



In Dreaming Avalon

Mischief

Players

Choose a partner to play with. Everyone else eavesdrops.

Turns

*Play through Part 1, Part 2, & Part 3
— or break off whenever you choose.*

Play to Find Out...

Play to find out how your chosen partner might feel about you, and probably to mess up your chances with them by being weird and awkward. But maybe it'll work out.



Mischief



Choose a partner. You are the querant, they are the dreamer. Everyone else may eavesdrop if they choose, and learn what they can.

You are alone. No one notices anything about you, nor you about them.

Other than you, the querant, no one should ask anyone any questions.

The Object of Mischief

Play to find out how your chosen partner might feel about you, and probably to mess up your chances with them by being weird and awkward. But maybe it'll work out.

Conducting Mischief

Querant, you conduct the mischief. Start with Part 1, reading the script aloud, allowing the dreamer to interrupt if they choose. Continue to Part 2, then conclude with Part 3.

However, dreamer, you may break off freely at any time, in which case the mischief ends at once.

Ending Mischief

When you finish Part 3, or if the dreamer breaks off sooner, the mischief ends.

Part 1

"You're peacefully asleep in Dreaming Avalon. I'm somewhere else entirely, minding my own business, just smoking some incense and letting my mind wander.

"You're dreaming that you're dreaming. You won't remember this when you wake up. Or maybe you will remember it, but you'll think it was a dream. I don't actually know. You'll probably remember it clearly.

"Anyway, in your dream-of-a-dream, I can ask you a few questions, and you should answer them. I hope you answer them honestly but you should answer them however you want. Unless you don't want to answer them at all; then you can refuse.

"You can also dream of waking up whenever you choose. Just say something like 'enough, I dream of waking up.' Then the spell ends.

"May I continue, or do you dream of waking up now?"

"I Dream of Waking Up..."

If, at any point at all, the dreamer chooses to break off the game, it ends immediately. They dream that they've woken up, the spell is broken, and the mischief ends at once.

Part 2

“The fact is, I’m curious about you. But I’m not sure how I feel about you and I haven’t decided how I’m going to approach you. That’s what I’m trying to figure out.”

[Choose questions and ask them. Ask at most four, then go on to Part 3.]

- ☞ *“If I do something stereotypically knightly, like devoting myself to you forever, but without ever saying anything to you or approaching you openly, will you find it endearing or annoying?”*
- ☞ *“If I do something stereotypically fairy, like rubbing and scrubbing your armor all full of cake crumbs and burnt currants, so that when you wear it it tickles and itches hideous, will you find that endearing or annoying?”*
- ☞ *“If I promised you —,” [here offer a promise], “would you accept it? Would you like it? Just to be clear, I’m not promising, I’m just asking what if.”*
- ☞ *“If I try to be more —, like —,” [here name another player’s character and one of their qualities, either positive or negative], “would you like that? Or dislike it?”*
- ☞ *“I think I might show my feelings for you in fairy fashion, by committing some kind of mischief. What kind of mischief might you be able to forgive? What kind probably wouldn’t you forgive?”*
- ☞ *“Next time we meet, I think I might be so awkward that I’ll accidentally slight you. Or on purpose, it’s hard to know. Anyway, what’s a slight that you might be able to forgive? What’s a slight that you probably won’t?”*
- ☞ *“But wait, I’ve squandered a chance to ask you to steal time with me by choosing to play this game instead, haven’t I? Or have I?”*

Part 3

[If you didn't want mischief, you shouldn't have chosen mischief.]

"The next day, you find that —." *[Here describe some mischief.]* "I'm not saying that I did it, maybe it's a side effect of the spell we were both under. But it happens."

Mischief is done, and ends.

Examples of Mischief

- ☞ *Your hair is badly tangled with thorns, burrs, twigs, and a tiny brown mouse.*
- ☞ *All your clothing has faded itself to a dull, dingy yellow-gray.*
- ☞ *Your horse has turned into a horsefly, your sword into a swordfish, and your hat into, let me see. A hatbird. Yeah. No lie, hatbirds are amazing.*
- ☞ *You've been shipwrecked on a distant island. It takes you many years and many terrifying adventures to find your way back. At last you do, but when you return to Dreaming Avalon, only a half hour has passed, and nobody noticed that you were gone.*
- ☞ *The person you're in love with? I'm sorry but they're kind of an ass.*