central sheet of this rulebook and follow the **QUICK START Tutorial**.

# CONTENTS

This Rulebook (v2026.01) will change periodically as new stories and rules are added.  
Download the latest version at [www.badcatgames.eu/games/Dreamscape](http://www.badcatgames.eu/games/Dreamscape)


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# WINNING

The goal of Dreamescape is to escape the nightmare. If your Dreamer wakes up before Cthulhu can take control of the nightmare, you win the game! The card will tell you if you have escaped successfully.

# LOSING

There are two ways to lose the game:

- 1 Running out of Shards
- 2 Gaining a 7th Mythos token 

# SHARD CARDS

**Shards** represent the Dreamer's most precious dream fragments. When a shard is destroyed but another remains, the Dreamer loses some current advantages but can continue the game (see **LOSING A SHARD** on page 19). If no **Shards** remain, Cthulhu gains control of the Dream, ending the game immediately and you lose.






**POSSIBLE STARTING REALM DECKS**

**SHARD BONUS**  
Claim when first drawing the card.

**IN PLAY ABILITY**  
Permanent ability available during gameplay

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 *Banish Shard card* icon 

# DREAMERS

Each **Dreamer character** starts a new game at **Tier 1** with a unique set of nine basic skills.



# Dreamer Abilities

Dreamers of **Tier 2** and above have up to four special abilities. Activating these abilities requires spending 1 **Elder sign**  from the **Experience Track** or from a **Reward card** only (see **Rewards** on page 11). Spare  gained from throwing **Elder runes** *cannot* be used to activate these abilities.

-  **Discard** the current story card before making a reaction choice
-  **Exchange** 1 Sanity for 1 Vitality
-  **Gain** 1 **High Fortune** rune for the next test. Discard after use.
-  **Exchange** 1 Sanity for 2 advances on the Experience Track
-  **Spend** 1 déjà vu for 2 Sanity
-  **Reclaim** 1 Reward card from Memories



# DREAMER SETUP & ADVANCES

**Dreamer Dashboards** keep track of statistics, skills, abilities and bonuses during the game. Each **Dreamer character** has four stats: **Lucid Dreaming** (ability to manipulate the dream world), **Déjà vu** (ability to recall memories or relive moments), **Sanity** (mental resistance to the nightmare) and **Vitality** (physical wellbeing).



\* Stat values in dark grey are unlocked at Tier 2. Light grey values are not available until Vol. 2 of the Dreamescape series.

Each **Character sheet** is double-sided representing the level of power (**Tiers**) the character has in the dream world. The table below details the initial stats for starting characters **Tier 1** ( / ) and the changes applied when advancing to **Tier 2** ( // ). It also shows the maximum **Item cards** and **Reward cards** allowed to be in play at any time.

		/	Lucid Dreaming	Déjà vu	Sanity	Vitality	Item cards	Reward cards	//	Lucid Dreaming	Déjà vu	Sanity	Vitality	Item cards	Reward cards
Rosalinde		1	1	9	9	13	6		+1	+1	+3	+3	16	6	
Arngær		0	0	11	11	13	6		+2	+2	+1	+1	16	6	
Akiyo		2	0	9	9	13	6		+1	+2	+3	+3	16	6	
Dalby		1	0	10	10	13	6		+2	+1	+2	+2	16	6	
Zofia		0	2	8	10	13	6		+1	+2	+2	+2	16	6	
Ashcott		0	2	10	8	13	6		+1	+1	+2	+4	16	6	

## REALM DECKS



Each **Realm** is a draw deck of unique **Story cards** and a covering **Portal card** with a realm deck icon (🏰 for Celephaïs) that matches the cards in that deck. Locked **Realm decks** can only be accessed through game play.

**Portal cards** are either 'passive' or 'active'. Activating a **Realm Deck** means flipping the **Portal card** to its 'active' side, then splitting the deck to separate 📖 from 📖 cards. The 📖 cards become a supply. The 📖 cards are shuffled to form a draw deck.

### REALM PORTAL (PASSIVE)



**TYPE ICONS**  
Story related icons specific to the Realm deck.

### REALM PORTAL (ACTIVE)



**Portals** indicate what **events** will trigger when the event icon 📢 is shown on a **Story card**. Most **Portals** have a unique **Deck Action** that can be triggered when the action symbol 📢 appears on a **Story card**.

## LOCATION DECKS



**Location decks** are like **Realm decks**, with a unique icon, **Location Portal card** but with a single linked **Story card**. **Locations** remain locked until discovered during play. *They then remain active for the rest of the game.*

### LOCATION PORTAL (ACTIVE)



## BEGINNING

The current **Shard card** specifies possible starting **Realms**. Take the **Portal cards** indicated, select one randomly and return the others. Activate the selected **Realm deck** and place your **Character marker** onto the now active **Portal card**. This is now the **active Realm deck** from where you will draw 📖 **Story cards**.



## GAMEPLAY

Each turn follows a sequence of six phases:



- I ENCOUNTER PHASE:** Draw the top open **Story card** from the **active Realm deck**, check for **Event** trigger then read the narrative section.
- II REACTION PHASE:** Check for a **Deck Action**. Choose one **reaction option** or follow a secret **Keycode** link. Use **character abilities**, **item cards**, spend **rewards** or **experience**.
- III RESOLUTION PHASE:** Spend **stat points** or make a **skill test** by throwing runes.
- IV OUTCOME PHASE:** Flip the card over and read your chosen **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**.



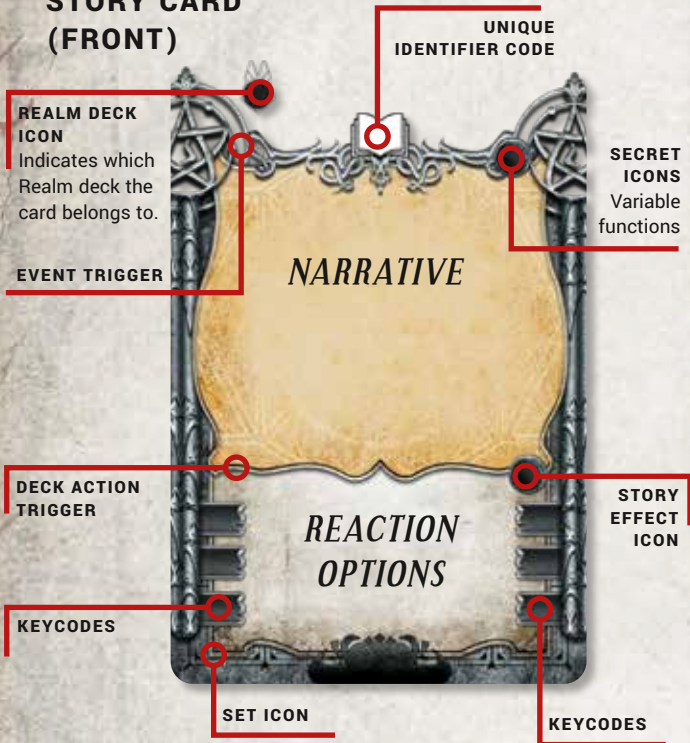
## PHASE 1 - ENCOUNTER

Draw the top open **Story card** from the active **Realm deck** and check for an **event trigger symbol**

### STORY CARDS

**Story cards** provide narrative situations that offer multiple choices, leading to **fail** or **success** outcomes. **Story cards** have unique reference numbers ( if **open**, or  if **locked**).


#### STORY CARD (FRONT)




### Keycodes

**Keycodes** are secret storylines that can be chosen instead of the current **Story card** when matching the icons on **Item** or **Lore cards** with matching icons on **Story cards**. The icons must be horizontally aligned to be valid. The new card can be chosen instead to become active and the current **Story card** goes into **Memories**.





David matches the icons on an **Item card** with the active **Story card** to reveal **Keycode #2016**. He may replace his current **Story card** with card  which then becomes active.

## Events

When the event trigger symbol  is shown on a **Story card**, move the **Event marker** up one step on the **Event track** and check the active **Portal** for any applicable result. If the **Event marker** is already at the top of the **Event track** when an event is triggered, it remains here and no event is triggered.

If an event shows an alternate **Story card**, this new card becomes the active card and the previous card goes into **Memories**.

**EXAMPLE:** While in Celephaïs, Zofia's player finds the  symbol on a **Story card**. She moves her **Event marker** up the **Event track** from position 2 to 3. She checks the active **Portal** which indicates Zofia gains +1 *Déjà vu* .

Zofia's player then continues reading the **Story card**.




## Empty Realm Decks

If the active **Realm deck** runs out of **Story cards**, gain an **Elder Sign token**. Remove all cards belonging to that **Realm deck** from **Memories**, separating locked from open cards. Shuffle the open cards to reform the **Realm deck** and return locked cards to their deck. Then choose a different open **Realm deck** to become active.



## PHASE 2 - REACTION

Do the following in order:

- Check for **Deck Action**  – if present you *may* trigger the unique **Deck Action** shown on the active **Portal**.
- Check for **Story effect** – you *must* apply the effect shown
- Activate tableau effects – spend **experience**, **rewards** or **Dreamer abilities** *in any order*
- Make a **Reaction Choice** from those presented on the **Story card** or follow a complete **Keycode** link.



## PHASE 3 - RESOLUTION

Each **reaction option** usually requires a skill test or reducing a stat, to complete the encounter successfully.

**Note:** If you choose an option that says 'end the encounter' or indicates you must draw another **Story card**, the currently active **Story card** is discarded directly to **Memories** without claiming any **rewards** or suffering **penalties**.

### Skill Tests



Passing skill tests requires gaining successes equal to or exceeding a **test difficulty level**.

1 = 1 success.

**2** has a **test difficulty level of 2** and requires 2 to pass.

If the required number of successes is not met, the test is failed. Level 0 tests are automatically successful.

The symbols / modify an applicable **test difficulty**, increasing or decreasing it by the value of [X].

Gaining successes for a test requires throwing **Elder Runes** and/or spending icons (usually from **Rewards** or the **Experience track**).

### Elder Rune Pool

Skill tests usually require throwing your Dreamer's **Elder Rune** pool to gain successes. The **Elder Rune** pool always contains a minimum of three **Fortune runes** (showing either a **Left** or **Right** half of the success icon ). Two **Fortune runes** *must* be combined to form the complete icon to gain 1 success towards a test.

Each skill bonus icon that can be applied to the test (from components in play such as the **Character sheet**, **Items** or elsewhere) adds +1 **Fortune rune** to the pool.

Runes are thrown **once only** unless a re-throw action is used. After this initial throw, additional runes (gained from **Rewards**, **Lucid Dreaming** or **Déjà vu** points) can be thrown.

If a character skill is blocked by a **Mythos token** , or a test is for a skill not present on the **Character sheet**, the test *can* still be attempted.

### ELDER RUNES:



#### FORTUNE

Gained from skills on the character sheet and skill icons on cards. Provide half successes.



#### MASTER

Gained from upgraded character skills and some items. Provide 1 success or none.



#### CURSED

Gained from Cursed Items. Causes if a is shown.



#### HIGH FORTUNE

Gained from unusual Items or Lore cards. Provide half successes.



#### ARTIFACT

Gained from rare Artifact Items. Provides 1 or 2 successes.



#### HEIRLOOM

Gained from the Heirloom artifact. Provides 1+ successes or causes .

**Cthulhu tokens** () gained when throwing **Elder runes** *must* be immediately placed over a character's ability slot (see page 13) even if the rune is subsequently re-thrown.

### FAILING TESTS

Even if you Fail an encounter, your Dreamer still learns from the experience, gaining any **XP cubes** shown on the card.

### DREAM DICE

Three types of dice are used in Dreamescape:

1. **ELDER DIE** - Used for variable outcomes.
2. **PIP DIE** - Used for varying levels of effect.
3. **Reward DIE** - / Provide variable rewards: +1 stat point / remove 1 Cthulhu token, Condition token or Hunted token from a card in play.

## SKILL TEST EXAMPLE

Arngeir hopes to purchase a Shantak which requires a **Trade** skill test. His **Elder Rune** pool has 3 **Fortune** runes. He adds 1 **Fortune** rune for having the bonus icon on his **Character sheet** and another for the 'Earthly Coins' **Item card**. He has two **Reward cards** showing the icon so decides to spend both for another 2 **Fortune** runes, discarding them both to **Memories**. Finally, he chooses to maximise his chances by adding the special rune from his Strange Heirloom item.



Arngeir throws 8 runes and gets only 2 successes (by matching up half icons) - not enough to pass the test. Worse the heirloom attracts Cthulhu's attention gaining him 1 immediately! Arngeir does have another **Reward card** showing a (1 automatic success) but also an **Item card** with a rune re-throw action . He chooses to use the item and re-throws his 'Heirloom'... success! He gains the four successes, passes the test and can save that **Reward card** for another time.

## IV PHASE 4 - OUTCOME

Flip the **Story card** over to the appropriate success or fail section and read the relevant **reaction outcome** paragraph that matches the **reaction option** chosen. For example, if you failed a skill test, read the FAIL outcome paragraph *only*.

### STORY CARD (BACK)

**PENALTIES**  
Area showing penalties incurred for failing a test.

Recycle this card reminder

**EXPERIENCE**  
Each XP cube advances the track by 1.

**REWARDS**  
rewards gained for passing tests.



Recycle this card reminder

All icon actions in outcome paragraphs *must* be carried out. For example:

- = Gain Lore card #48;
- = Draw locked story card #631
- = Discard 2 Item cards;
- = Gain 1 Lucid dreaming point;
- = Shift to Enchanted Woods Realm deck;
- = Resolve Threat card #05

## V PHASE 5 - RESULTS

Apply the results of the relevant outcome paragraph. Advance the **Experience cube** along the **Experience track** by the number of **XP icons** shown on the card. Apply any **penalties** shown if the test was failed, or claim the card for any **rewards** shown if successful.

### Story Rewards

**Rewards** are shown at the bottom of the success section. They can be used immediately or stored for later use. The current **Tier** level dictates how many **Reward cards** can be stored. Only one symbol or icon can be claimed from each **Reward card** unless two of the same are present (as shown here).



In such cases both rewards must be used together for a single test or for a skill mastery upgrade (see page 16). The card is then discarded to **Memories**.

# QUICK START TUTORIAL

Separate this sheet from the rulebook before your first play.

Follow this tutorial for your first game to quickly learn the most important rules.

Set up the tableau as shown on pages 3-4. For this intro game we will have only 1 shard!

## CHARACTER SETUP



We first set Rosalinde's starting stats to (DJV 1, LUCID 1, SAN 9, VIT 9) as shown on the table on page 7. She can have a maximum of 13 **Item cards** in play and keep 6 **Reward cards** in hand.

After taking **01** and its **Elder rune**, we draw 3 random **Item cards** from the starting gear set (cards #002 - #014). We draw #004, #008 and #013. The other undrawn **Item cards** are returned to the **Open Items** deck.



We want to protect these starting items from potential discard effects so must choose which to place in the three protected slots **01** above our **Character Sheet**.


Place the Heirloom **01** here and two others, leaving one item vulnerable.

We take the 'One shard' **Shard card**, make note of the ability on the lower part (she can spend 4 DJV to gain +1 Lucid at any time) and follow the instructions on the upper part. Rosalinde gains +1 **Lucid Dreaming**



## GAMEPLAY



The **Shard card** specifies four possible **Realm decks** to start in, so we take the **Portal cards** from those decks and draw one randomly (**Celephaïs**) returning the others. The **Celephaïs Portal card** is flipped to its 'active' side. We place the Rosalinde **Character marker** on the **Portal** to show Rosa is travelling in the Celephaïs **Realm deck** and the **Event marker**  is placed on the lowest (blue) space of the **Event tracker board**.

We split this **Realm deck** to separate the 'locked' story cards from the 'open cards'. The locked cards are placed aside, the open cards are shuffled ready for play.

**We are now ready to join one of Rosalinde's scattered dream fragments, exploring the fair city of Celephaïs...**



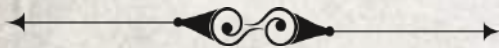
## Phase 1: Encounter

We draw the top 'open'

**Story card** from the shuffled **Celephaïs** deck. Normally this would be a random card but in our case is **615**. We then read the narrative section.



We notice a Keycode on the bottom left position but we don't yet know what this is linked to so must ignore it for now.



## Phase 2: Reaction

The **reaction options** require **skill tests**. The first two tests however are difficulty 0 and therefore automatic successes. The **3** test is harder but applying both Rosa's character skill bonus and the bonus given by **08** would help us attempt it.



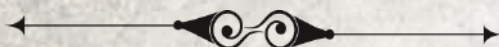
## Phase 3: Resolution

The option about Athib sounds interesting so we choose that, succeeding the **0** test. Note, the other options are now closed to us unless we return to this card in future.



## Phase 4: Outcome

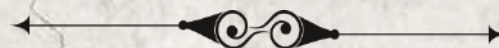
We now flip the card over and read only the **SUCCESS** story entry.



## Phase 5: Results

The **0** paragraph states that we gain item **22**, adding it to our tableau. We could swap this with a protected card if we wished but then we would need to test **1** for the removed item. Instead we leave the **Thagweed** unprotected.

Finally this card tells us to draw **621**. **615** is now successfully completed so we can gain the card for the rewards shown (**1**, **?** or **1**). Instead of storing it for later, we choose to spend the card now for +1 déjà vu.



## Phase 6: Memories

This **Story card** is now finished so we discard it to **Memories** and draw **621**.

## Phase 1:

There is no **event icon** nor **deck action icon** on this card. There is another keycode but for now we must ignore it. We read the narrative section...



## Phase 2: Reaction

The **reaction options** again all require **skill tests**. We do not wish to leave Celephaïs yet, so instead decide to try the **3** test.

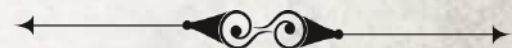


## Phase 3: Resolution

The Trade test option requires three successes to pass. Rosa's **Elder rune** pool has a base of **three Fortune runes**. Her **Trade** skill gives her one more and **08** provides another. We decide to add the **Special rune** from her '**Strange Heirloom**' to the pool and therefore throw six **Elder runes**...

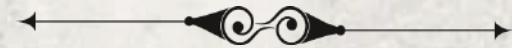


Only one **Fortune rune** can be matched (to the **Heirloom rune**) giving her only two successes. She fails the test.



## Phase 4: Outcome

We now flip the card over and must read the **FAILURE** outcome only.



## Phase 5: Results

Not too bad. There is no spice available. We can return later in the dream and try again. The penalty section shows two **Hunted tokens** which must be applied if possible. We have no '**Hunted**' **Condition cards** in play so can ignore this penalty.



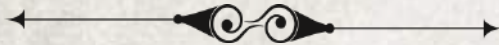
## Phase 6: Memories

This finished **Story card** is discarded to **Memories** and because no other card is specified, we draw a new **Story card** from the current **Realm Deck**.

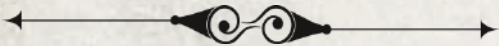




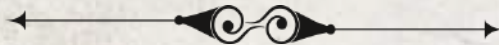
**Phase 1:** This card shows a icon so we raise the **Event track** by 1. This triggers the **deck action** , so Rosa can raise her **Vitality** stat by .



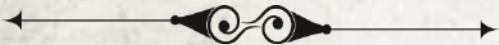
**Phase 2:** After reading the narrative and **reaction options** we gain a to Rosa's stat. Considering options we decide to leave the **Observe** test for now and choose the test instead.



**Phase 3:** The test is an automatic success so instead of rolling the **Elder rune** pool, we can move directly to **Phase 4**.



**Phase 4:** The success outcome tells us we have discovered a new **Location** .



**Phase 5:** Firstly however, we can claim the current card for rewards. We gain one experience point () so can move the **Experience marker** up one step on the **Experience Track**.

The other rewards are skill bonuses which can be spent later to add a **Fortune rune** to our pool, or saved up towards gaining a **Skill Mastery** upgrade. We therefore store the card and do not place it in **Memories**.



**Phase 6:** To discover a **Location** we flip over **Location Portal card #24 - 'Iridescent Pool'** to its active 'coloured' side, placing it on top of the **Celephais Portal**. This is now our temporary location *within Celephais* and will remain an 'active' location for the rest of the game. We move our character marker to here also.



**Phase 1:** All **Locations** have a linked **Story card** (in this case ) so we draw this now. After reading the narrative we gain **Lore card** which shows the matching keycode.

As long as remains in play, we will be able to find this **Location** in future by matching its keycode on **Story cards**. shows the icon so we can choose to trigger the **deck action** shown on the **Location card**.

The **Wisest of Fish** action requires a test. If successful we get to roll one **Elder die** with different outcomes depending on the result: would give us a precious , a would send us to a different **Realm Deck** showing the 'City' icon in the top right corner.

We choose to skip the **deck action** for now and instead return to reading the narrative and then choosing a reaction...



**It is time for you to save Rosalinde from her nightmare...**


**Note:** After completing this **Story card**, the Dreamer will return to the **Celephais Realm Deck** to draw a new story card. The **Iridescent Pool Location card** is set aside now *face up* and is recycled below it for easy access later.



# RULES CHECKER


Some rules can be easily overlooked during play. Here are the most common:




**FADE TESTS:** **Item cards** in protected slots do not suffer  effects but *do* require **Fade tests** if specified on the card's ability.  means after using the item, make two consecutive **Fade tests**.

**DEJA VU ABILITIES:** the Déjà vu stat will help you to take control of the dream (by recycling **Story cards** from **Memories**  back into their **Realm decks** to be experienced again). Keep the **Reference cards** close by during play to remind you of these abilities.


**DISCARDED ITEMS:** **Item cards** discarded from play (not **Banished**) are immediately returned to their respective **Item decks**.

**EVENTS:** The **Event marker** must be moved and any result applied *before* the narrative story section is read.

**EXPERIENCE:** Don't forget to claim any XP points (  ) shown on **Story cards**.



**SKILL MASTERY:** Spend 4 matching skill icons from **reward cards** to claim the matching **Skill Mastery token**  . Upgraded skills replace the Fortune  bonus rune with a Master rune  .

**HUNTED CARDS:** **Hunted Condition cards** are *deck specific* and get discarded when a new **Realm deck** becomes active. **Superhunter cards** however remain in play regardless of the active deck.

**LOCATION STORY CARDS:** **Location-linked Story cards** are always returned to *below* their matching **Location Portal Card** after completion  , so they can be easily drawn next time. They never have rewards so will never be saved or remain in play.

**LUCID DREAMING ABILITIES:** **Lucid Dreaming** has very powerful abilities to help your Dreamer survive. Especially raising your character to the next Tier. Keep the **Reference cards** close by.

**PENALTIES:** **All** penalties shown on a **Story card** must be applied immediately after failing a story encounter.

**REWARDS:** Two matching reward icons shown on a **story card** (   for example) must be applied at the same time (you cannot use only one and keep the other for use later).



## Story Penalties

All penalties shown on the failure side of **Story cards** must be resolved immediately. Each icon shown is 1 token or stat change unless specified otherwise. **Penalties** are explained on the **Reference cards**. Gained tokens (such as **Condition** or **Hunted**) must be added to an applicable card in play or otherwise can be ignored.

### TYPICAL REWARDS






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

 **RE-ROLL**  
Spend to roll or re-roll one **Elder die**.

 **RE-THROW**  
Spend to throw or re-throw one **Elder rune**.

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

 **REWARD DIE**  
Spend to roll the reward die immediately, claiming the indicated reward.




 **RUNE**  
Spend to add one **Elder rune** of the type indicated to the next test.

## VI PHASE 6 - MEMORIES

After completing the active **Story card** (and if it *has not* been stored for **Rewards**), discard it to **Memories** (or beneath its **Location card** if it is **Location** linked; see opposite). Begin again at **Phase 1** until either you find a special 'Win' **Story card**, or you lose the game.

### MISSING STORY CARDS

If a **Story card** is missing:



- Check **Memories** and **Rewards**. If it is present there, draw it again.
- If it has been **Banished**  from the game, immediately suffer 1 **Cthulhu token**  and choose an alternative **reaction option**. If no other options are possible, immediately suffer 1 **Mythos token**  discard the card to **Memories** and return to **Phase 1** by drawing a new **Story card**.

## EXPLORATION


Travelling between **Realm decks** and/or **Locations** is called **Shifting**.


### Shifting Realms


There are four possible shifting actions:

 **Shift Realm deck** - Most often the deck icon will be specified (such as ). ? means shift to *any open Realm deck*. To shift, follow these steps in order:


1. Return the previous **Portal card** to its deck, then activate the **Portal** for the new deck. Move your **Character marker** to this new **Portal card**.
2. Reset the **Event marker** to the start of the **Event track** then begin at **Phase 1** by drawing a **Story card** from the new active **Realm deck**.


 **Change Realm deck** - Randomly select a new **Realm deck** (excluding *locked Realms*) by shuffling the **Portal cards** and drawing one. Then follow the two steps above.

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


 **Story Card Shifts** - When drawing a **Story card** from a different **Realm deck** the Dreamer automatically shifts to the new deck following the two steps above.


### Shifting Locations

**Locations** are discovered either through card outcomes or from **Lore cards**. When the unique **Location** icon (such as ) is indicated on a **Story card**, you shift to that specific **Location**.

 **Shift location** - Often a particular **Location** is specified. ? means shift to *any discovered Location*. To shift follow this step:

- Place the **Location portal card** 'active' side up on top of the active **Realm portal card**. Start at **Phase 1** by drawing the linked **Location story card** indicated.

 **Choose a Location** - Follow the step shown above with any discovered **Location**.

 **Location Keycodes** - If an active **Story card** shows a **Location keycode** that matches the icon on a **Lore card** in play, you may shift to the indicated **Location** by following the step above.


To shift away from a **Location**, remove the **Location portal card** from on top of the **Realm portal Card**, placing it aside with its linked **Location story card** beneath, to create a **Location deck**. Then draw the next open **Story card** from the active **Realm deck**.



## SHIFTING TO A LOCATION EXAMPLE



Dalby gains **Lore card** **124** which mentions the **Zoog Enclave** Location. Later you draw a **Story card** showing the **Zoog Enclave** icon **keycode**. Because this **keycode** now links with **124**, you choose to send Dalby immediately to the **Enclave**. You flip **Location portal card #01 'Zoog Enclave'** to its coloured 'active' side, placing it over the active **Realm portal card**). The current **Story card** goes into **Memories** and the linked **Location Story card** **539** is drawn instead as the new active card.


## GAINING CTHULHU TOKENS

**Cthulhu tokens** represent the Great Old One's influence over the nightmare. Gained  are placed onto **character ability** spaces on your **Character sheet**. If a token covers an ability symbol, that ability cannot be used until the token is removed.

**Mythos tokens** represent the Dreamer's mind becoming corrupted by the nightmare. When all four **character ability** spaces are filled by , remove them all and place one **Mythos token**  over a **character skill** instead. This skill bonus is now blocked *for the rest of the game*, unless the **Mythos token** can be subsequently removed.



## GAINING LORE

**Lore cards** provide the secret knowledge necessary to unravel the puzzle and win the game. They are referenced by this icon  with a unique numerical code and are always locked. There is no limit to the number of **Lore cards** in play and their functions and abilities can be used at any time.



SET ICON





## Elder Sign Tokens

**Elder tokens**, are powerful gifts from the Elder gods that have four possible uses (discard after use):

- Automatically succeed at one skill test
-  Remove 2 **Condition** tokens
- Cancel out a **Mythos token** 
-  /  Remove 2 **Hunted** or 1 **Superhunter** token

## Legacy Artifacts

**Legacy Artifacts** are remarkable and priceless rare items 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 a new game with any of these items in play.
- On gaining a legacy Artifact, place  on the  token space.

## GAINING ITEMS



SET ICON

**Item cards** provide skill bonuses, special abilities or powerful functions. Items can only be used once per turn. While abilities or functions can be used at any time, skill bonuses are applied only during the **Resolution Phase**.

The maximum number of **Item cards** allowed in play depends on a Dreamer's **Tier level**.

**BARTER VALUE**  
Item can be traded for the value shown.



**SKILL BONUS ICONS**  
Each icon provides a single skill bonus for reaction options



**CARD IDENTIFIER**  
Unique code.


**TOKEN SPACE**

**TITLE, TYPE OR KEYWORDS**

**KEYCODES**

**ABILITY**

There are two decks of **Item cards**; **Locked (Rare or Unique items)** and **Open (Common items)**. Specific **Item cards** are referenced with this open icon  or locked  icon; where ? is often replaced with a unique numerical code. When gaining random items (and no identifier code is specified), draw the required number of cards from the **open Item deck**. You may draw cards from anywhere in the deck; not just the top card.

When gaining an **Item card** and the token space shows a token symbol with a number (including Elder Signs), place that number of tokens on the card. Token spaces showing symbols without numbers can hold a single token of that type later. When told to gain a specific **Item card** but already have that card in play, place one  on the card instead.

## Discarding Items


When discard items, any **Item card** can be chosen to be discarded and any tokens on it (or **Elder runes** associated with it) must also be discarded. **Item cards** always return immediately to their respective deck.

## UNKNOWN REALM OR LOCATION ICONS



Sometimes a **Story card** will indicate a **Realm** or **Location** not present in the game. These links are for expansion content available separately. Either choose the alternative option or draw a new **Story card**.

## FADING ITEMS



As Cthulhu exerts his influence, items can be lost, fade from the dream or be forgotten. Some actions, item abilities and penalties require making a **Fade test**  (the number indicates how many consecutive **Fade tests** must be made). If a single **Item card** is not specified, choose which Item(s) must be tested.

## Fade Test

To make a **Fade test** roll one **Elder die**. If the result shows a , the item must be immediately discarded. Any other die result has no effect and the item does not fade. Condition tokens  on the **Item card** can be discarded instead of making a **Fade test** on a 1:1 basis.



The action above for example, means roll the **Elder die** once then make a **Fade test** once.

## PROTECTING ITEMS





**Item #001** and two other items can be protected by placing them in the **protected item slots** above the **Character dashboard**. Items here are protected from normal discard actions (such as from **Story card penalties**) but not from discard or fade actions on the card itself, nor when directly specified on other cards. Items can be placed in these slots at any time, but a **Fade test** must be made immediately after any item is removed from a protected slot.

## BARTERING & EXCHANGES



**Bartering** and **Exchanges** are two different options that both use the **barter value** of **Item cards** in play.

**Bartering:** Discarding **Item cards** provide + successes equal to their combined **barter value** for passing a **Trade skill test**. **Item cards** used for Bartering *must* be discarded regardless of the number of successes they provide.

**Exchanges:** Some **Story cards** offer **Exchange** actions (denoted by ). The number shown on the symbol indicates the required combined **barter value** of **Item cards** that *must* be discarded to gain the benefit indicated.

# THREAT CHALLENGES



**Threat cards** are special combat challenges. They are referenced on **Story cards** by with a unique code and by in **reaction outcomes**.

SET ICON

FACTION ICON



CHALLENGE START

THREAT TITLE

CHALLENGE PENALTY  
Result for failing the challenge.

TEST DIFFICULTY

CHALLENGE REWARD  
highlighted in gold.

A **Threat challenge** will either indicate which specific **Threat card** should be drawn () or specify a **Faction**. To challenge a **Faction**, shuffle all **Threat cards** showing that faction symbol and randomly select one as the current Threat.

A **Threat Challenge** test is a sequence of connected steps leading to rewards (gold rope links) or penalties (silver chains). Red skill tests are compulsory, black stages are optional. You may choose to stop the challenge before attempting an optional test.

Each step requires a skill test or reducing a stat. Gold rope paths are followed after making a successful test while silver chain paths *must* be chosen after failing a test.

Ending the sequence on a reward step completes the challenge successfully and allows that reward to be claimed. Ending the challenge at an optional skill test does not yield a reward. In either instance, discard the **Threat card** back to the **Threat deck** and read the success **reaction outcome** on the **Story card**.

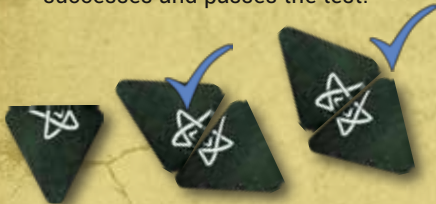
When ending the challenge on a fail step, the linked penalty shown must be applied. Discard the **Threat card** and read the failure **reaction outcome** on the **Story card**.

## THREAT CHALLENGE EXAMPLE

Hunted by **Vrahke**, Akiyo is forced into a Threat Challenge.

**1 STEP 1:** Akiyo starts the challenge by having to make a **2** test. As well as her 3 base **Fortune runes** she has on her character sheet (one extra **Fortune rune**) and uses a skill bonus from an **Item card** (another **Fortune rune**) for a total of 5 runes to throw.

Akiyo throws the runes, gets two successes and passes the test.



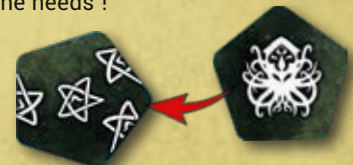
**2 STEP 2:** She follows the gold 'success' line to the next test - a compulsory **3**.



Akiyo's Think skill has been upgraded to Mastery level (she has ) giving her a **Master rune** instead of a . She spends a reward card to gain another **Fortune rune** and risks using her Heirloom. She throws and gets:



Only 2 successes and some Cthulhu bad luck! She must immediately take a **Cthulhu token** but can choose to add to this test result by taking further actions. Akiyo spends another reward card showing a to re-throw the Heirloom, gaining the last success she needs!



Used reward cards are now discarded.

## USING DEJA VU



**Déjà vu** means 'already seen.' In Dreamescape this powerful ability represents the Dreamer's recurring dream fragments and memories. Use this ability to:

- **Recall** - to recycle one **Story card** from **Memories** or **Rewards**. Shuffle it back into its **Realm deck**
- **Relocate** - to move to a discovered **Location**
- **Foreknowledge** - to gain one **Master rune** for the next test.

## SKILL MASTERY



**Skill Mastery** tokens upgrade a character's base skills to mastery level. To gain a **Skill Mastery** token, discard **four** matching skill icons from **reward cards** ( can be substituted on a 1:1 basis) and place the applicable **Skill Mastery** token over the matching skill on your character sheet.



A Master skill replaces the **Fortune rune** gained for the base skill with one **Master rune**. **Skill Mastery** tokens cannot be placed on skill slots containing **Mythos** tokens.

## USING LUCID DREAMING



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

- **Stabilise** - to immediately gain and (even if either stat has just dropped to 0).
- **Dream skip** - to discard the current **Story card**.
- **Surge** - to add one **High Fortune** rune to the pool for the next skill test only.
- **Rejuvenate** - to upgrade a Dreamer's **Tier level** from 1 to 2 (see **Tier Advancement**, page 19).



- 3 STEP 3:** The next test is optional so Akiyo could stop here and complete the challenge successfully, but she would not gain a reward from the challenge. Instead she continues to . As well as her 3 base runes, Akiyo has an **Item card** giving her and a reward card with a , gaining another **Fortune rune**. Akiyo throws the 5 runes and gets:



Only 1 success! To avoid failure and having to take a **Hunted token**, she chooses to spend (gaining a ) and another reward card showing a to re-throw the previous **Master rune**...




Still a fail! Having come so close, she decides to spend *all* her accumulated XP, gaining 1 (an automatic success) but must reset the **Experience track** to the start. At last she has the 3 successes needed and passes this test!






- 4 STEP 4:** With the final test completed she claims the reward, removing 2 from her **Character sheet**.

## GAINING CONDITIONS






**Condition cards** are temporary statuses gained from **Story cards**. They are referenced by this icon  with a unique code. There is no limit to the number of **Condition cards** that can be in play. All effects of **Condition cards** *must* be applied where possible to a situation.

When gained, add  equal to the number shown in the token placement space. If gained again, add +1  to the card. **Condition card** abilities that indicate changes to , refer to that specific card.



**Condition tokens** can be removed by:


- Spending 1 **Elder Sign token**  (   )
- **Rewards** on a **Story card**
- Specific story outcomes

If all tokens are removed from a **Condition card**, you may discard it back to the **Conditions deck**.

### Hunted Conditions

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




**Hunter cards** are linked to a specific **Realm** and get discarded if the **Realm deck** shown on the **Hunter card** is no longer the active one. **Hunter cards** remain in play while the Dreamer is at a **Location** because the **Location** is still within the same **Realm**.

**Hunter cards** enter play with **Hunted tokens**  on them equal to the number shown in the token placement space (unless a **Story card** specifies otherwise).

**Hunted tokens** can be gained as:

- Penalties on **Story cards**
- Specific story outcomes


**Hunted tokens** can be removed by:


- Spending 1 **Elder Sign 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 hunt the Dreamer throughout the game! They are global and have no linked **Realm**. They *are not* removed from play when the Dreamer shifts to a different **Realm deck**.

**Superhunter cards** enter play with a number of **Superhunter tokens**  on them equal to the number shown in the token placement space (unless a **Story card** specifies otherwise).

They can only be discarded if **all tokens** have been removed. They *cannot* be removed using the  action.

## GAINING FROM EXPERIENCE


Any icon shown below or lower than the current position of the **Experience marker** on the **Experience track** can be claimed. To do this, return the **Experience marker** to the starting position.

### RULE CHANGES



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



# GAINING TALENTS

Talents are character upgrades (three maximum) gained from the **Experience track** that sit below the **Dreamer dashboard**. A Talent can be activated by placing one  onto the **Talent tile** and cannot be used again until the token is removed.




Exchange  for  or vica versa





Maximum Items in play increased by 3




 to discard 2 Hunted tokens



When losing  or more, recover 




 to choose a known Location





When gaining a Condition, roll [1] Reward die




On gaining 5 new Lore cards gain 




When suffering  or more, recover 






Discard 2 reward cards to gain 3 





Protect 1  below this Talent tile



2 gained  can be placed here. When  remove these 





 when gaining a 



Discard [1] Item to draw one replacement



 to discard 1  to Memories (can be the active Story card)



# CARD EFFECTS

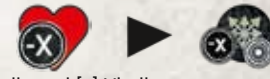
Some functions and abilities are triggered when certain conditions are met. These action symbols are most often separated by arrows. In these cases the effect **on the right of the arrow** results from applying the action on the **left**. Black arrows are generic, while blue arrows indicate beneficial results and red arrows indicate detrimental results. Some examples are shown here:



You may spend 1 Lucid point to gain 3 Sanity.



When 3 Hunted tokens are on *this* card, you *must* discard *this* Condition card.



You may discard [x] Vitality to remove an equal number of Condition tokens from *this* Condition card.



Test Willpower (4): If successful discard 3 Condition tokens then test for **Fade** once; or if failed, discard 2 Lore cards then test for **Fade** once.



Spend either 2 Lucid or 1 Elder token to action the **Story card** result indicated.

*These symbols are explained on the back page of this rulebook.*



# PROGRESSION

## TIER ADVANCEMENT



Each Tier is exponentially more powerful than the last. To advance your Dreamer from **Tier 1** ( / ) to **Tier 2** ( // ):

- 1 Spend and flip the **Dashboard** to the higher **Tier** side.
- 2 Increase the Dreamer's current **Stats** by the amounts shown in the table on page 7.
- 3 You may also discard one **Mythos token** from the **character sheet** and redistribute any others that remain to cover different skill positions.

## LOSING A SHARD



When losing the number two shard, flip the card over and make the following changes:

- 1 Recycle all cards from **Memories** back into their **Realm decks** (separating **open** from **locked** cards). Return the active **Realm Portal card** to its deck.
- 2 Discard all current **Item cards** (except in **dashboard** protected slots), unless you spend to keep them all. Alternatively spend for each **Item card** you wish to keep. **Lore cards** are not discarded!
- 3 Discard all **Condition cards** (including **Hunted cards** but not **Superhunter cards**). Discard all **Reward cards** in play then reset **Sanity** and **Vitality** to their starting levels.
- 4 Reset the **Experience Track** to its starting position.
- 5 Follow any setup instructions shown on the **Shard card**. Draw the **Realm Portal cards** indicated, choose one randomly to activate, returning the others to their **Realm Decks**. Place your Character marker on this new **Realm Portal card**.

If you lose the one shard, you lose the game immediately and Cthulhu wins!

# SAVING THE GAME

Dreamscape has no set time limit. The game can be saved at any point by following this sequence of steps:

- 1 Discard the **Experience marker** and all from your **Dashboard**. Discard any **Hunted condition cards** and tokens (keep **Superhunter cards** and their tokens). Place the active **Realm Portal** aside.
- 2 Make a note of how many of these tokens are in play , , , , . Recycle **Memories** by returning all story cards to their respective **decks**.
- 3 Place all *in play* **Item**, **Lore**, **Condition**, current **Shard card**, **Reward cards** and discovered **Locations** onto the active **Portal card**. Store this pack of saved components separately from the rest of the game.
- 4 All other components are returned to the gamebox ready for next play.

## REFRESHING A SAVE

To reset your **tableau**:

- 1 Lay out all stored **Rewards**, **Items**, **Lore** and **Condition cards** and the stored **Shard card** into the tableau as before.
- 2 Redistribute the saved as equally as possible among these cards. Do the same with any saved **superhunter** .
- 3 Redistribute any saved back to the **character sheet**.
- 4 Return any to their **dashboard** skills. Return any to the **dashboard** or applicable **Item cards**. Place the **Experience marker** on the start position of the **Experience track** and the **Event marker** on the start position of the **Event Track**.
- 5 Lay out all discovered **Locations** and all **Realm decks** within reach.
- 6 Either activate your stored **Portal card** and begin at **Phase 1** in the same **Realm deck** or to choose a new active **Realm deck**.

# TWO PLAYER RULES

## 2 PLAYER GOAL

*The two player game is semi-cooperative. Each player seeks to be the first to escape the dream.*

## 2 PLAYER SETUP

Follow all steps of **Game Setup** on page 3-4, taking 1 copy of **Item card #001** and its matching **Elder Rune token**. Each player draws **3 Item cards** from the #002 - #014 starting set.


## 2 PLAYER START

Each player determines their starting **Realm deck**, placing their **Character marker** on the active **Portal card** (Dreamers cannot begin in the same deck). The player to have most recently suffered a nightmare will take their turn first.

## 2 PLAYER GAMEPLAY

The 1st player follows the Phase 1 to 6 sequence until they must draw another **Open Story card** (new encounter) from their active **Realm deck**. It is now the 2nd player's turn to draw **Story cards** from their active **Realm deck**. Dreamers can explore the same active **Realm deck**, but will only meet if both **Character markers** are on the same **Location card**.

### SHARED DREAMS

The 1st time Dreamers meet it is a revelation! both players immediately gain  for experiencing a shared dream.

## COLLECTIVE MEMORIES

Dreamers benefit from **collective memory**. All revealed **Lore cards**, **Memories cards**, **Elder runes** and knowledge gained through play is shared by both players (encounters are read aloud). All other play elements such as **Items** and **Talent tokens** are not shared. In any situation where a unique game component such as a **Condition** is referenced but is already in play in the other player's tableau, the active player *must immediately* take it and add it to their tableau instead. This includes **Skill Mastery** upgrades.

*Any tokens that are on cards when they are taken by the other player are also transferred.*


## DREAMER EXCHANGE

Dreamers on the same **Location card** can exchange any number of **Item cards** (except #001).

At any time, if a token supply runs out, the active player must claim the required tokens from the other player's tableau. Players can freely discuss which to take, but ultimately the active player decides.

## GAME AMBIGUITY

Dreamscape is a game system that has a huge number of card interactions and combinations. Occasionally something (such as more complex symbol actions) might not be covered specifically in the rules, be explained in detail, or causes uncertainty as you play. If this situation occurs, Cthulhu demands you apply the Rule of Nightmare:

 **RULE OF NIGHTMARE** - Resolve the situation in a way that is the worst outcome for your Dreamer character.

## GAME MODES & VARIANTS

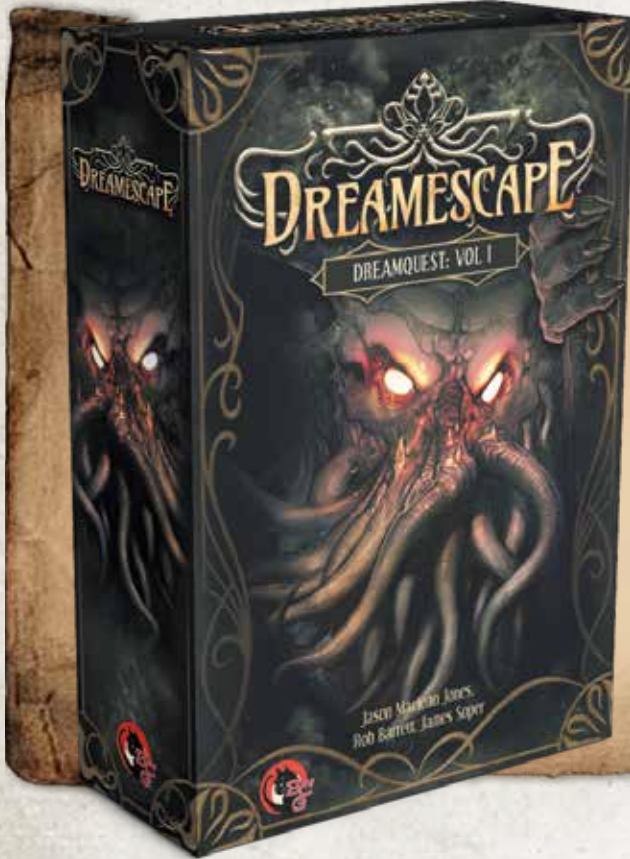
Here are a few game variants that change the Dreamscape experience. You can mix and match any of these rules changes to suit your play style:

- 1 **DREAMEASY**  
**Game Setup** - Choose 3 *Starting Gear Item cards* instead of choosing randomly. **Item** and **Reward** card hand limit is now **9 cards**.
- 2 **STORY MODE**  
Choose **reaction options** based on narrative only (by covering up the **skill option** and **test difficulty**).
- 3 **FAILING FORWARDS**  
When starting a new game, activate any discovered **Locations** and keep up to **7 Lore cards** from your previous game.
- 4 **NIGHTMARE**  
For a tougher challenge only gain **XP** from the **Right Hand** side of the story card.

# GLOSSARY & INDEX

- Action** - Instruction on a card to perform (such as removing tokens, changing stat values or rolling a dice).
- Active** - In play / in use (can apply to Realm 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 (page 14).
- Change Deck** - Draw the next active Realm deck by randomising the available (open) Portal Cards and drawing one (page 12).
- Choose Deck** - The player chooses the next active Realm deck (page 12).
- Conditions** - Temporary bonuses / penalties with variable effects tracked by tokens on the card (page 17).
- Cthulhu Tokens** - These negative counters build up and convert into Mythos Tokens (page 13).
- Déjà vu** - A stat allowing the Dreamer to relive memories. Has various functions (page 16).
- Dreamer** - The player's character in the game.
- Elder Runes** - Allow skill tests to be attempted. Runes must show complete Elder Sign icons to gain successes (page 10).
- Elder Sign Tokens** - Powerful rewards that help you survive and control Mythos tokens, amongst other perks (page 13).
- Event** - A Realm specific occurrence, benefit or hazard triggered on a Story card (page 9).
- Experience Points (XP)** - Gained from Story cards (page 11). Can be spent to gain bonuses (page 17).
- Hunted** - A special Condition Card tracked using Hunter Tokens (page 17).
- Fade** - Tests an item's longevity using an Elder die. If die shows a Cthulhu icon, discard the item (page 14).
- Flip** - Turning a Story card from one side to the other, usually to choose a different reaction option.
- Fragment (Dream)** - A fractured piece of the Dreamer in the Dream world.
- Item Cards** - Beneficial objects carried by a character (page 14).
- 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 an icon with a number (page 9).
- Keycode** - A matching Key and Lock that reveals a unique locked Story card (page 9).
- Legacy Artifacts** - Special items that once revealed, remain in play in every game (page 13).
- Location** - A secret place in the Dreamlands that must be discovered (page 8).
- Lock** - One half of a Keycode found on Story cards, composed of a number and an icon. (page 9).
- 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 (page 13).
- Lucid Dreaming** - The most powerful stat allowing the Dreamer to alter the dream world (page 16).
- Memories** - The discard pile for Story cards. (page 12). Cards can be returned by spending Déjà vu (page 16).
- Mythos Tokens** - Represent Cthulhu's control over the Dreamer. They block off character skills and cause defeat (page 13).
- Outcome** - The result of a Reaction; either Success or Fail (page 11).
- Portal Card** - The top card of a Realm or Location Deck detailing possible events and actions within the deck (page 8).
- Reaction** - Decision for the player to make based on a story encounter. Usually three options (page 9).
- Realm** - A large explorable part of the Dreamlands (page 8).
- Realm Deck** - A themed set of Story cards linked by a matching Portal card (page 8).
- Recycle** - Returning a Story card back to its Realm deck instead of discarding it to Memories. Location linked cards are always recycled.
- Release** - Moving a Locked Card from the Locked Deck into its matching deck (and shuffling).
- Rewards Area** - Part of your Tableau where story rewards can be 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'. Your Dreamer normally has two of these. If you lose both the game is lost (page 6).
- Skill Mastery** - Upgrades to character skills by spending matching icons on reward cards (page 16).
- Skill Test** - A comparison of a Dreamer's current skill compared to (match or beat) a target difficulty number (page 10).
- Skills** - A set of 16 abilities that vary between characters (page 10).
- Story card** - A scene or encounter that presents options and outcomes for the player to experience.
- Story Penalties** - Gained from failed outcomes on Story cards. Always immediate effects (page 12).
- Story Rewards** - Gained from successful outcomes on Story cards (page 11). Can be stored for later use.
- Superhunter** - Special Condition card that hunts the character across Realm decks. Tracked using Superhunter tokens (page 17).
- Talents** - Unique upgrades available to a character by spending experience points (page 18).
- Test Difficulty** - The target number of a test, listed in brackets after a skill icon (page 10).
- Threat Challenge** - A tough but rewarding special combat encounter (page 15).
- Tiers** - An indication of the power of the dreamer (page 7).
- Vitality** - A stat measuring physical wellbeing. When it reaches 0, the Dreamer's current shard is lost.

# DREAMESCAPE



TAKE YOUR  
DREAMESCAPE  
EXPERIENCE FURTHER

[https://badcatgames.co.uk/  
games/dreamscape/](https://badcatgames.co.uk/games/dreamscape/)



*Official Dreamscape soundtrack  
by Graham Plowman available for  
download, or play it on Youtube!*

## NEW ADVENTURES AWAIT!

Additional **Realm** boxes expand the story, adding new dangers, encounters, artifacts and enemies to haunt your nightmares.



# ICONOGRAPHY



Sanity / Vitality



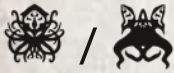
Lucid Dreaming / Déjà vu



Card Identifier Codes (Open / Locked)



1 success towards a test or ability



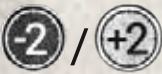
Failure (Penalty) / Threat challenge.



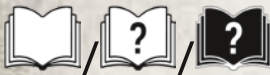
Hunter / Superhunter. Specific types of Condition cards.



Banish something (often a card) from the game. Return it to the box.



Number circle to indicate a quantity (e.g. cards or tokens to draw or discard, or points to spend).



Story Card / Draw Open / Draw Locked story card



Re-draw the previously active Story card (even from Memories or Rewards).



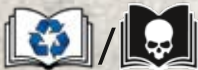
Unlock/Release the locked Story card indicated, shuffling it into the applicable open Realm deck.



After reading the narrative section of a Story card you may discard the card directly to Memories.



Flip over a Story card and either read the relevant outcome or choose an alternative reaction option.



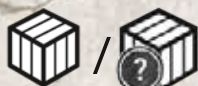
Recycle a Story card back into its Realm or Location deck / Banish a storycard from the game



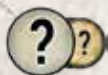
Story card rewards. Can be recovered from / discarded to Memories.



Experience (XP). The quantity gained is shown if more than 1.



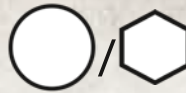
Barter or Exchange. The total Item value required for the exchange is often shown.



Skill test. The number after the skill type shows the test difficulty.



Skill Mastery. Upgrades a character skill from Fortune to Master rune.



Realm / Location deck



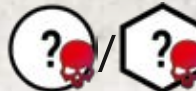
Shift to a Realm / discovered Location. Most often a specific deck icon will be shown.



Choose which Realm / Location your Dreamer shifts to.



Change to a new (random) Realm deck



Banish a Realm / Location from the game.



Action Target. Actions specifying a particular card (e.g. Banish **this** Item or Discard **this** Lore card).



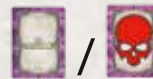
Item cards. Can be Gained, Banished or Discarded. The number specifies how many.



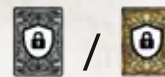
Lore cards. Can be Gained, Banished or Discarded. The number specifies how many.



Condition cards. Can be Banished or Discarded. The number specifies how many.



Shard card. Lose a shard.



Item / Lore card is protected from Discards (but not Banish actions).



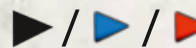
Threat challenge card.



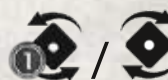
Deck action on a Realm or Location card.



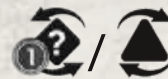
Event trigger on a Story card. Refer to the active Portal for the specific event.



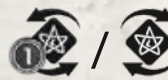
Result arrows. The action or effect on the right of the arrow results from applying the action on the left. Blue is success, red is failure.



Roll / Re-roll the pip die. If rolling more than once, add the pips together for a combined total.



Roll the Reward die / re-roll one Elder Rune (any shape).



Roll / Re-roll the Elder Die.



Fade test. The number of consecutive Fade tests to be made is always indicated.