

OOO Post

Hello Stix!! This is Jami here with a player plot that your mods have given the green light. That is right, this is the plotting post for the Dreamwalking event I have been cooking up for a little while. So! Here are the details:

Dipper is going to go on a little sea exploration at some point around July 15th. He's going to encounter <i>something</i> that is going to spiral his powers out of control and the result is going to plunge most of the Sea Base into a dreamscape.

This means that for however long Dipper is out of commission, reality around the base will be submerged in a dreamlike pocket dimension. A big Deambubble if you will.

As a result, players are welcome to explore other characters' dreams, nightmares, memories, and whatever else. As a dream, reality is dodgy, and operating on Gravity Falls' dream/mind rules means that if you can think to do it, it is also malleable and manipulatable.

The base will remain in the state until Dipper is recovered from the crazy horror-induced dream coma he's in. Which means Dipper needs to be rescued in order to stop the nonsense. This can be done in a few ways! You could kill him. He can be woken up, possibly by someone with magic or psychic abilities, or, finally, by recovering Dipper's green pendant. The pendant contains a strange liquid and if someone thinks to make him drink it, it will wake him right up! Neat!

To get to him at the center of the dream there will be a trail to lead to him. He will be protected by a manifestation of his mind.(it's Moon Presence. Get ready for a bloodborne boss nerds) getting past that and waking him up is the goal! Good luck!

In the meantime have fun with your crazy dream/memory/mindscape event!! Of course this is opt-outable. It should only run for a short time, and anyone who doesn't want to participate can assume their character was either not affected somehow or just asleep the whole time!

Questions can be asked below! Thanks!!