

KISMET'S ONEIROMANCY ALTERATIONS

This document does not reprint the systems for dreamscaping and Skeinwalking; it only records the changes to the rules. You will need the *Changeling: the Lost* core rulebook and *Dancers in the Dusk* to account for everything.

STARTING THE DREAM

Changelings do not need to be in the Hedge or a Hollow to enter dreams, nor do they suffer from seeming curses on dream rolls of any kind.

Intensity of Dream: At the onset, roll Wits + Resolve + Supernatural Advantage + miscellaneous bonuses – penalties for loud noises and other distractions nearby.

Miscellaneous bonuses: Ambien (+1 die), B complex vitamins (+1 die), derangement or Condition (+1 die), hallucinogens (+2 dice), meditation (+2 dice).

Enter your Own Dreams: No roll or expenditure needed; can do so at will.

Entering your Fetch's Dream: 1 Willpower; no roll for entry; Storyteller rolls changeling's Presence + Wyrd each time changeling invades their fetch's dreams. Target number is the fetch's WP; once equalled or exceeded, fetch can learn to spend WP to haunt their changeling.

Entering a Dream Pledge: 1 Glamour; no roll for entry.

DREAMSCAPING

Dreamscaping involves interacting with a dream within a sleeper's mind and consists of three basic categories of maneuvers: analysis, manipulation, and healing. Unless specified otherwise, an oneiromancer can only focus on one maneuver per night, and a dreamer can only benefit or suffer from one dreamscaping ability per night. An oneiromancer can engage the dreamer directly and socially without using a special maneuver, but no extra benefit will come out of the interaction (though the dreamer is quite likely to remember much of what was said).

Oneiromancers who are very successful in their work are liable to leave deep impressions on the dreamer. A low-Intensity dream can be overwritten by something much more powerful, but the dreamer is likely to recall the details upon waking and with an exceptional success, the dreamer might even have an idea of who's responsible, whether they saw the oneiromancer or not (see specific bonuses and penalties below).

While changelings can analyze, perform basic alterations, and scour the intensity of their own dreams, they cannot perform any other dream maneuvers for themselves, so changelings do it for each other.

Changelings who dreamscope while sleeping in the Hedge or in a Hollow gain a +1 bonus. If the target dreamer is also sleeping in the Hedge or a Hollow, the bonus is +2, total.

DREAM ANALYSIS

Dream analysis maneuvers do not change aspects of the ongoing dream in any appreciable way. They are observational, and while an oneiromancer might be able to interact with the dreamer to a limited extent, too much interference will get in the way of being able to read the dream as it stands.

Analyze Dream: Intelligence + Empathy + Wyrđ – Intensity to recognize the type of dream. Storyteller rolls the Intensity and adds any successes to the player's results if the oneiromancer is analyzing a prophetic dream.

Learn about the Dreamer: Intelligence + Empathy + Wyrđ – Intensity. Normally, every five successes allows you to learn one aspect of your choice: Virtue, Vice, permanent Willpower rating, derangements or Conditions (one per 5 successes), Merits (Mental and Social only), Flaws (Mental and Social only), or any mental or emotional supernatural power used on dreamer within the last month. However, it only takes three successes to learn the following information: Virtue and Vice from wish fulfillment dreams; permanent Willpower rating from memory dreams; derangements or Conditions from nightmares; Merits and Flaws from recurring memory dreams; and supernatural powers used on the dreamer from recurring dreams.

Search for Dream Poison: Wits + Empathy or Occult + Wyrđ – Intensity. Finding the poison requires a number of total successes equal to the Intensity of the contagion-dream. Oneiromancers can use this technique to search for other types of intruders in dreams, making the same roll vs. the intruder's Wits or Manipulation + Stealth or Subterfuge + Wyrđ – Intensity roll to hide or blend into the scene. Attacking an intruder leads to dream battle (see below) and is not handled through standard dreamscaping maneuvers.

DREAM MANIPULATION

The second category of dreamscaping involves direct manipulation of a dream's content, whether or not it is for the dreamer's good. The oneiromancer will rewrite and overcome the natural plot and look of an ongoing dream (though oneiromancers often try to use the symbols they find to make their work seem less obvious or distressing).

Alter Dream: Wits + Empathy + Wyrđ – Intensity to make general changes. Gain 9 again when recreating elements from memory. These alterations can be impressive, but they are purely cosmetic and do not grant the creator or dreamer any bonuses or penalties. You can make general alterations and perform one other dream maneuver in the same night.

Convince the Dreamer: Manipulation + Persuasion + Wyrđ – Intensity to implant one subliminal message in the dreamer's mind. Otherwise, this works as per the *Changeling: the Lost* core rulebook (page 194).

Nightmares: Manipulation + Intimidation + Wyrđ – Intensity. If the oneiromancer gains an exceptional success on a nightmare, they will suffer a -1 social penalty with the dreamer for 24 hours afterwards, as the dreamer is beset with a vague uneasiness or the sense that the character means them harm.

Otherwise, apply the rules given in the *Dancers in the Dusk* core rulebook (page 196).

Siphoning Glamour: Composure + Wits + Wyrđ to harvest the ambient emotions from a dream without changing it; the oneiromancer can only try to analyze the dream or learn about the dreamer during that night. Changing the dream to speed things up calls for the appropriate roll (as determined by the type of action) + Wyrđ – Intensity, but allows the oneiromancer to perform another dream maneuver in addition to harvesting Glamour, if successful. Each success is a point of Glamour gained by the oneiromancer.

Sleep Teaching: Intelligence + appropriate mental or social Skill + Wyrđ – Intensity. The teacher must possess the Skill, Merit (Storyteller discretion), or Contract in question and cannot teach above their own ability level. A critical success grants the dreamer a free experience point (or Beat) that can only be spent on the Skill, Merit, or Contract being taught. Can only have one point or Beat in storage per skill; once it is raised, another can be taught.

DREAM HEALING

Dream healing maneuvers are entirely beneficial for the dreamer, whether they realize it consciously or not. If an oneiromancer does exceptionally well with a healing maneuver, they will gain a +1 bonus to social interactions with the dreamer for the next 24 hours as the dreamer has the sense that the character means them well.

Healing Sleep: Intelligence + Wits or Medicine + Wyrđ – Intensity. Otherwise, apply the rules given in the *Changeling: the Lost* core rulebook (page 196)

Psychotherapy: Manipulation + Empathy + Wyrđ – Intensity. Otherwise, apply the rules given in the *Changeling: the Lost* core rulebook (page 195).

Scour the Intensity: Wits + Empathy + Wyrđ – Intensity. An oneiromancer can keep the dream together by spending a Willpower point, but it will remain at low Intensity and no other maneuvers will be possible. To scour dream poison, the roll has no penalty, but is opposed by a roll of the Intensity of dream-poison. Otherwise, apply the rules given in the *Changeling: the Lost* core rulebook (page 195).

Stress Relief: Manipulation + Subterfuge or Persuasion + Wyrđ – Intensity. Otherwise, apply the rules given in the *Changeling: the Lost* core rulebook (page 196).

DREAMWEAVING

Dreamweaving is the art of putting a dream inside of an object. Anyone who sleeps in contact with the dream vessel will experience the dream and its effect. Healing sleep, Stress Relief, Sleep Teaching, and Nightmares can be put into a dream vessel, as well as the powers listed below. All creatures who dream can benefit from a dream vessel, not just beings who are naturally bound up in the Wyrđ (thus, usability extends beyond changelings, fetches, and pledgebound mortals).

To make a dream vessel, first you must find an object that is associated with the type of dream bound

within it. Then, spend 1 Glamour and make an extended Intelligence + Empathy + Wyrd roll to determine the Intensity of the dream. Each success represents half an hour of effort, and only one roll can be made per day. Then, roll for whatever effects you wish the dream to have. Only one effect roll is allowed per vessel. If the dreamer doesn't know the vessel is the source of the dreams, they resist reflexively with Resolve + Composure + Supernatural Advantage.

Wyrd Dream: As per the *Changeling: the Lost* core rulebook (page 197).

Personalize Dream: As per the *Changeling: the Lost* core rulebook (page 197).

Analyze Dream Vessel: If a changeling suspects that an object is a dream vessel, she can analyze the object. An extended Wits + Composure + Wyrd roll is required, difficulty of the dream vessel's Intensity. Each roll takes 10 minutes, and a changeling can only roll as many times as their Wyrd rating per dream vessel. This reveals whether or not an object is a dream vessel, but it does not reveal the type of dream stored inside.

ONEIROMACHY

Changelings can engage each other, fetches, Incubi, Morpheans, lucid dreamers, or the Fae in dream combat. This violence is outside of any symbolic nightmare and can go on until a winner emerges; while oneiromachy does not count as a dream maneuver like those outlined above, it will interrupt efforts to perform a nightly dream maneuver. Otherwise, apply the rules given in the *Changeling: the Lost* core rulebook (page 198-199).

GROUP DREAMS

The Dreaming task of a pledge can allow for group interactions. As long as each person agrees, the task can allow all of the pledgebound to gather in one member's dream (provided enough of them are oneiromancers). Further, a group does not have to specify a particular direction for guardianship. The pledge allows each member to guard the dreams of any other person within the pledge, so long as each of the pledgebound receives dream services within the time period everyone agrees to (thus, a motley can agree that everyone will receive at least one dream visit a week by someone else in the motley).

Within pledgebound dreams, a group can act as a team in order to produce a dream maneuver or make general alterations in one member's dreamscape. This most often applies within a motley, but it can also apply when one person in the group has a pledge to guard someone else's dreams and needs help to hold up their end of the bargain (as with scouring particularly potent dream poison). The first step is for the group to choose a primary actor (usually the changeling with the most experience in the type of maneuver they want to attempt). The number of assistants allowed on the roll are limited by the primary actor's Wyrd. Neither a group nor an individual can engage non-lucid dreamers in a dream battle, but if a fae intruder is found, each member of the team can act on their own in dream combat.

Outside of pledgebound dreams, a group that is bound to each other can meet in one member's dream and Skeinwalk together to another destination (provided they have a way to access the Skein). This requires designating one guide to lead everyone along the Skein to the correct dream. A changeling

guide can only lead as many others along the Skein as they have dots in Wyrđ. Once within the target dream, the group can act as a team to affect the dreamer and/or engage intruders, but any success on a maneuver or battle greater than the Intensity of the dream threatens to unravel it. A Willpower point can be spent to keep it intact, but each member of the team can only spend Willpower once for that purpose.

THE LORDS OF DREAM

Ensorcell: The True Fae's Wits + Persuasion or Intimidation + Wyrđ roll must at least equal the mortal's Resolve + Composure for the Fae to invest a point of Glamour in them. No pledge is needed.

The Other can weave a single use of a Contract into a favored mortal's dream, investing a point of Glamour to let the mortal hold onto the Contract until using it on a chosen target. The mortal must make a degeneration check when they do so, however, using their Morality rating - the power level of the Contract just used. A mortal at Morality 7 who just unleashed a level 5 Contract would be committing a Morality 2 sin.

SKEINWALKING

Oneiroscope: Intelligence + Occult extended action that takes 30 minutes per roll (with the maximum number of attempts capped at half the oneiromancer's Wyrđ, rounded down).

Gate-Shaping: Impatient oneiromancers will take a dream and twist it to resonate with the dream they want to visit. This causes nightmares that might not manifest until the Skeinwalker is gone. In turn, the Skeinwalker will have a nightmare the next time he sleeps with an Intensity equal to the number of gates he forced into shape to reach the target dream. This nightmare is unavoidable and unable to be altered. Gate-shaping is also a sin against Clarity 3.

Otherwise, follow the Skeinwalking rules in *Dancers in the Dusk*, pages 14-18.