

# FAEDREAM

*A Storytelling Game by Jennifer Adcock*

**Faedream** is a storytelling game inspired by *The Extraordinary Adventures of Baron Munchausen*, as well as art interpretation board games like *Dixit* and *Mysterium*. For this game, you will need:

- ❖ Index cards and pens
- ❖ Tokens of some sort (coins, poker chips, pretty rocks, etc.)
- ❖ A deck of unusual, imaginative art cards from a game like *Dixit* or *Mysterium*

**In Faedream**, you and your friends will play as mysterious and often capricious fae folk who influence the dreams of mortals. You serve as the font of inspiration for humanity, providing them with the imagination they need to create art and stories, to avoid becoming stagnant and complacent in their lives.

**Get your friends** together, sitting around a convenient mushroom circle, ornate stone altar, or table. Make sure everyone has an index card, something to write with (lipstick, flower nectar, and pencils are all acceptable), and a pile of tokens equal to the number of players, including themselves.

**First**, you will want to determine who everyone is. As you are members of the fae folk, this is something that may not be easily determined and is frequently subject to change. At a minimum, everyone will want to choose one name and one title that will suffice them for the duration of your game. For example, you and your friends may choose to be Kelmarith, the Queen of Daisies Both Yellow and Pink; Suralaine, She of the Gilded Fog; and Octimper, Star-King of the Northern Wind. Write your names and titles on the index card and place it in front of you so that everyone can see it clearly.

**When you are ready** to begin, everyone should draw three cards from the deck of *Dixit* or *Mysterium* cards – make sure the deck is within everyone’s reach or you don’t mind passing cards around, as you will be drawing from the deck frequently during the game. You will also want to determine the first player – you could do this by plucking petals from a flower, drawing stones from an opaque bag, by

democratically choosing (something which does not come naturally to you, but you could try), or by using an app like *Chwazi*.

**The first player** will select two of their three cards and begin to tell a story with them – a dream that you are planting in the mind of a sleeping mortal. This story ought to have a coherent beginning, middle, and end, though the content of the story need not follow the silly rules of mortal science or logic. The elements of the selected cards must feature in the story in some way or another, though maybe not the way one might expect. The fae, after all, are masters of symbolism, allegory, and anti-literalism.

**Once the story** has begun, any other player at the table may interrupt the story. They must offer a card from their own hand and a token from their pool as a challenge. If the storyteller chooses to accept the challenge, they may keep the proffered token and incorporate the new card into their story. If the storyteller rejects the challenge, they continue as they had been and do not earn the extra token. If the storyteller rejects three challenges in a row, they must surrender one of their own tokens to the center of the table, where none may claim it.

**When the first** storyteller is done, they discard their story cards to the center of the table. Everyone draws enough cards to have three in their hand once more. If the deck runs out of cards, reshuffle those that have been discarded from use in stories already. Play proceeds widdershins (counterclockwise) from there. The next player begins their own story following the same rules as the first.

**When everyone** has told their story, sowing a veritable field of dreams to be reaped in the future, everyone passes their pile of tokens to whichever player they feel told the best story – whether they planted the best idea in the mortal’s mind, or they told their tale in a particularly enchanting way, or they simply did the best with very challenging story cards. No one may hold on to the tokens they have at this point; they must be given to someone else. The player with the most tokens at the end of the passing is the winner, and the first player of the next round.