

PRINCESS IVY'S INCREDIBLE ISLAND OF DREAMS

The delinquent Princess Ivy snuck into the High Sorcerers vault and stole the Dream Amulet. She has now fallen into a magical sleep and cannot wake. The High Sorcerer, has received permission to use powerful magic to send a rescue party into the amulet to find her and bring her home safely.

INSIDE THE DREAM AMULET

The Amulet stores a demiplane of dreams. An island where it's always night, lit by glowing plants. An ancient insomniac wizard created the amulet as a means of getting sleep. However, he became trapped and remains here, still unable to sleep.

While here, character HP is replaced by WONDER.

PCs get **5+CHA wonder...** Once all your wonder is spent, you turn to stone. Sacrifice Wonder to make real your imagination. Costs vary and things can only be created NOT destroyed: **handheld (1), person size (4), building size (8), magical (10).**

1e. Frank reaches an impassable crevasse - spending 8 wonder they dream a bridge and it appears.

EXPLORING THE ISLAND OF DREAMS

Traveling to a new point takes 2hrs, **exploration** takes 1hr/landmark (i, ii, iii). **Encounters** occur every 2 hours.

1. THE CORAL SHORES

Shards of glowing, sapphiric coral erupt, can be harvested in one hour and worth 100gp/kg.

- i. Explore Dunes:** 10ft high/ steep/ unstable... difficult terrain, 30% chance ambush **d2 Dune Golems**.
- ii. Old-boat:** rowboat, bow shattered/ small crabs... under is a stone statue holding a large Machete.
- iii. Great Diver's Ambergris:** large white boulders/ sweet, musky smell... if identified is worth 1000gp/kg.

2. THE JUNGLE ABOVE THE DUNES

A dense jungle forest. Insects buzz, humidity high.

- i. Cozy Cottage:** out of place/ thatched roof/ taken over by the jungle... comfy couch & stone man sitting (with a still hot cup of tea). Journal: damaged "my own house... just by imagining... a perfect cup of tea..."
- ii. Rainfall:** Cool rain... light to torrential to flooding, if caught in the flood save or washed into a river. Rivers lead to waterfall in area 4iii.
- iii. Cave shelter:** Ivy's old campfire/ crude chalk map... words "X marks the spot" but there is no X on the map just a drawing of a whale in the southern seas.

3. THE GRAND GOURD

100ft tall pumpkin rises from the jungle. Smells sickly sweet, one side is opened.

- i. Around the Gourd:** Sticky, decaying pumpkin... eat the Gourd & roll on the table. **2d6 Gourdfolk guard**.
- ii. Inside the Gourd:** A hive for the Gourdfolk (hostile unless accompanied). Gourd themed weapons, food and provisions available. **2d6 Gourdfolk**
- iii. Gourdmother.** Imaginer of the Gourdfolk (once human). Answers questions re: the island (d4 Wonder)

Ivy's Island is a point crawl for children and kiddults 8+ It is designed to shift and change in response to the imaginations of players. Throw out game balance and let the island become a mess!

d6 ENCOUNTERS (3-6 chance)

- | | |
|----------|--|
| 1 | d2 Dune Golem (HD2, sand morphing) |
| 2 | d2 Glass Crab (HD3, shatters at death) |
| 3 | Impassable terrain (find another route) |
| 4 | 'Things happen' (roll on table) |
| 5 | Sand fly Swarm (HD2, save/welts) |
| 6 | d4 Giant Gecko (HD3+1, ambush) |
| 1 | Sleep Miasma Cloud (save/sleep d8hrs) |
| 2 | 'Things happen' (roll on table) |
| 3 | 2d4 Gourd Folk (HD1, spears) |
| 4 | Giant Mosquitoes (HD2, stun & feed) |
| 5 | Landslide (if nearby, save/get caught) |
| 6 | Things happen (roll on table) |
| 1 | Fruit Flies (HD1, literally flying fruit) |
| 2 | King Mozzie (HD6, 2x claws, 1x proboscis - saliva spray (dragon stats)) |

4. THE PUFFIN CLIFFS

The Jungle gets denser, the sound of buzzing in the north, the ocean opens to the south.

- i. Deep jungle:** hot & humid. Using Wonder always attracts **d6 giant mosquitoes**.
- ii. White Nests:** Five bulbous mosquito nest/ decay/ distant buzzing... 50% chance that **King Mozzie** is present. 100gp/hive (500gp total), **d6 Giant Mosquitoes/ hive**.
- iii. Puffin Cliffs:** cliffs & waterfall - 50ft drop into rough seas/ diving puffins/ glittering nests built into cliff face... puffins carry up lost antique jewelry from the sea floor to their nests. 50gp jewels, Rope of Water-Breathing (5m long) & a shard of Nevermelt Ice (from 8).

5. THE SLEEPY CASTLE

Covered in jungle vines and ferns, a song can be faintly heard coming from it.

- i. Path to the Castle:** Entrance is rocky and unstable, sound of a lullaby from within.
- ii. Inside the Castle:** Ruined/ windy/ statues of sleeping people throughout/ singing echoes (a warbly lullaby)... **d4 Sleep Wraith** stalk (HD4, put to sleep and drain wonder). Words scrawled on walls: 'X marks the spot, Great Diver hides the treasures!'
- iii. Top of the Castle:** Long spiral stairs/ dark/ bedroom at top/ a 4 poster bed with a bearded man in pajamas sitting upright...the **Insomniac Wizard**. Room contains a singing statuette of sleep (save or sleep), d4 random potions & a wand of glacier smashing. Is sleep deprived (reaction rolls -2). Can be convinced to give up his wand to free his son from the Cold Stone.

THINGS HAPPEN...

- 1** Sound of warbly singing on the wind.
- 2** Sweet smell of pumpkin wafting
- 3** A trinket belonging to the Princess.
- 4** NPC: **Butternut** a Gourdfolk scout cries for help. Sent to recover the amulet.
- 5** The walking winds pick up a random PC
- 6** A petrified warrior with pink metal harpoon (+1, double dmg vs mosquitoes)
- 7** A vision of the **Gourdmother**, she seeks the amulet to be free of her form and return to the awake world.
- 8** NPC: **Karo the Conjuror** + a **Dune Golem** are searching for a way out of the dream world (they've been stuck for 100 years). They know all about The Great Diver and believe he's the key.

6. THE TOP OF THE ISLAND

Base camp: Ferns and moss/ Old campfires and tents... d4 old climbing packs, stone adventurer lies on ground with hands outstretched.

- i. Mountain trail:** treacherous/windy/jungle foliage.. 50%-75% chance **2d6 Fruit Flies** (HD1).
- ii. Sheer cliff:** 100ft/vines... climb to plateau.
- iii. The Plateau:** high up, windy/ rocky/ mossy/ huge white mound... looking down, glimpse a white X appear briefly in area 9 (Great Diver's Scar), Ivy has chalked on a rock 'Stop following me! Let me adventure!' White mound is **King Mozzie's** nest (50% chance he's home). In nest: a petrified adventurer with a book on mosquito taming + an unhatched giant mosquito eggs.

7. THE WALKING WINDS:

Coloured streams of wind descend from the mountain... those who leap from the mountaintop are quickly sent to a random location on the island. Using the walking winds restores d6 Wonder.

GOURDMEAT TABLE (Eat the gourd and roll)

- | | |
|---|---|
| 1 Transform into a Gourdfolk | 5 4 hours sleep, +d4 Wonder |
| 2 Your head becomes a pumpkin | 6 8 hours sleep, what do you dream? It is real as long as you're asleep. |
| 3 Hidden knowledge of the island | |
| 4 1 hour sleep, +1 Wonder | |

8. THE COLD STONE

A rocky shoreline descending from the jungle/ waves pound - floating off the coast is a shimmering iceberg, it doesn't melt in the heat.

- i. Hidden jetty:** sheltered cove/ mossy/ old boat
- ii. The Cold Stone:** a large iceberg floating... inspecting reveals a long haired boy trapped inside, unconscious but alive. He can be freed with Wand of Glacier Smashing. If freed he wakes in d8 hrs and ends the amulets spell (he is the Sleep Wizard's Son & spell's battery). PCs return to their sleeping bodies w. recovered treasure. Note that imagined items don't return to reality. (Ivy also returns, annoyed you ruined her adventure).

9. THE GREAT DIVER

A graveyard of grand ships on a ring of coral/ sea reflects the stars/ water still... Every ship has a petrified sailor on board. Great Diver remains hidden, unless 10 Wonder is used to summon.

- i. Great Diver:** An enormous whale the size of a large ship (HD14), if summoned it will attempt to swallow the summoner (save to avoid). It then returns to the sea floor (200ft down).
- ii. Inside Great Diver:** Hollow/ water pools/ treasure everywhere... **Princess Ivy is here relaxing on a pile of coins!** 15000gp in total + d2 random magic items in the hoard. Ivy entered the amulet looking for treasure & having found it she's ready to leave.



Art by Ivy Parker (aged 2) // game & layout design by Scott Parker
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