

The Story To Date:

It was the year 2009, a year of strife in the waking world and a year of hope. The world was turned on its ear as people came together for the first time with a desire for change. Little did they know that the dreams they had, the hope they had, would forever mar and alter the dreaming.

The sun started to rise into the sky towards the midpoint of July, and chimerical nightmares began to amass all over the world. Ancient dreams, dreams that had grown far too stagnant, were fighting in hopes of holding onto a world in which they were very quickly losing a place. Insurmountable foes, limitless armies, and creatures of old nightmares dug into the dream and attempting to claim this place as it's own.

They were not the only ones within the dream however, and as the dieing of the light seemed imminent treasures left behind ages ago were recovered... old theologies brought back to the waking world... and allies thought lost were gathered for a final stand. As the sun begin to set over the world, decisions needed to be made. Visions and prophecies of futures needed to be broken. Those that could dare to challenge the heavens themselves did so, in hopes of holding onto one last dream.

But the center would not hold.

Ancient faiths and religions clashed with popular ideals and beliefs. Armies of chimera crashed upon one another, each wanting nothing more than to survive. Explosions rained in the night, raids against leaders and supply lines were given and received for over a full day of ceaseless combat. When the center could no longer hold, when the dream could no longer survive with the destruction that was occurring, a change happened.

Many argue why the change occurred... some see it as the autumns lack of need for the land of dreams. Other see it as the dream pulling back to where it is strongest. Others still see this as the next shattering. The balefires went out, the nobility chains toppled, and it seemed as if this was the end of times.

The dreaming itself was lost, with only thin veins of dream lands left within the places forgotten by mankind. Factories long since abandoned, houses in the woods, and freeholds began to sink into this new dream... the Never Lands. Places forgotten by man open pathways to a mirrored dreamland of patches of the waking world. Trods began to spin network to these places, some able to be accessed by the waking world and others only able to be accessed by pathways within the Never Lands.

As the dreams receded another change occurred within the minds of those of the waking world. Those touched with lunacy could now see the fae for exactly what they were, and the mysts rescinded... no longer covering the magics of the fae. A new urgency to hide pressed upon the fae, and people pulled together for safety.

Chimera began to flood the veins of the Never Lands, as well as the waking world. Those chimera within the waking world, invisible to unenchanted eyes, began to latch onto areas of lower banality for survival. Quickly playgrounds became

inhabited with ogres, drakes, whimsies, and nervosa. Toy stores became resting homes for giants and trolls sitting silently in the corners of the stores. Drakes clung to the awe inspiring architecture, feral dreams to the dark corners of the woods, and whispering nightmares within libraries and in dark alleyways.

This is the new dream, a place where the limited expanses of the dreaming are no more... a place where small hamlets within the Never Lands are ruled by local courts or gangs. This is *The New Dream*...

Mechanic changes:

- The dreaming itself as a separate realm no longer exists. All things chimera are real to those who can see it, and none other. By this banality becomes a real issue with the autumn world not interacting with the dream side of things.
- The fae kingdoms no longer rule, and governments have reseeded to local levels. With the loss of the balefires higher nobles lack the capacity to keep control over Duchies, Counties, and Baronies. Local territories often have rules set based on who is in control.
- The mysts do not prevent humans from forgetting fae, and due to that, revealing yourself to humanity is considered one of the most grievous crimes possible by most.
- Freeholds do not produce glamour, but instead are anchored places within the Never Lands. A place within the Never Lands that does not have a hearth stone may change, alter, and be reclaimed by the waking world if it becomes 'remembered'. Freeholds will heal 1 Lethal Per Hour, or 1 Agg Per Day for every level of the freehold. Freeholds may either be completely anchored within the Never Lands or have access points to the waking world (by ST discretion).
- The Dross Background produces its level in dross per month instead of per week.
- Humans that become enchanted can find their way into the Never Lands... and enchantment does not go away until the enchanted human gains a permanent banality.
- Trods may be required to travel to some sections of the Never Lands, and without a doubt trods are required to travel quickly. Some trods travel between the waking worlds and places within the Never Lands (such as forgotten alleyways and doors to nowhere) however such locations can be damaged or destroyed in the waking world.
- The Wylds are areas forgotten by man but not solidified with the use of hearthstones. These locations are chaotic, can change rapidly, and are often very dangerous. While these places are incredibly dangerous, in the Wylds is also where autumn world items are most likely to be forgotten and fall into the Never Lands... often becoming treasures or dross.
- Chimerical creations, nervosa, and chimera themselves are real to changelings both in the Never Lands and the waking world.
- Dreamers produce glamour on a monthly basis, and if they are too heavily inspired with Fae themed dreams may begin to see the Never Lands.
- Lacking the sheer numbers of before, most noble houses have become more localized... and have begun to take in entire motleys as members of the house. These territories are known as Hamlets, and are ruled by the house as a whole.