

Introduction

“One day, eluding her keepers, the Princess escaped. Once outside, the brightness blinded her and erased every trace of the past from her memory. She forgot who she was and where she came from. Her body suffered cold, sickness, and pain. Eventually, she died. However, her father, the King, always knew that the Princess' soul would return, perhaps in another body, in another place, at another time. And he would wait for her, until he drew his last breath, until the world stopped turning...”

– Pan’s Labyrinth

Welcome to being lost.

That’s a strange concept, introducing you to

Changeling: The Lost is a game of *beautiful lies, and bittersweet truths*. Changelings were taken from their past lives, and replaced with nothingness, with trash. They served monstrous, alien fae creatures, creatures who rebuilt them for a sole, selfish purpose. Changelings then escaped, warping that changed visage, taking ownership of what they were forced into.

Now, changelings walk in the same world as the rest of us, but they have to balance living lies, and dealing with truths. When they look around, they see two worlds. They see the fantastical at the same time as the mundane. Embracing either side means eschewing and being eschewed by the other. Most walk the line, and make hard choices on what to accept, and what to reject.

What do you tell your loved ones? Can you ever truly love someone who can never see you for who you are, and what’s happened to you? Do you seek out others who have been through what you have? Do you reject them because they’re a constant reminder of a time you’d rather forget?

Every time you feel you’ve found the answers, you’re lost again.

Diving Back In

Arcadia is a realm of wonder and dreams, a land of fairy tales and magic. It’s also the most terrifying place you can imagine. Even the beautiful things hurt, because they simply are not compatible with the way your world is supposed to work. Arcadia can be nightmare beyond description, sure. But Arcadia can also be like a beautiful corset, but one that’s just a little too tight, so it cuts into your skin and makes it hard to breathe. Once you’ve escaped, why would you ever wade back into that hell?

First off, in the world of flesh and blood, your perceptions betray you. You see things for the magic, for the wonder, for the strange. You also see them for the “honest” reality. That car is simultaneously made of steel and fur. Its headlights are both a face and an electrical system. Which is real? Does it really matter, if the car can both crash into you, and eat you? Changelings deal with this dichotomy constantly, and have to balance these perceptions. Rejecting reality and rejecting the fae both carry immense danger, but both also come with great temptation. Wouldn’t it be nice to shut off all the strangeness? But then again, wouldn’t it also be nice to live in a land of pure imagination and adventure?

The thing is, no rational person should delve into the fae. In a vacuum, any reasonable person should avoid everything fae when possible. **Changeling: The Lost** happens when that becomes impossible. In Changeling, we're telling stories about people who have technically escaped the pain, but never fully get away. They have to explore the things that hurt, lest they hurt forever again.

Changelings are on the run, they're hiding. Changelings band together against the outside forces of the fae. They also run headlong back into the Hedge, the barrier between Arcadia and the flesh. The Hedge offers great rewards, but great risk. The Hedge offers opportunities to avoid future captivity, while risking death and dismemberment.

Getting On

Yes, changelings will explore that darkness time and again. But mostly, **Changeling: The Lost** is about what you do now that you're free. Arcadia is about tales from times past, it's about folklore and legends and the strange. But you're not in Arcadia anymore. Changeling stories are about the present, and the future. They're about learning from the past, sure, but they're really stories about rebuilding. Changelings build majestic courts on the grand scale, and new lives, loves, friendships, jobs, hobbies, and finding yourself in a whole new experience on the small scale.

There are of course hurdles. When taken to the fae realms, the dark powers leave doppelgangers in your place. When you return, you might find a weird clone who has inhabited your life for the past twenty years. What do you do? Do you try to solve that? Do you walk away again? Now that you're returned, you wield unimaginable fairy magic. It makes you powerful, sure, but it also guarantees you'll never truly be human. Do you eschew that or embrace it?

Darkness and Light

Changeling isn't a game of darkness, nor is it a game of light. It's a game of reality, and facing things right here and now, because judgment calls eat up what precious time you have. The **Chronicles of Darkness** feature dark concepts, conceits, and themes. Arcadia, the Hedge, and other supernatural forces can be deadly, frightening, and utterly overwhelming. But life is a beautiful thing, and changelings have the ultimate second chance to find grace, and to find joy in even the smallest indulgences. Can you ever be normal again? Maybe not. But does normal really matter?

Sure, being able to forge a contract with the elemental essence of fire means you'll never be human again. That can be depressing. But being able to craft a fireworks display in your bare hands? That's beautiful. That's pure fucking magic, and nobody's ever going to take that away from you.

Character Creation

Step Zero: Court Creation

The first thing that needs done is determining what the Changeling Courts of your chronicle's setting are. What are their themes, their guises, and their means of beating back the Fae and their Huntsmen? Determine with your group and Storyteller which Courts are available for your character to join. You don't need to know which one you want your character to join just yet, but it's best to figure out your options early. The rules for creating Courts, as well as several example Courts, can be found on pg. XX.

This is not technically part of character creation, but players and the Storyteller should agree on a setting before putting anyone into it, so it's the first thing on the list for your **Changeling's** story.

Step One: Character Concept

Sum your character up in a simple, short statement. Don't worry about traits just yet — think about what or who you want to play. Examples could include "Exasperated Therapist" for a character who tries to help others work through their issues to his own detriment, or "Uninhibited Machinist" for someone who forges Tokens like nobody's business, with a hedonistic streak a mile wide. Think about what you want your character to play like at her most basic level.

If you don't have an idea yet, that's no problem. Look through the rest of the book and let your mind wander. Look at Merits you might want, cool Kiths and Seemings, interesting Contracts, or just think about events you want to happen in your character's story. Then break down those flags — figure out what kind of character would be forced into that Kith, what kind of escape would grant the Seeming you want, and why she'd learned that interesting contract. When you have enough cool ideas, fit them together. That's your character. Reduce that character to a short statement, and there's your concept. From there? Continue to build on that framework.

Step Two: Attributes

What are your character's innate talents? These are her Attributes: physical talent, intellectual prowess, or social graces. Each of the three categories (Physical, Mental, and Social) contains three Attributes. Every Attribute gets the first dot for free, indicating the most basic capability. Prioritize which of these categories is most important to your character, then second most, and then least important. These are your primary, secondary, and tertiary Attributes.

In addition to the single dot you begin with in each Attribute, you can distribute five dots among your primary Attributes, four dots among your secondary Attributes, and three among your tertiary Attributes. Think about what your character's life was like before she was taken, and how her durance has affected her. Would she need to be smart to escape her Keeper? Strong? Tricky? What mattered? What didn't? Build your Attributes based on the story you want to tell with your character, not the other way around.

One dot represents basic competency, but below average. Two dots is the human baseline. Three is above-average, four is world-class, and five is the absolute maximum for humans.

Step Three: Skills

Next, choose your character's Skills — things the character has learned to do, rather than raw potential. They have the same categories as Attributes: Mental, Physical, and Social. Each has eight Skills. Similar to Attributes, you prioritize these three categories. Unlike Attributes, Skills don't begin with any dots. You have eleven dots to spend on your primary Skills, seven dots for secondary Skills, and four dots for tertiary Skills. You can find more detailed descriptions of each Skill and what the dot ratings mean starting on p. XX.

Skills are learned throughout a Changeling's life. Maybe your character's dad was a gun nut and made her learn to shoot, so she has dots in Firearms. Maybe your character is interested in computers, even if they have nothing to do with what happened in Arcadia, or their role in their Court. Skills are a great way to add little character traits like that, so take advantage of it.

Where an Attribute of 1 represents a minimum of capability, a Skill at 1 implies novice training in that field. Two through five dots represent the same things as Attributes. Someone with two dots in a Skill is average for someone in their field, while someone with four dots is an expert. 0 represents a lack of training, which may limit or prevent your character from using that Skill.

Step Four: Skill Specialties

Skill dots represent a general competency in a particular field or study. A Specialty, however, suggests the kind of dedication it takes to master a certain aspect of the field in question. A character with high Athletics who primarily lifts heavy things might have an Athletics (Strength) Specialty, or the Therapist we talked about in Step One might have an Empathy (Hidden Issues) Specialty, or a Persuasion (Moving On) Specialty, depending on what aspect of his practice you want to play up.

Choose three Skills you have at least a single dot in, and add a Specialty to each of them to signify an area of expertise you want your character to display. Write the Specialty next to the Skill. You can find more on the way Specialties work on p. XX.

Step Five: Add Changeling Traits

You've made a person. Now it's time to bring her into the Hedge.

Kith

A Changeling's Kith is the purpose she was forced to serve by her Keeper. It changed her, redefined her very existence to fit this role, and it stuck with her through her escape. There are, quite frankly, a *lot* of Kiths to choose from. The full list can be found on pg. XX, with descriptions and the supernatural abilities they grant.

A Changeling's Kith is defining, but it does not define her. An entire Motley of Changelings could share the same Kith and be entirely different people, differentiated by their Seemings. A Wizeden Telluric is a living observatory and might constantly consult the stars with the equipment attached to his body, while a Fairest Telluric simply leads a charmed life, taking the actions that the constellations deem correct with an unwitting grace.

Seeming

While Kith represents what Arcadia did to you, Seeming represents what you did to Arcadia; what you did to get out, to set yourself free, to get home. Were you tricky? Did you use brute force? Throw away your humanity? Give in to raw emotion? All of these reflect on you and your Kith, transforming you once more. Seeming determines, primarily, what facet of your Kith you express, and which Contracts you find easiest to use.

The six available Seemings are Beast, Darkling, Elemental, Fairest, Ogre, and Wizeden. More information on Seemings can be found on p. XX.

Court

Courts are how Changelings unite, for support and protection, not just from the Huntsmen, but from themselves. From the Courts your group created in Step Zero, select one for your Changeling to pledge fealty and membership to... or not. Not joining any Court can be quite dangerous.

Wyrd

Wyrd represents the strange, narrative laws of Arcadia that your character can channel into the World of Darkness. As it raises, your character becomes more Fae than human, but at the same time gains more powerful Contracts and Wyrd-based abilities. The Wyrd trait starts at one, and can be increased by spending Merit dots in Step Six, or with Experiences in-game.

Contracts

Contracts are the binding agreements made by the True Fae with reality. Fire burns in Arcadia, for example, because the owner of that particular part of Faerie contracted to burn. Changelings, as beings that are between Fae and human, can exploit clauses of these Contracts for their own benefit. Select five dots worth of Contracts from p. XX. At least two dots have to be in Contracts that feature your character's Seeming as a favored option. If you purchase a Contract with affinity for your character's Seeming, you get that affinity effect for free. You cannot start play with the affinity effects for other Seemings.

Clarity

Clarity represents a Changeling's connection to reality, and her ability to tell the difference from it and Arcadia. As it lowers, she might dissociate and confuse the Fae and the flesh. Clarity starts at seven.

Fetch

Every Changeling has a Fetch, a simulacrum of their old selves left behind so they would not be missed. Most Changelings have to deal with their Fetch, one way or another. Like Step Zero, this is not strictly speaking a part of character creation, but if your Storyteller intends to involve your characters' Fetches in a game, it's best to come up with them early on, at least a concept for the Storyteller to design around. Talk with your Storyteller about what sort of antagonism you'd like to see from your doppelganger, and how it could tie into the chronicle. For more information on Fetches, see p. XX.

Step Six: Merits

Choose ten dots' worth of Merits. Five dots can be spent to raise starting Wyrd to 2, and all ten can be spent to raise it to 3. Merits can be found beginning on p. XX.

Step Seven: Advantages

Virtue and Vice

Changelings must make an effort to embrace the humanity they fought so hard to reclaim, and as such adhere to human moral motivations. Choose a Virtue that represents the driving moral your character tries to adhere to. For a Vice, choose something less than moral that she's all too happy to indulge in. Once you have an idea, be sure to consider them from a Changeling perspective: If they were to break every bar and chain in a zoo, is that virtuous liberation or a prankster's Vice?

For a darker twist? Consider basing the character's Virtue or Vice on their durance or Kith. Is it noble to feed the hungry as a monster's former chef, or is the adoration of the hungry your drug?

Willpower

Willpower is your character's ability to push yourself forward, to go the extra mile when you might otherwise fail, or when you absolutely cannot fail. A Changeling's Willpower rating is equal to her Resolve + Composure.

Combat Traits

A Changeling's Defense rating is equal to the lower of her Wits or Dexterity, and her Athletics. Unless a Kith or Merit changes it, her Size is 5. Her Health is equal to her Size + Stamina. Her Speed is Size + Strength + Dexterity.

Aspirations

By now, you should have a good idea of what your character is like. Give her three Aspirations; things she wants to do. One Aspiration should be a long-term goal, like "Make peace with my Fetch," or "Kill my Keeper." The other two should be short-term goals, like "Bring something useful back from the Hedge" or "Make a friend."

For every Aspiration you complete, you get a Beat (see p. XX), so expect to accomplish your Aspirations often. You'll have to come up with new ones to replace any you accomplish.

[QUICK REFERENCE]

Character Creation Quick Reference

Step Zero: Courts

Design the city's Courts with your Storyteller and other players.

Step One: Concept

Create a concept. Figure out who and what you want to play, and sum it up in a couple simple words, or at least get an idea.

Step Two: Attributes

Prioritize Physical/Mental/Social categories: Distribute 5 dots in your primary Attributes, 4 dots in your secondary Attributes, and 3 dots in your tertiary Attributes.

Step Three: Skills

Prioritize the Physical/Mental/Social categories, same as Attributes. Distribute 11 dots in your primary Skills, 7 dots in your secondary Skills, and 4 dots in your tertiary Skills.

Step Four: Skill Specialties

Choose three Skill Specialties.

Step Five: Changeling Traits

Choose Kith, Seeming Court, Contracts (5 dots, two must in a Seeming Affinity Contracts.), and figure out what your Storyteller wants to do with your Fetch.

Step Six: Merits

Spend ten dots worth of Merits. Five dots can be spent to increase starting Wyrd to 2. All ten can be spent to increase starting Wyrd to 3.

Step Seven: Advantages

Willpower: Resolve + Composure

Clarity: 7

Size: 5

Health: Size + Stamina

Speed: Strength + Dexterity + 5

Defense: (lower of Dexterity or Wits) + Athletics

Initiative: Dexterity + Composure

Wyrd: 1, unless increased with Merits.

Glamour: Maximum Glamour is **dependent on Wyrd (see p. XX)**. Characters enter play with full Glamour unless otherwise decided.

Virtue and Vice: Choose a Virtue and Vice from your character. The weirder, the better.

Aspirations: Come up with three Aspirations for your character, one long-term and two short-term.

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Changeling Template

Seeming and Kith

Choose the Kith your Changeling was forced into during her durance, and the Seeming she earned when she escaped.

See p. XX for a complete list of Kiths. Pick one that fits your character's durance.

Pair it with the Seeming that best represents how your character escaped.

Beast: You escaped using animal instinct. There's a bit of humanity you're not getting back, but that was the price you paid for freedom. You're not quite human, but neither is anyone else.

Darkling: You were able to sneak out of Arcadia by embracing dark roads and ruthless choices. Darkness is your ally, but you've been hiding so long you might not like who you are in the light.

Elemental: You gave in to the raw forces of nature, becoming less and more at the same time. As part of the elements, you found escape, but surrendered something human along the way.

Fairest: When you realized what you'd lost and what you still had, you chose not just to grasp it, but to make use of the potential of others. You didn't just escape – you learned how to cut a path.

Ogre: You suffered pain and burdens. You suffered whips and chains. You suffered in your flesh until your flesh couldn't bear it. And what was left? Wouldn't break. You tore your own way out

Wizened: You were taken for a task and did it well. You did it often. You did what you do, despite an unruly unreality that unmade you piece by piece. Luckily, you know how to rebuild.

Court

Decide with your group what Courts exist in your city, then select one from those.

Contracts

Choose five dots of Contracts. While at least two dots must come from Contracts that share an affinity with your character's Seeming, they can be any combination: Five one-dot Contracts, three one-dot Contract and one two-dot Contract, or one five-dot contract. It is advised you look for Contracts that have effects which favor your character's Seeming, but if they don't appeal to you, don't feel required to do so beyond your affinity requirements.

Experience Costs

- Attribute: 4 Experiences per dot
- Merit: 1 Experience per dot
- Skill Specialty: 1 Experience
- Skill: 2 Experiences per dot
- Wyrd: 5 Experiences per dot
- Morality: 3 Experience per dot
- Contract: 1 Experience per dot
- Alternate Contract Affinity: 1 Experience

[END QUICKSTART]

Example of Character Creation

Brad has been invited by Raven to join their Changeling chronicle. In the city of Toronto, Angels are afoot and drawing the oddest of souls into the workings of their God-Machine. As matters turn weirder and weirder, Huntsmen begin to pick up the trail. Toronto is on the cusp of something terrible, wonderful, or both. It will be up to the Wyrd to write this story's ending.

And so? Brad gets a copy of the Changeling character sheet and reads through the character generation chapter, eager to play his role.

Step Zero: Court Creation

Raven opted to set her story in the example city of Toronto, using the courts and complications available on p. XX. She intends to work from that frame to tell her own stories, once she gets a feel for her characters and their motivations. The future's up to you. So, who will you be?

Brad is drawn to the faith and symbolism of the Brass Court, which gives him an idea. What if his character were the character who believed not from good, but because they hadn't been?

Step One: Character Concept

Brad builds on his concept on the redeemed, born-again believer. He envisions someone who used to be small and leapt at the opportunities of the Fae. It was only once they had everything they thought they'd wanted that they realized the cost to their soul. Finding faith in the lowest place, Brad's character would be violent, but hopeful. Optimistic, but afraid. Bloody, but kind.

He gets the image of a knight – a soldier of faith and virtue, someone with a necessary code. Finally, Brad feels ready to start filling in the circles on his character sheet.

Step Two: Select Attributes

Brad considers, then decides to prioritize Social Attributes over Mental and Physical ones. He imagines someone who hadn't been impressive before, but learned to play the part. He gives his character a Presence and Manipulation of 3, but a Composure of 2 – he's only recently learned how to keep his cool. He selects a Resolve of 3 to show his determination to be better, leaving Intelligence and Wits at 2. Last, he leaves each of his Physical Attributes at 2 – his character just isn't that remarkable in the raw physicality department. Without Fae gifts or faith, he's nobody.

Step Three: Select Skills

Brad has a firmer idea of who his character is, but realizes that their concept – basically a big box store employee with delusions of fantastic adventures, doesn't give him much to go on. He decides to base most of his Skills on things he'd acquired in his Durance. He prioritizes Physical Skills, followed by Social and Mental Skills, to reflect the lessons he'd learned among the Fae.

He can't decide on a combat focus, so puts three dots into both Brawl and Weaponry. He puts another three into Athletics, then puts a dot each into Larceny and Stealth – hints of an ill-spent youth. For Social Skills, he puts three dots into Intimidation to show his 'old ways' in the Fae, then puts a dot each into Empathy, Persuasion, Socialize, and Subterfuge to cover his bases. He doesn't see much of a scholar budding here, so gives his Changeling two dots in Computers, then one in Occult and Investigation – skills he acquired in Arcadia or before as a lonely fantasy nerd.

Step Four: Select Skill Specialties

Brad really wants to emphasize the villain that his character used to be, so chooses his Skill Specialties accordingly. For Athletics, he picks Chasing Prey – the thrill of someone fleeing him gives his changeling extra motivation. For Intimidation, he chooses One-Liners, to show how out of touch he was, playing out teen nerd fantasies in a realm with all-too-real consequences. He reserves his last Skill Specialty for Empathy, and chooses Guilt. The wicked know their own.

Step Five: Add Changeling Traits

Envisioning a knight with living armor as flesh, Brad stumbles over the Draconic kith. He works with Raven to set up his Changeling, Corwyn's, appearance – the scales overlap like plate mail, wrapping his hands in claws. He'll have to be careful with anyone he doesn't want to hurt. He's decided that his turn towards the light coincided with his escape, so chooses the Fairest Seeming to represent his first step towards redemption. He already knows he likes the Brass Court.

For Contracts, Brad chooses three dots in Vainglory for Corwyn – he wants his character to inspire and intimidate when revealing who he once was and now remains. He also chooses Might of the Terrible Brute to give him a little extra power, with or without a weapon.

Last? He leaves the details of his Fetch up to his storyteller Raven. How much trouble could a minimum wage employee really get into? They're both sure that he'll regret this decision.

[INSERT CHARACTER SHEET PAGE ONE, WITH MARKS TO NOTE WHICH PART IS FILLED OUT IN WHICH STEP.]

Step Six: Select Merits

With a firm grasp of his character now, Brad spends five of his Merit points to increase Corwyn's Wyrd to two dots. He takes a single dot in Mantle for the Brass Court – he wants to be a novice, but a known quantity around the Court. Seeing a knight as being understood by many, he chooses the Legendary Language merit for a single dot as well. Then? He sees the Hedge Dueliest fighting style and spends his last three dots on the spot. After all, what knight can't win a duel?

Step Seven: Determine Advantages

Brad calculates all of Corwyn's derived Advantages, then works with Raven to establish his Virtue and Vice. He selects Merciful as his Virtue, Corwyn's saving grace against his own ego. He chooses a Vice of Bloodthirsty to show that, beneath his play at honor? Corwyn can still be a gamer with thirst for victory. As for Aspirations? He decides that Corwyn wants to save someone else's soul, to prove to himself that he's a true hero, and after an awkward hour of indecision?

He decides that Corwyn dreams of signing a real mortgage on a real house – a real, adult victory.

Step Eight: The Escape

Brad and Raven work together to work out the story of Corwyn's return from Arcadia. After three years and three days of hunting "villains, monsters, and fiends" for his Keeper, Corwyn finally pierces the veils of deception to realize his true prey – other Changelings. Rather than turn these lost souls over to his dark lord, Corwyn took the first steps of defiance and led them far beyond the reach of his hunting hounds, patrols, and other toys, piercing the Hedge itself.

And now? He finds himself home – a little wiser, not much older, and terrified of who he was.

Advancement

Changeling characters use two resources to track their advancement in their chronicle: Beats and Experiences. Beats and Experiences are used to track the character's advancement in the story and their development as characters, as well as any training they may undergo, or the evolution of their Wyrd. Upon accumulating five Beats, they're changed into a single Experience, which can be used to buy additional dots in various traits.

Beats

Beats can be considered units of drama, representations struggles, obstacles, and lessons your character has overcome. Characters acquire Beats when they do one of the following:

- Fulfilling an Aspiration. At the end of the game session, take a Beat and choose a new Aspiration.
- Resolving a Condition (see p. XX) grants a Beat.
- The player can turn any failed roll can be turned into a dramatic failure, which grants a Beat. This can only be done once per scene.
- If your character takes lethal damage in her rightmost Health box, take a Beat.
- Take a Beat at the end of any game session.
- Storytellers can award Beats for exceptional roleplaying, tactics, or character development. If this involves more than one character, all of them should get a Beat.

You can only receive a single Beat from a given source per scene, but not a given type. For example, you might get two instances of the Spooked Condition. Since they're the same Condition, you can only gain one Beat from resolving them. However, if you resolve Spooked and Guilty, that gives two Beats.

Experience Costs

- Attribute: 4 Experiences per dot
- Merit: 1 Experience per dot
- Skill Specialty: 1 Experience
- Skill: 2 Experiences per dot
- Wyrd: 5 Experiences per dot
- Morality: 3 Experience per dot
- Contract: 1 Experience per dot
- Alternate Contract Affinity: 1 Experience

Freehold Creation

Freeholds are as varied as the myths and legends around the world that inspire their members. As changelings escape from Arcadia and band together all over the world they have no preconceived notions of what a freehold is or how it operates. Create your own freehold with court systems that are thematic to your choice of setting and the story you want to tell with your players.

Step 1: Founding a Freehold's Story

At the heart of every freehold is the Story, something familiar to the mortals in the setting: a story they heard as children, an urban legend, or an old myth passed down by word of mouth among the oldest members of the community. The Story told by the freehold and courts protects its members, but it also connects the real world to Arcadia and its arcane rules by establishing those rules in the mortal world- and in the freeholders' favor.

The story is something familiar; like the Celtic myths of the seelie and unseelie, or seasonal courts. Or it might be something more regionally specific like Bologna, Italy's Lost Nation freehold, inspired by the famous university's historical origins protecting its students from unjust laws.

Consider the various aspects of the Story and whether you can pull it apart enough to inspire multiple courts. Each freehold has at least two courts and generally no more than five. Methods of determining who reigns in the freehold varies depending on the story, but each court must have a defined time or means of taking the throne.

The Iron Hold is set in western Upper Michigan. It is an isolated region, hemmed in by the great lakes and far from the concerns of the politicians in Lower Michigan who struggle with more serious issues in cities like Detroit and Flint. Instead of gathering all in one city, its members tend to be scattered through the territory with small motleys gathering together and claiming parts of the area as their own. There's beauty in the enormous swaths of forest and the frigid water of Lake Superior juxtaposed against the small communities struggling to survive. Iron Ore and copper mining once dominated the region, but forestry, hunting and fishing, and tourism keep the declining population hanging on.

The struggle to survive is a story that the area's residents are all too familiar with, and it is the foundation of the Iron Hold's story. Winters are harsh, money is tight, and the jobs are gone, but those that remain are too stubborn or unable to leave. Likewise the changelings that live in the area are few in number but are unwilling to cede their territory to the Huntsmen and move to a

safer city with a larger freehold. The industries that have kept the region alive- mining, forestry, hunting, and tourism form the basis for the courts of the Iron Hold. An annual contest, a Wild Hunt, determines which court will rule the Freehold for the next year.

Step 2: Building the Bulwark

Freeholds protect the changelings sworn to them via a boon known as the freehold's Bulwark. This is a specific ritual that the freehold regularly performs in order to maintain the Story and keep the True Fae at bay. As a base guideline, the simpler the ritual is the more frequently freeholds perform it. Bulwarks that require some sort of sacrifice or tempt the courtiers of the freehold to not fulfill its requirements may only be performed a few times a year. Very rarely will a Bulwark ritual be performed only once a year or less and then the requirements for performing it will be exceptionally strenuous.

The seasonal courts depend upon the Bulwark of freely passing power from one court to the next as the seasons change to keep the True Fae confused and at a distance. Meanwhile, the Courts of Scheherazade in Toronto tell a tale they've never told before every evening, and the tale keeps the True Fae satisfied for one more day. As long as the Bulwark stands, all freeholders add their mantle to their defense against the True Fae.

The Iron Hold lives on the edge of a survival and a bad year could send it into a collapse. In order to represent the precarious nature of surviving year to year the Hold combines the Bulwark ritual with the ritual for choosing the freehold's next monarch. Once a year the freeholders gather together and stage a wild hunt with the opening of the regular deer hunting season in mid-November. Whomever is the first to kill a Huntsman wins the freehold's crown and to maintain the Bulwark, the Huntsman's remains are ritually burned before the season's conclusion at the end of the month. Mortals who miss shooting a buck have only their wounded pride to contend with but if the wild hunt is a failure then the Bulwark breaks, the freehold has no legitimate monarch and the True Fae take particular interest in the freehold's changelings.

Rebuilding a Broken Bulwark

When a Bulwark breaks, the freehold can rebuild it at the next time the ritual would normally be performed. It should never be taken lightly or done too easily, even if the Bulwark ritual occurs frequently. The more quickly and easily the ritual is, the harder their enemies will strike when the opportunity presents itself.

Step 3: Ideals and Emotions

The courts that make up the freehold each embrace different aspects of the freeholds' story in order to control their own lives and dictate the rules by which the True Fae and Huntsmen

interact with them. While a rough basis for the courts was already determined when choosing the Freehold's story in Step 1, this step fleshes out the courts. Write a quick pitch for each court that grabs your players' attention.

Determine how many courts make up your freehold and define the courts' ideals, themes and place in the story. Choose an emotion that relates to the court's themes, and consider how the members of the court might interpret their defining emotion and theme. Each court should be flexible enough to appeal to a variety of characters. For example, the summer court's emotion is wrath but courtiers might cultivate it through competitive sports or blocking someone from passing on the freeway as well as starting bar brawls.

The Iron Hold's courts are based on the major local industries. They include the Court of Copper, the Court of Pine, the Court of the Hart, and the Court of Snow.

The Copper Court is the traditional court of mining. Though the mines in Upper Michigan have all shut down, the copper court lingers as they try to hold onto the glory of the past before the boom towns turned to ghost towns and they were the most powerful court in the freeholds that sprang up in the mining towns. It is also the court of craftsmen, historians, oneiromancers and warriors who are traditionally skilled in urban- and underground- warfare. The court's emotion is regret, regret for what courtiers lost when them, lost power, and the harsh costs that copper courtiers won't hesitate to pay to keep themselves and those they care about free.

The Pine Court is founded on the forestry industry. They are currently one of the strongest and most practical courts in the freehold. Where others depend on luck, fate, or linger on might-have-been, pine courtiers are fiercely independent and forge their own paths. It is the court of woodsmen, politicians, and professional duelists. Their emotion is confidence. With planning, foresight, and finely honed skills pine courtiers will take on any challenge.

The Hart Court is the traditional court of hunters. Hunting is a serious affair in the local community, where the school board cancels school the first week of deer season and bragging about past years' kills over a can of beer is traditional. The court puts a great deal of stock in tradition and mysticism as well as sportsmanship. Courtiers include occultists, hedge explorers, and sharpshooting marksmen who can hit a target with any ranged weapon in their arsenal. Their emotion is patience. It isn't passivity or resignation, but a form of power. By watching, waiting, and acting only when the time is right, courtiers are free from frustration and ineffectual worry.

The tourism industry inspires the Court of Snow. Skiing, snowmobiling, ice fishing- they all bring in sportsmen from across the midwest and turn the incredible amounts of lake effect snow the

area receives from a miserable liability into a valuable asset. The Snow court brings their court emotion of optimism to bear on whatever problems that they face. They tend to focus their attention on the mortal world around them, and courtiers run the gamut from community leaders, criminals, and even cult leaders.

Step 4: Creating the Courts

Once you've determined the basic of each court then it's time to refine the details of each, and add the spark of magic that calls to a changeling to pledge themselves to the court.

Approaches

The courts tell a specific part of the freehold's story and in doing so they create Approaches, a deliberate opening in their defenses to force the huntsmen to face them on their own terms. An Approach is the court's greatest strength and the primary means that they use to fight back against the Fae. When abiding by an Approach in their interactions with courtiers, the Huntsmen gain a point of Yearning (see pg. XX) For example, an Autumn courtier in the seasonal courts fights back by embracing the occult and mastering contracts and the oneiros. Abiding Autumn's Approach, a Huntsman is not likely to challenge her to a duel with pistols or ambush her in the dark and drag her off by force. Instead, the Huntsman may torment her in her dreams before challenging her to a mystical duel.

Approaches are not always explicitly defined. In creating your courts you should come up with three or more approaches that the Huntsmen commonly use against a court to serve as examples for your players. These are tactics that Huntsmen have attempted in the past or things the characters should be wary of.

Personal Approaches

Approaches are not exclusive to courts. As a character grows and establishes her own personal Story, she gains personal Approaches that further narrow narrowing the possible Approaches a Huntsman can take against her. Huntsmen must abide by her personal Approaches to gain a point of Yearning before they can take advantage of court Approaches. Personal Approaches form as a character increases in mantle, takes a formal title within the freehold or court, or joins an entitlement.

Union Buster: *One hundred years ago, vibrant workers unions dominated the mining industry. Though the mines and unions are gone, the Huntsmen still have an open Approach in the form of attacking the courtier's alliances. A Huntsman gains a point of Yearning when it manipulates the character's employer to make the changeling's life miserable, or befriends their mortal friends and use gossip to turn those relationships against the changeling.*

The Craftsman's Hammer: *Craftsmen in the Copper Court are proud of their work and well respected for their skill, but it also creates an Approach. A Huntsman gains a point of Yearning when turning a changeling's creation against them. This can be done by wielding one of the character's axes in battle, framing her by stealing her customized pistol and leaving it at a scene of a crime or even sabotaging a carpenter's work so his clients will sue him.*

Might Have Been: *Regret may be the emotion the court has claimed, but if a changeling isn't careful it can swallow her whole and destroy her. A Huntsman gains a point of Yearning when they dangle the possibility of regaining something that was lost in front of their target. A courtier who regrets not being there to see their child growing up might be offered the chance to have the Huntsman's help ousting their fetch and smoothing the way back into their lives in exchange for betraying someone else.*

Trappings of Nobility

Symbols hold a great deal of weight for changelings, and each court builds up dozens of associations and representations. These symbols appear in dreams or auguries, spray painted on walls to mark a court's territory, or worn or tattooed to mark a changeling's membership. Symbols also serve as alternative names for the court and inspire titles, rituals, and the mantle representations within a courtier's mien.

Consider the following:

What colors represent the court?

What objects symbolize the court? Animals, natural phenomena, plants, gemstones?

Are there any mythological figures attached to the court? Do those figures have any legendary weapons or tools that would be popular in the court?

What style of clothing would courtiers wear to freehold gatherings?

How ostentatious are courtiers in displaying the heraldic symbols of their court?

The Copper Court is also known by a few other names and titles including the Iron Axe, the Red Court and the Court of the Forge. Courtiers are proud and frequently display multiple symbols of the court at any given time. Tattoos are a popular option. The court's colors are an earthy red, the color of the iron ore in the earth, metallic tones, and verdigris. Common symbols in their heraldry include hammers and pick axes, lightning bolts, yellow canaries, bats, and pieces of native copper.

Rituals

Every court has its own set of rituals. These rituals are key to maintaining the Court's place in the Story that the Freehold. In making a deal with the concept and emotion that the court is

founded on, the courtiers receive protection and power. The rituals, celebrations, and sacrifices they perform on a regular basis are the courts' end of the bargain. When determining the various rituals, keep in mind that they may be based on mortal holidays, how the court was founded, or significant victories in the court's past. Thematic events that come to mind when you think of your court's concept are also suitable. A court's rituals are not necessarily exclusively court-wide holidays either. An courtier's personal oblations and traditions are just as valid and important to maintaining the court's power. Specify at least a few court-wide rituals and traditions that can be performed by individuals.

Norrie Heritage Festival

Late in the summer the Copper Court sponsors a festival at the Norrie mine in Ironwood. The entire freehold gathers to trade goods, and make deals while the Copper courtiers share the history of the freehold by retelling stories of past Wild Hunts and famous courtiers' exploits. Once enough alcohol has been consumed courtiers try to outdo each other with drunken living history performances. A goblin market usually comes to town for the heritage festival, which adds to the excitement as well as the goods available and many changelings take the opportunity to stock up on things they need before the snow comes.

Coronation Night

On the night of the autumnal equinox the Copper Court gathers together at nightfall. The location changes each year- sometimes it's in a town, other times the ruins of an abandoned and forgotten village in the forest, or around the dangerous abandoned mines. At sunset the court gathers for dinner and to give thanks for surviving another year. The game begins at midnight when the Foreman gives a blast of a horn and the game for the Copper Court's crown begins. There are only three rules: No courtier may leave the designated area until sunrise, only non-lethal weapons may be used, and whomever is sitting in the court's throne at sunrise wins the Wyrd's blessing and leadership of the court.

Unbinding

Courtiers use their regrets and the past to fuel their determination moving forward rather than letting it chain them down. However, when a courtier finds herself lingering where she shouldn't, she performs a ritual of unbinding. The courtier occasionally invites motley members to be present, but it's a very personal moment. The changeling meditates upon their regret, then seeks out the symbols of it within their dream and removes them from herself.

Titles

Hand in hand with rituals come the noble titles the court awards its members. The most important title of the court is of course the crowned monarch though gathered around them are a number of other important positions with a range of mantle requirements. How many titles and how esoteric they are will depend on how large and formal your court is. A small court with only a dozen members may only honor the monarch, his primary adviser, and the best marksman who serves as the royal guard while a large court may also grant formal titles to a court physician, scholar, knights, and their squires. Titles may also take a more modern bent depending on the attitudes of the court, such CEO, CFO, board member, and project manager. Take into account titles for members of the bureaucracy, those with prominent social influence, militant courtiers. Courts may often have a specific theme that encourages members to excel in a particular area, but they should also be broad enough to respect those who interpret their court in other ways.

The Copper Court, and the Iron Hold in general, are down to earth folk. In general, their titles exist for practical reasons rather than political aggrandizement. Also, the Copper court is the smallest of the courts without only 8-10 members across the area. While they honored more titles in the past, today they only have two.

King/Queen: *The court maintains a traditional monarchy though the court maintains some degree of control over who takes the throne in the Coronation Night ritual. It takes either great skill, a strong alliance, or the Wyrd's own luck to win, and the Wyrd has never failed to grant the crown to the winner of the ritual.*

Foreman: *The foreman is the monarch's second in command and the one who performs most of the dirty work of making sure the day-to-day affairs of the court are in order. The monarch appoints the foreman though often a skilled foreman will remain in office for several years before retiring so long as they haven't offended the rest of the court in the course of their duties.*

Contracts

Each court has three court contracts that are considered in-court. First is the Contract of Talespinning, which is universally in-court for all courts. Second is the Contract of Emotion, specifically tied to the court's emotion. Lastly is a contract of your choice that should be based upon the core theme and story of the court. This can be any contract in the list, or one that is custom created.

Like all courts, the Cooper Court has access Talespinning and the Contracts of Emotion (Regret). They also receive the Contracts of XX at in-court cost.

Mantle

Mantle represents a changeling's mystical connection with the emotions and ideals of a court. The higher the rating, the more she embodies that ideal. This is not a social construct dependent on other individuals' goodwill, but a character with a higher mantle does gain the sometimes reluctant respect of their peers for their commitment to the court. A character's mien reflects their mantle, which increases in strength as the merit grows. This has no mechanical effect but it does identify which court she is a member of as well as how connected she is. Each dot adds a +1 bonus to relevant rolls with members of their court. Characters who are not sworn to a court cannot purchase its mantle.

Each court has specific benefits for all of its members. When creating a court, the storyteller must choose which benefits to give each level of the merit.

- The mantle may manifest as a minor wash of color, scent or flavor in the changeling's mien.

Benefits may be a one-dot merit pertaining to the court's ideals, +1 to a skill, or a -1 penalty to a specific type of roll made against the courtier.

- Courtiers gain a dot of the Goblin Vow merit related to their court.

- The mantle may now occasionally manifest a visible element, plant, or other symbol of the court around them, particularly when using court contracts or feeling their court emotion.

Courtiers may take 9 again in a skill, a two-dot merit, +2 on skills vs. specific situations, or +1 to defense, initiative, speed, or armor

- Courtiers gain a Personal Approach related to how they fulfill the ideals and story of the court. Huntsmen cannot gain Yearning from a Court Approach unless they fulfill the Personal Approach first.

- A pure embodiment of the court, the character's mantle frequently flows out around the changeling and affects others around her. This is a descriptive and not a mechanical effect, and only sensed by those who can see the character's mien.

Benefits may be a three-dot merit, reroll failures of a particular skill, +1 to Health or Willpower, or a major advantage not reflected in game traits.

Crown The leader of a freehold has access to an additional advantage. Monarchs may apply the persistent Charmed condition on as many people per session as they have dots in mantle.

Copper Mantle

- *The mantle may manifest as a flicker of metallic copper or the earthy scent of iron ore through the changeling's mien*

A character becomes more aware of her surroundings, subtract one die from an ambush made against the courtier.

•• Courtiers gain a dot of the Goblin Vow (mines).

••• A courtier's mantle may cause her mien to turn metallic, her feet may appear permanently stained red with iron ore, or the music of a canary may be heard around the changeling.

A character gains the 9-again quality on crafting rolls.

•••• Courtiers gain a Personal Approach related to how they fulfill the ideals and story of the court. Huntsmen cannot gain Yearning from a Court Approach unless they fulfill the Personal Approach first.

A personal approach is unique to each character but at high levels of mantle the character embodies some ideal of the court. A character may choose an Approach that has already been defined, such as the Craftsman's Hammer described previously, or they may create their own with approval from the Storyteller.

••••• The mantle is even stronger. The smell of hot metal rolls off the character's mantle and everything immediately around her takes on a metallic sheen, and those who come close may catch the scent of something that they've lost and miss.

As an epitome of the copper court, your work, scholarship, and dedication have provided you with a great deal of information. Gain the benefit of the Library merit at 3 dots on the subject of your choice. This may represent information you have researched yourself, or books and other records entrusted to you for safekeeping as a ranking member of the court.

Courtly Conflicts

Some freeholds, such as those ruled by the Seasonal system, rely on the continued existence of certain courts to maintain their Bulwark against the True Fae. However, other freeholds such as the Iron Hold shown here are more flexible. Courts grow and collapse over time and as long as at least two courts exist and the Bulwark stands, the freehold still survives. As a general guide, a Court requires a minimum of 10 dots of mantle held between its members. If it falls below this, the court collapses and all benefits that its remaining members benefited from fade away entirely until enough changelings gather to reestablish it. While courts do not necessarily rely on each other to maintain the freehold's security, conflicts have the potential to become more bloody affairs.

Scheherazade's Freehold: 1,001 Nights ألف ليلة وليلة

Toronto, Canada

Toronto is a youthful city, proud of the incredible diversity preserved in its many distinct neighborhoods. It celebrates a patchwork of cultures and individual stories instead of shoehorning everyone into one vision of Canadian culture. Immigrants, both mortal and changeling come from all over the world to build a new life and Scheherazade's Freehold welcomes all Lost with stories of their own into the fold.

Scheherazade's Freehold

Everyone knows the tales of the 1,001 Nights. Its stories are regularly translated, abridged, and expanded upon. The stories within it are cultural icons with movies and books of their own. It contains poetry, songs, fantasy, historical fiction, crime, horror, and romance. Yet it is the framework of Scheherazade's own story that holds the entire collection together into a single whole.

The freehold's story begins over two hundred years ago in far away Esfahan, Persia. It begins with a foolish Shah whose pride shattered his freehold's Bulwark and brought a djinn and his huntsmen down upon them. Scheherazade- the cleverest and fairest of the Brass Court- went out to face them alone. As the story goes, she told them a tale and when the sun rose offered them hospitality within her lamp. Each night she told them a new story and each day they rest within the magic lamp.

1,001 nights passed with 1,001 tales being told, and Scheherazade grew weary and did not wake again from her rest when morning came. The courts that had gathered around her and sworn loyalty over the years became afraid of what would happen when night fell again until a young wizened boy stepped forward and took up the lamp, declaring that he was Scheherazade born again in spirit. That night he told a new story. One thousand and one nights have passed again and again, and Scheherazade's Freehold lives on.

Whether the story is true or not is the subject of debate within the freehold's courts, but the ritual of telling a new story each night- not one that any Scheherazade has ever told before- is the freehold's Bulwark against the True Fae. The weight of Scheherazade's responsibility is heavy, but the rewards for taking on the sultana's crown are great as well. She- or he, though the title is always styled in the feminine form- is the sole ruler of the freehold. Her word is law and her whim indulged as long as she can tell a new story each night.

It is a monumental task to document what tales Scheherazade has told to make sure there are no accidental repeats, and to gather new stories for the future. Because of this, no modern Scheherazade has survived long without the support of the courts, which acts as a counterbalance to any unreasonably dictatorial whims. There have even been periods in history where the crown has passed to a new member of the freehold every night until someone without enough popular support agreed to take it. However, once the freehold has a sultana who has enough support in the courts to keep the throne she is jealously guarded.

The courts of the freehold have shifted over time, rising and falling with shifts in culture and the stories that the freehold's members feel are important. Today, courts with roots in the immigrant communities of Toronto have joined the freehold and brought with them new stories from all corners of the world.

Freehold History

Before Scheherazade's arrival, Toronto had long been in state of unhappy confusion, open to the Huntsmen's predations. With so many varied cultures in the city, changelings could rarely gather the numbers to form cohesive courts much less freeholds. When small Freeholds did manage to form, they often went to war against opposing motleys in an attempt to unify the city under the banner of their cultural ideals.

In 1978 Scheherazade had a prophetic dream- a nightmarish vision of the coming revolution and the chaos that would claim her life. In the confusion her freehold would fall to the Huntsmen, True Fae would ride openly across Iran, and the bloodshed of the Revolution would be worse by ten fold. The next night she dreamed of a frozen ground waiting for the warmth of spring where the freehold could be planted and thrive. That spring Scheherazade arrived through the hedge in Toronto accompanied by her fifty courtiers belonging to the courts of Brass and Ruby, and settled in along the north side of Toronto around Yonge Street.

The Brass Court

The City of Brass, the Simurgh's Court, the Court of Faith

“Faith is not to have a perfect knowledge of things, it is the substance of hope.”

The Brass Court is one of the original courts of Scheherazade, claiming to predate it with roots stretching back to Islam's golden age of the Abbasid Caliphate. Their story is *The City of Brass*; one of the stories told by the original Scheherazade. It is the story of a man, a great and faithful Caliph, who traveled deep into the hedge on a quest for a token to trap the True Fae and

Huntsmen by Solomon. Eventually returning victorious after a long, dangerous journey, the token they won is the very lamp that Scheherazade used when founding the freehold and still one of the most dangerous artifacts the freehold owns.

Today's Brass courtiers are those who refuse to lose faith in a better world. They've clawed their way back from Arcadia, life is beautiful, and worth fighting for. Many Brass courtiers traditionally are faithful Muslims, but faith is not limited to one religion or religion at all. Since moving to Toronto, the court has gained members who have faith in science, humanity, and even in magic itself.

Faith doesn't mean courtiers stop asking questions, merely that they believe and hope in a particular answer. Brass courtiers often delve deep into the hedge, exploring the hedge, dreams, and searching for those answers. As strange and dangerously alien as the hedge is, they believe that it is the sum of the creation itself and if they hold to their faith, they can find whatever they might be hoping for within it.

Approaches

It's a Trap!: Brass courtiers know how dangerous the hedge is and delve in anyways. Huntsmen gain a point of Yearning when they arrange for courtiers to fall into a trap in the hedge. This may be an ambush, planting a red-herring to derail their quest, or altering a trod to lead them into dangerous territory.

Foundation of Sand: Not everyone's faith is built upon a firm foundation. Huntsmen gain a point of Yearning when they attack and manage to shake a courtier's faith. It might engage a character in a debate, or use her faith to manipulate her by creating false signs and evidence only to reveal the deception at a critical point.

Trappings of Nobility

The Brass Court is conservative in its displays. Its colors are brass and black. Their primary symbol is the simurgh, an enormous bird similar to a peacock with the head of a dog and claws of a lion. Courtiers have occasionally been rescued by the mystical creature in the hedge and even seeing one is always considered a good omen. Other symbols common to the court's heraldry include lamps, the sun and crescent moon, thorns, feathers, and scimitars.

Titles

Vizier (Mantle 5): The highest title within the court, the Vizier acts as one of Scheherazade's closest advisers and advocates for the Brass Court with her.

Binbashi (Mantle 4+): The military commander of the court. In times of war, the Binbashi has the right of conscription over all members of the court. With Scheherazade's permission, the right may extend over the entire freehold. During times of peace the Binbashi is responsible for maintaining the court's martial preparedness, hunting the Huntsmen, and defending any member of the court when called upon.

Hoja (Mantle 3+): A respected teacher in the court. Traditionally a Hoja takes on several students to teach in a specialized area knowledge; whether it's as an martial arts teacher, religious leader, or occultist exploring the hedge.

Mulazim (Mantle 2+): A respected member of the court who has formally graduated from a Hoja's tutelage. They may remain with their Hoja and continue to study or strike out on their own, but they are considered to be peers.

Softa (Mantle 1+): A student of one of the Hoja.

Sakka: Literally a water-carrier, it's a title given to new and prospective members of the court haven't proven themselves yet.

Contracts

Affinity contracts for the Court of Brass include Contracts of Talespinning, Contracts of Emotion (Faith), and XX[1]

Brass Mantle

- Courtiers gain a dot of Empathy
- Courtiers gain a dot of the Goblin Vow merit related to the court.
- Courtiers take +2 on survival when in the hedge.
- Courtiers gain a Personal Approach related to how they fulfill the ideals and story of the court. Huntsmen cannot gain Yearning from a Court Approach unless they fulfill the Personal Approach first.
- A Courtier's faith strengthens her will. Gain a +1 to Willpower.

The Ivory Court

The Cult of Mitra, the Bull Court, the Court of Greed

"Money, influence, power- control human greed before the Huntsmen can get their hooks into it, and mortals will outmatch the fae every single time."

The Ivory Court was the first to join Scheherazade after the Freehold's arrival. The founding members came from a motley with roots in South Asia who embraced the Indo-Iranian roots that they shared. However, greed colored their decision to found the Ivory Court; they were the first to see that Scheherazade's Freehold would become a major power in the city and knew which side of history would lead to prosperity. Their story is that of Mitra, the proto-Indo-Iranian god of oaths, contracts, and truth. From him came Mitra of the Vedic pantheon in Indic cultures, Mithra of the Zoroastrians, Mithras in the Hellenic world, and now the Ivory Court's Cult of Mitra has embraced the shared history.

Individual Ivory Courtiers establish themselves in the mortal world. Some use purely mundane charisma and skill to work themselves into influential positions in Toronto while others ensorcell an entourage of bodyguards, scholars, prophetic dreamers, or people with whatever skills they feel they need. Together as a court, however, they have created a literal cult of mortals around them. The Cult of Mitra worships and protects Ivory Courtiers as gods who were cast out of paradise and now hunted by demons.

Mitra Cult Initiation (• to •••••)

Mortal cultists pledge secrecy and loyalty to their fellow members. Low ranking Ivory Courtiers are often expected to enter the cult as well, acting as plants to help guide mortal new members deeper into the cult's trust.

- Mortal initiates inducted into the cult rarely think the cult anything but an occult themed fraternal organization. They swear to aid their fellows in the cult though never see changelings without their masks. They gain Allies (• , Cult of Mitra)
- Initiates who have proven themselves trustworthy are inducted into the deeper mysteries of the cult and to the changelings as they appear without their masks. They are introduced to the idea of the Huntsmen and expected to watch for signs of them in Toronto. They gain access to the cult's library and gain Library (• , Occult)
- A priest, the cultist helps run the day-to-day affairs of the cult. Changelings teach the cultist to become a Lucid Dreamer (••), or Unseen Sense (••, Huntsmen). Changeling priests gain two dots of the Retainer merit.
- A high priest of Mitra, the cultist learns how to read her dreams for signs and portents. Gain three dots of the Diviner merit.
- A prophet of Mitra has been heavily touched by the Wyrd, perhaps they've survived oneiromantic battle with one of the Huntsman or become ensorcelled. Fortune favors them.

They gain Thief of Fate (•••). Courtiers rarely attain this rank, leaving it for the most zealous of their mortal followers, but those that do gain three dots in resources, allies, or retainers to represent their power over the cult.

Approaches

Betrayal from Within: When recruiting mortals, someone untrustworthy will inevitably slip past any safeguards that are in place. Huntsmen gain a point of Yearning when they manipulate a mortal pledged to an Ivory Courtier into breaking their oath.

All that Glisters is Not Gold: Greed is many courtiers' undoing, even if they claim mastery over it. Huntsmen gain a point of Yearning when they entrap an Ivory courtier through their greed.

Trappings of Nobility

The Ivory Court tailors their appearance to display their wealth and success within their chosen communities. The court's colors are white and gold, and the bull symbolizes the court- for both the stock market trend as well as the Roman cult of Mithras. Other common symbols include elephants, the sun, horns and tusks, ivory rings, emeralds, quills, and the mace.

Titles

Babaji (Mantle 5): The Wyrld-appointed leader of the Ivory Court, the Babaji coordinates the courtiers' efforts in the mortal world, ensuring that no one works cross purpose to one another.

Mitrae (Mantle 4+): One of the leaders of the Cult of Mitra who goes unmasked among the trusted cultists.

Zamindar (Mantle 3, Status 3 in a mortal organization): A lord of the court, the zamindar has proven himself to the court and become influential in a sector of the mortal world.

Contracts

Affinity contracts for the Court of Ivory include Contracts of Talespinning, Contracts of Emotion (Greed), and XX.

Ivory Mantle

- Courtiers are adept at sensing people's motives. Others receive a -1 penalty when trying to deceive them.

- Courtiers gain a dot of the Goblin Vow merit related to the court.

- Courtiers gain the 9 again quality when using Persuasion.

- Courtiers gain a Personal Approach related to how they fulfill the ideals and story of the court.

•••• You've the Cult of Mitra at your beck and call. Gain three dots in Retainers and once a story you may call upon full might of the cult. This may take the form of a Resources •••• purchase, a Contacts or Allies •••• roll, or five dots of retainers for a night.

The Jade Court

The Guarded Court, the Imperial Dragon, the Court of Pride

"Everyone has a Story, be true to it."

The Jade Court joined the courts of Scheherazade in 1980, a year and a day after the freehold's arrival in Toronto. The founders of the Jade Court found the idea of a unified freehold in Toronto appealing and had been one of the largest factions of changelings in past decades. Mainly of Chinese origin, they originally attempted to establish the Directional Courts in Toronto but didn't have the numbers to support a full freehold. The court began as an amalgamation of many different ideas and stories, but courtiers united under the purpose of preserving their heritage. The court has taken on the role of safeguarding the freehold's library and takes great pride in adding their own stories and legends to the list of tales Scheherazade has told.

Members of the Jade Court find comfort and safety within the framework of the mortal experience. They believe that living as mundane of a life as possible for a changeling helps deflect the Huntsmen's attention. Mundane does not mean boring, however. Jade courtiers often live passionate, obsessive lives when they put their focus to something. They are artists, intellectuals, and warriors, and often rise to the prominence in whatever field they enter.

Approaches

Mortal Influence: When a Jade courtier finds herself in a position of influence in mortal affairs, Huntsmen gain a point of Yearning to turn these relationships against the changelings. A lawyer may find herself accused of misconduct and disbarred while a florist might find her greenhouse SWATed by police looking for drugs.

The Fall: Nothing builds pride and confidence like a well laid plan. Huntsmen gain a point of Yearning when disrupting a plan made by a Jade courtier.

Trappings of Nobility

The Jade Court's formal wear tends towards traditional cultural dress, be it han fu, dashiki, hanbok, or suit and tie. Colors include always vivid shades of green and blue. Their symbol is

the dragon, both Chinese and European variants, often displayed entwined together. Other symbols include a scroll, hammer, brush, mirrors, balanced scales, and fish.

Titles

Huangdi: The Emperor of the Jade Court, appointed by the Mandate of Heaven- or Wyrd over the court. The Huangdi exerts hegemony over the other monarchs within the Jade court.

Monarch (Wyrd 4+): The precise title varies, but a monarch leads a significant cultural minority within the court. Their members answer only to them, and they answer only to the Huangdi.

Minister: A courtesy title granted to members of the court who work for the court rather than focusing their efforts on the mortal world. Most of these are librarians and researchers and aid all members of the freehold.

Qing Long: Named for the azure dragon, the guardian of the East, the Qing Long are the warriors of the court dedicated to protecting the library and freehold by strength of arms.

Jade Engineer: These courtiers are pushing the envelope of mixing modern technology and fae magic. They are the ones digitizing the freehold's library and hedgespinning computers into existence and trying to build the internet out into the hedge itself.

Contracts

Affinity contracts for the Court of Jade include Contracts of Talespinning, Contracts of Emotion (Pride), and XX.

Jade Mantle

- Courtiers are increasingly connected to their chosen path in life. Take a dot of Professional Training.
- Courtiers gain a dot of the Goblin Vow merit related to the court.
- Their Pride is their armor and blows shy away from striking them. +1 Armor
- Courtiers gain a Personal Approach related to how they fulfill the ideals and story of the court.
- While all freeholders have access to the library, Jade courtiers have a special affinity for books, scrolls, and computer databases. Reroll failures on any research roll.

The Silver Court

The Wild Hunt, the Equine Court, the Court of Wrath

“A story without purpose is just fiction.”

The Silver Court is the newest court to join Scheherazade's Freehold. In 1995 the remnants of the Seasonal and Seelie courts gathered together in secret to determine whether to continue the fight against Scheherazade's dominance in Toronto or to surrender. Though some changelings at this enclave joined the other courts, the Silver Court was born.

They seized the story of the Wild Hunt as their own with all the Wrath of Summer, magic of Autumn and the Seelie, the joi de vivre of Spring, and the deviousness of Winter and the Unseelie. While other courts may hide, the Silver Court rides out searching for power and a fight. Courtiers seek this power in the magic of contracts, dreams, and cutting deals with hobs. All of that, however, is just a means to an end. Power not being used to defeat the Huntsmen is power wasted. While the court prefers to work primarily in the hedge, they will take the Wild Hunt to the mortal world in pursuit of a Huntsman. This rarely ends well for mortals who cross their path. Courtiers do not hesitate to twist a mortal's mind to their will with contracts and pledges if necessary, or to kill a Huntsman's pawn. However, the goal is always defeating the Huntsmen, not riling up mortal hunters, and discretion is occasionally the better part of valor.

Approaches

Checkmate: The Wild Hunt is attempting to play the Huntsmen's own game. Huntsmen gain a point of Yearning when they allow a Silver courtier to learn one of their plots only to turn it around against the changeling.

Temper Tantrum: In embracing wrath, some courtiers fail to also cultivate patience and the clear sight to apply it appropriately. Huntsmen gain a point of Yearning when they drive a Silver courtier into a blind rage.

Trappings of Nobility

The Silver Court is ostentatious in displaying the symbols of the court. The founding members all tattooed their newly sworn allegiance; incorporating symbols of their old courts into the new, and the tradition has continued. Their colors are silver and red. Other heraldic symbols include horses, wolves, foxes, Herra as the leader of the Wild Hunt, the full moon, arrows, swords, ghosts, and skulls.

Titles

King/Queen: The Silver Court maintains a traditional monarchy under the Scheherazade's rule, the Wyrld marking the chosen monarch with a slim silver coronet that grows into their mien.

Hunt Marshal (Mantle 5): Hunt Masters are the highest ranking members of the court, and each chooses a target and organizes the rest of the court around them in pursuit of it. Some hunts may take years to play out with much of the time spent gathering information, but the Hunt Master maintains the chase no matter how long it takes.

Jager (Mantle 3): An elite member of the court who specializes in infantry style skills such as sharpshooting, scouting, or guerrilla tactics.

Arrows (Mantle 3): An elite member of the court's covert operations team. Operatives are generally only known to each other, and the unit contains courtiers specializing in social and political as well as paramilitary actions.

Silver Cavaliers (Mantle 2): The martial core of the Wild Hunt, the Silver Knights are well-trained at working together and can provide their own arms and armor when called upon by the Hunt Masters.

Contracts

Affinity contracts for the Court of Silver include Contracts of Talespinning, Contracts of Emotion (Wrath), and XX.

Silver Mantle

- Courtiers gain a dot of Iron Stamina.
- Courtiers gain a dot of the Goblin Vow merit related to the court.
- Courtiers gain two dots in XX
- Courtiers gain a Personal Approach related to how they fulfill the ideals and story of the court.
- A true leader of the court, your wrath and passion to fight back against the Huntsmen is an inspiration to everyone around her. Gain the Inspiring (•••) merit.

The Lost Courts

The Ruby Court

The Court of Wisdom, the Viper's Court, the Court of Ambition

One of the original two courts that accompanied Scheherazade to Toronto, the Ruby Court was founded on the myth of King Zahhak and the evil counselor Ahriman who manipulated him.

They were king makers and breakers, oneiromancers, and seers. They were also selective about who they allowed to join the court and over the years since moving to Toronto began to

take the exclusivity to the extreme. Rejected potential courtiers took their skills to the other courts and the Ruby Court slowly lost the prominent position of respect that it once held. In 2014 the Jade Court uncovered a plot to assassinate key leaders in the Silver, Ivory, and Jade Courts to regain their influence with Scheherazade. In spite of vehement denials that it was true, the evidence was against them. In one night the four courts gathered up every single Ruby Courtier they could find and executed everyone involved in the plot. They gave the younger courtiers the choice of death or swearing loyalty to one of the other four courts. The Ruby Court collapsed, but it isn't gone entirely. Some survivors, both those who joined the other four courts and those that escaped the round-up still support the Ruby Court's ideals. They still proclaim their innocence regarding the alleged assassination plot, but some think that it might be just the sort of approach required to regain their true place behind Scheherazade's throne.

The Seasonals and the Seelie

Before Scheherazade's Freehold arrived in Toronto, the Seasonal and Seelie Courts were the most organized. They were frequently at war with each other and one of the favorite tactics used was to sabotage the other freehold's bulwark. As the Seasonal and Seelie courts exist on an international scale it'd be impossible to destroy the courts simply by wiping out its members in Toronto, but both freeholds have come and gone multiple times in the course of their wars. Many courtiers defected to Scheherazade's Freehold and the Silver Court but some Seasonals and Seelie still live in Toronto. In the last twenty years, they've given up on their wars and allied together to strike at Scheherazade when the opportunity presents itself. They've been quiet the past few seasons, however, and whispers on the street think they're about to pull something big.

Lords and Ladies of Toronto

Blue Sarah – Sarah is a young elemental with sapphire hair and diamond eyes. She only escaped from Arcadia a few years ago and joined the Jade Court. She took on the role of Scheherazade unexpectedly only a few months ago when her predecessor fell ill one evening and she was working late at the freehold's library. The leaders of the courts originally took the surprise with grace, expecting to manipulate her with ease. Instead, Blue Sarah has embraced her new role as sultana and is drawing on inspiration from Boudicca, Tamar of Georgia, and George R. R. Martin on how to keep the power that has fallen in her lap. She's looking for allies

among the up and coming members of every court, not just the Jade, and more than willing to dangle the possibility of position or power in exchange for personal loyalty.

Grigori the Watcher – A darkling gameplayer, Grigori is a Silver Court Hunt Marshal. He was once sworn to the Unseelie Court and reputed to have won one of the Fae's survival games where the last man standing was let free. Today he leads the hunt for the Huntsman known as the Queen of Hearts. Grigori has very little regard for members of other courts but he has a soft spot for young and inexperienced Silver Courtiers, and will come to their aid if he can. Of course he expects repayment of that debt.

Navid Ayne – Navid is one of the survivors of the Ruby Court. He was the court's Vizier to Scheherazade when the freehold came to Toronto. Now more than eighty years old, the fairest is still a major force in Toronto and a rallying point for anyone discontent with Scheherazade's leadership. Navid comes across as a reasonable man and an excellent salesman. If a changeling shows enough ambition, she could quickly be recruited into the motley he is building to try to re-establish the Ruby Court.

Parveen – Parveen is an older wizened telluric Hoja in the Brass Court. She teaches less experienced courtiers how to navigate hobgoblin negotiations and the market and even owns a stall in the Kensington Goblin Market where she sells her services as a scribe and calligrapher. Though few outside the Brass Court realize it, she once reigned as Scheherazade and brought the courts to Toronto in the first place. Parveen is still heavily involved in politics though she has no official role at this time. Changelings who meet her are quickly drawn into her plans for the freehold's stability as well as the Brass Court's influence within it.

Queen of Hearts – This Huntress has plagued Toronto for a decade now, returning every year or so. She favors coercing her victims into agreeing to return to Arcadia of their own volition, and will personally crush everything a courtier cares about in order to force their surrender. The Queen of Hearts announces her return by sending the heart of her first kill to her quarry. Her hands are bright red with bird like talons instead of fingers marking her as a huntsman no matter what form she takes.

Risha Bhatt – Rishi is one of the Mitrae, a leader of the Cult of Mitra as well as a well-respected prophet and diviner who maintains pledges with several mortals with prophetic visions as well. Though she rarely attends freehold functions, there is very little that escapes her notice. Her visions allowed the freehold to locate so many of the Ruby Courtiers and her testimony of information gleaned from the oneiros helped seal the court's fate.

Locations

CN Tower

The CN Tower is an icon of Toronto's skyline both in the mortal world and hedge. Rumor claims that the Huntsmen had a hand in its construction on both sides of the hedge and that if its shadow touches you, any huntsmen looking for you will know where you are. There's a hedge gate at the base of the tower though changelings avoid it, and characters trying to use the hedge's tower to help navigate always find themselves walking towards it.

Kensington Goblin Market

Kensington Market is a well-known, pedestrian focused neighborhood in downtown Toronto. The area is full of unique multicultural shops and restaurants, and between the mortal vendors changelings can slip into the hedge to find one of the largest goblin markets in Canada. Changelings are welcome to set up shop in the market, if they can afford the exorbitant fees the market consortium demands in exchange for membership.

Yonge Street

Yonge Street is the lifeline of Toronto. The long street stretches through the heart of the city and every major intersection marks a new, unique neighborhood. It connects everything from seedy hole-in-the-wall shops to towers of glass and bright lights. When the city has a reason to gather whether in celebration or protest, they come here. Yonge Street continues into the hedge as well. Gates here open on a major trod that starts at the Kensington Market and leads straight into the deep hedge, perhaps even to the gates of Arcadia.

The Rest of Our Lives

Honshu, Japan

Tokyo is the seat of the single largest Changeling kingdom by population, beyond any argument. The Yosei Kingdom (essentially "The Kingdom of the Rest of Our Lives") spans all of Honshu, and boasts some twenty thousand of the Lost. Over half those exist within the Tokyo metropolitan area, and a fourth around Osaka.

How The Many Coexist

The freehold is far from draconian, but nearly three fourths of the Honshu Lost participate in freehold society at least semi-actively. This doesn't mean massive conventions of changelings; instead, the Lost meet in community centers and izakaya, usually in small numbers. These small groups send delegates to ward and city meetings, which send delegates to regional meetings, who send delegates to communicate with the leadership council near Mt. Fuji.

This process means messages take time, often too long, to reach leaders. The highest leadership changes every year, and sometimes simple messages take longer than a year to go up the chain. This breeds a paradoxical sense of individuality and community, as the smaller groups solve almost all problems internally without resorting to higher authority. Only the gravest, lasting issues make way to the high council.

The Courts act as political parties of sort, lobbying for influence largely on the lower levels of society, within the communities and cities. While the greater kingdom recognizes the Courts, they carry no special privilege, and indeed the highest of the Lost in Honshu must forsake her Court upon adopting the mantle of moon princess.

The Moon Princess

The recognized ruler of Honshu is called "the moon princess", and she abdicates her role to another each year. This transference of role happens of her accord, with her sole judgment. Her council can advise her, and often bring prospects. From time to time, the council attempts to shoehorn choices. However, the position demands judgment from the moon princess, so she must be trusted and simultaneously independent but loyal to the kingdom, and ultimately that fact rises after a year or two of attempted council control.

Her role in the kingdom is that of a cornerstone. For the freehold to fall to the Gentry, she has to be wooed away. The Other must enter the kingdom, and vie for her hand in marriage. She must pose a (seemingly impossible) challenge to the would-be suitor, and the suitor conducts the task. If she agrees to the courtship, the whole kingdom falls apart, and the floodgates open to alien monstrosities. But for five hundred some years, she's stood strong, and rebuked all advances.

The Tale of the Woodcutter

The Tale of the Woodcutter is the loose inspiration for the Yosei Kingdom. Nobody remembers just why the Courts tie to the Tale - it's been five hundred years and the written records have long vanished with time. In very simple terms, the story is that a woodcutter found a tiny infant in a stalk of bamboo he was cutting. He and his wife

raised her, calling her Kaguya-Hime. They began finding gold in their cut bamboo, and became rich. As the infant grew into a beautiful woman, princes from all over came to court her. She would offer them ludicrous, impossible tasks for her hand. Some died. Some were caught falsifying evidence. Eventually the emperor of Japan asked for her hand. She refused, as she said she was not from his nation. It came to light that she was actually from the moon, and had to go back. The gold in the bamboo was given by the moon, to help pay for her upkeep. She gave the emperor a letter, and an elixir of immortality. He discarded the elixir and burned the letter atop the highest mountain in hopes she'd see it from the moon. The mountain became called Fuji, or "immortality". The burning letter became the smoke atop the volcanic mountain.

Nobody knows how far the freehold goes back. The earliest records come from the sixteenth century. Thorough records of all the princesses, one per year, exist since the late eighteenth century. A handful of women served multiple "terms", never consecutive. The position changes hands on the Chinese New Year.

The Courts

The three extant Courts are named after the impossible tasks given to three of the five suitors to Kaguya-Hime. As far as anyone knows, the relationship ends there. They may have born more significance centuries ago, but have long since evolved. In ages past, another two Courts stood in Honshu, but over time they merged with the three that persist today.

The Court of the Fire Rat

The Court of the Fire Rat primarily believes in taking a proactive, powerful approach to the Gentry, to the Huntsmen, and to all the frightening machinations of the fae. Their emotion is defiance.

As an ideal, the Court of the Fire Rat believes that things are not okay in the present, and things must change. They're agents of evolution, and even chaos is preferable to complacency. Fire Rats tend toward creativity, many musicians and artists boast Fire Rat membership. As well, political leftists, dissidents, anarchists, and malcontents tend toward the Fire Rats.

As an Approach, the Court of the Fire Rat prohibits repeat performances. Attacking the freehold in the same way twice simply does not work; one must try new things to oppose the moon princess.

The Court of the Fire Rat has impromptu festivals and rituals, observing no scheduled times and dates. Members gather spontaneously in block parties of sort, called chokozetsu informally. While organization might suffer, this means meetings happen frequently, as most members are rash to call parties for fear of growing apart. In essence, everyone's collaboration toward spontaneous parties is a sort of conformity in its own right.

Unlike the other two Courts, the Fire Rats reject the idea of an ancestral home, and instead diffuse to a fault. Technically, Tokyo is where the most Fire Rats live, but that's simply a matter of population density and general acceptance of more brash ideas than any formal homeland.

Contracts: Talespinning, Emotion (Defiance), Lashout

Fire Rat Mantle

Fire Rats gain the following Mantle advantages.

- The Mantle manifests are a vibrant, lively, fiery demeanor. Gain +2 when seizing the initiative and doing something unexpected.
- Courtiers gain a dot of Goblin Vow (rebellion).
- Courtiers gain two dots in Retainers, as they draw and inspire followers.
- Refine the Court Approach.
- Courtiers gain three dots in Fame, as their exploits become all but legendary.

THERE'S A NEW CONTRACT UNDER EACH COURT. YOU CAN COMBINE THE THREE INTO A SINGLE SIDEBAR IF YOU WANT. OR YOU CAN JUST DO THEM AS A STAT-STYLE BREAKOUT WHERE THEY STAND.

New Contract: Lashout (• to •••••)

You embody pure defiance. When someone strikes your cheek, you rend his asunder. This Contract triggers reflexively the first time in a scene where your character takes a lethal or aggravated wound in one of her last three Health boxes.

Cost: 1 Glamour

Dice Pool: None

Action: Reflexive

Once active, your next successful attack against the source of the triggering wound causes additional damage equal to the dots in this Contract. The damage caused is bashing.

• **Darkling:** Not only do you lash out, but you take the opportunity to vanish. Reflexively move up to your Speed to find cover. Any attempts to find you in this scene suffer your Merit dots to their dice pools.

• **Fairest:** Your retribution is unerring, flawless, just. If your attack would cause less damage than the attack which triggered the Contract, you can cause that amount instead.

• **Ogre:** You react with pure wrath. The additional damage caused is lethal instead of bashing.

Catch: The initial attack was one also of retribution, perpetuating a cycle. The attacker used an all-out attack.

The Court of the Dragon's Jewel

The Court of the Dragon's Jewel believes the only realistic response to the fae is one of conservatism and defensiveness. They believe the freehold is a great castle. Their emotion is conformity/tradition.

As an ideal, the Court of the Dragon's Jewel believes in gathering and holding tight to resources with which to defend the freehold from outside interference. Most importantly, they believe tradition is a valuable resource, perhaps the most valuable. Dragon's Jewels tend to be from working class or political backgrounds. Many Lost historians and lore keepers join the Court. As well, a significant number of courtiers were romantics, infatuated with a "better time".

The Dragon's Jewel Approach requires assailants first assault freehold defenses — an attacker cannot bypass every line of defense and attack the courtiers directly.

Dragon's Jewels honor all traditional Japanese rituals and celebrations. In particular, they all participate in the Bon festival (or Obon), which is an observance for dead ancestors.

Contracts: Talespinning, Emotion (Conformity/Tradition), Hoard

Dragon's Jewel Mantle

Dragon's Jewels gain the following Mantle advantages.

- Gain two dice on any effort using a tried and true, traditional path.
- Courtiers gain Goblin Vow (Tradition).
- Courtiers gain two dots of Safe Place.
- Refine the Court Approach.
- Courtiers gain three dots in Status in a human organization, as their steadfastness inspires obeisance.

New Contract: Hoard (• to •••••)

You have access to things lost, but not things forgotten. If you have a pocket, bag, or other portal to a place unseen by human or Lost eyes, you can pull out something lost to the world, hidden away in a legendary, Arcadian monster's hoard.

Call out the item chosen. The Storyteller assigns an Availability rating. Assuming your dots meet or exceed that rating, you can access the item.

Cost: 1 Glamour per dot used

Dice Pool: Wits + Survival + Wyrd

Action: Instant

Roll Results

Dramatic Failure: Not only do you not find the object you're looking for, but you pull out something Arcadian and very much alive. It's something small, but something very strange, and something liable to cause a lot of trouble.

Failure: You cannot find the object you want.

Success: You pull out the object. But it takes a little rummaging. This takes about a minute per dot of Availability.

Exceptional Success: You find the object, and find it immediately. You have access to it in the same turn.

Note: At the end of the scene, the object fades back into Arcadia.

- **Beast:** With the Dramatic Failure entity, you can offer it simple, non-suicidal commands, one per dot in the Contract.

- **Elemental:** The item is an iconic example of the desired object. It gains your Contract dots in Durability and Structure.

- **Wizened:** You can invest Willpower, one per day, to keep the item from fading back to Arcadia.

Catch: The item was yours to begin with, before being lost.

The Court of the Begging Bowl

The Court of the Begging Bowl claims to bear an ancient legacy, encouraging willful poverty and asceticism. They believe the fae is but a distraction, an illusion meant to pull the Lost back toward the dark fantasy of Arcadia. Their emotion is harmony/peace.

As an ideal, the Court of the Begging Bowl attempts to find tranquility, by rejecting the chaos and illogic of Arcadia. Courtiers, perhaps better called adherents, see travel into the Hedge as a regrettable necessity to be kept to a responsible minimum. The Court of the Begging Bowl is a diverse lot, many coming from staunch Buddhist backgrounds, but many coming from a place of irreconcilable trauma, from which they can't recover. For these Lost, asceticism and avoidance appear the only solution for a semi-manageable life.

The Court of the Begging Bowl's Approach requires a would-be attacker only use ten percent or less of his resources when assaulting the freehold.

Begging Bowls do not recognize any holidays, formal rituals, or other "distractions". To the average Begging Bowl, ritual celebration looks too much like mysticism, which looks too much like the Fae. Some personally observe Buddhist and Shinto traditions, but not as an organization at large.

Contracts: Talespinning, Emotion (Harmony/Peace), Calm Before Storms

Begging Bowl Mantle

Begging Bowls gain access to the following Mantle advantages.

- Take two dice on any roll embodying passive resistance, or otherwise utilizing proactive inaction.

- Courtiers gain the Goblin Vow (Skepticism).

- Courtiers gain two dots of Safe Place.

- Refine the Court Approach.

- Courtiers gain three dots in Resources, ironically as her asceticism and poverty inspires a massive influx of donation.

New Contract: Calm Before Storms (• to •••••)

You favor inaction until opportune times. It's always better to wait and learn, instead of charging in. You can hold back for a time, then let loose a tidal wave when you finally act.

Cost: 1 Glamour

Dice Pool: None

Action: Instant

When stakes grow, and initiative starts, you can activate this Contract. It must be during a tense scene, where abstaining carries clear risks or costs. You can hold your action for a number of turns up to your dots in Calm Before Storms. When you finally act, if successful your action gains additional successes equal to the turns waited.

- **Fairest:** You know when to hold your tongue. When taking a Social Action with Calm Before Storms, you gain the 8-again quality, and add Doors equal to your Contract dots for anyone opposing you.

- **Ogre:** You are a “gentle giant”. During the time waiting, you gain armor equal to your Contract dots.

- **Wizened:** You find shortcuts with your time spent. Turn an extended action into an instant action with this Contract. Add twice your Contract dots in successes.

Catch: You have not committed that specific action in a month or more.

The Bulwark

The ritual to uphold the freehold is relatively simple. Every member of the freehold must be part of a Motley. Every Motley must give up a small offering of gold each month, about a thumbnail's size shaving, or a ring. Regional leaders judge whether a given offering is sufficient. The regional leaders collect these offerings, and give the combined treasure to the new moon princess each year. This used to finance her office, and the leadership council directly. In modern times, she has the gold melted and sold in bulk, and her leadership council is expected to hold lucrative jobs in human society.

Positions of Power

The freehold recognizes the following positions, and afford them authority accordingly.

The Moon Princess

The Moon Princess is the single highest authority in the Yosei Kingdom. She maintains the ultimate right of law. She can make any decree she wishes, and it becomes true. The only exception is that she must abdicate the throne after a year of service. She must choose another woman to sit above Honshu after her term ends, and her successor then gains full authority in her stead. Some argue that her greatest power is in choosing her successor, who in some cases gave back the throne after a year, starting a limited back-and-forth between two princesses. There's no formal rule to this effect, but every Moon Princess in modern times has shed her Court membership before taking the throne.

She acts as the arbiter of the Yosei Self-Defense Force, and on occasion commands them directly from the field of battle. Most Princesses only deal with the force through her appointed generals, but each Princess rules differently.

Additionally, she appoints the Leadership Council. They largely remain in service from one Princess to another, but she can relieve members and appoint new ones as she sees fit.

Lastly, she appoints the Envoys to the Others, a diplomatic council which deals with the other supernatural creatures across Honshu. They tend to work independently of her office most of the time, only dealing with her, the Leadership Council, and the Yosei Self-Defense Force when absolutely necessary.

Most of the Lost say she rules from atop Mt. Fuji. That's not at all true. While most Moon Princesses have traveled at least once to the top of the mountain, none in modern history have actively maintained residence on the peak, largely on account of tourist appeal. Instead, she maintains a relatively austere office in nearby Gotenba.

Technically, the Moon Princess stands above all, and can override any decision by lesser authorities. In practice, she has only rarely done so.

The current Princess is Emi Hira, a Draconic Fairest from a farming community near Maebashi, in Gunma Prefecture. Before taking the throne, she was a proud Fire Rat. She gained her predecessor's attention while working to organize the nearby Lost to stand as a united front against a notorious rampaging Huntsman. Her passion, zeal, and steadfastness in the face of danger awed the previous Princess, who took her under her wing and groomed her for the next year's throne. Emi is struggling with finding her own replacements, thanks to particularly high standards and an unwillingness to compromise on imperfect candidates.

The Leadership Council

The Leadership Council meets monthly at the Moon Princess's Gotenba office to discuss matters of law, of security, and of general stability and prosperity. When a new Moon Princess takes the throne, she inherits the previous Leadership Council. Most bring in a handful of new councilors, and most relieve a handful as well. Some choose to maintain existing councils. A few Princesses have eliminated and replaced the entire council upon taking the throne. Generally, the Council operates by basic democratic vote. This has changed from time to time, but has remained the accepted system for the better part of a century.

There's no hard rule about the size of the Council, but most Princesses maintain about a dozen councilors, which see a solid distribution across Honshu. Currently, eight sit on the Council, with four standing councilors, three of the Dragon's Jewels and one Fire Rat, who have maintained their positions across over twenty Princesses' rules. Most who care see them as unfair and disproportionately powered. Fire Rats see this is clear evidence of oppression, whereas the Begging Bowls see it as a form of unacceptable stagnation, tying them to times long gone and old answers to new problems. As one Fire Rat street poet put it, half our voice has been saying the same things since before the Internet was in every home, and those things don't matter now.

The primary official function of the Leadership Council is to listen and digest the platforms and positions of regional leaders, then to communicate them to the Moon Princess. This sort of gatekeeping behavior is often decried by politically active courtiers, but limited direct access to the Moon Princess means it's unlikely to change soon.

The Envoys To The Others

The Lost of Honshu have a rather unique office under the Moon Princess – they're called the Envoys to the Others, and they're a council of diplomats to many of the other

supernatural groups across Japan. As with the Leadership Council, the Moon Princess appoints, fires, and organizes them as she sees fit. Unlike the Leadership Council, these councilors typically remain in their positions for significant lengths of time, and always number twelve in total.

Every one of the envoys is expected to maintain at least a nominally public persona, with readily accessible contact information in case regional leaders or motleys have to reach out on short notice. Beyond that, no given envoy has a specific responsibility to address a given concern. Most will most of the time, but frivolous requests or requests from the publicly shamed get ignored.

Each envoy employs multiple assistants who cover geographical territory, specific gangs of monsters, or other aspects of the job. In rare emergency cases, envoys can conscript other Lost to fill deputy roles. As Storyteller, consider these deputy roles for the players' characters if they seem to fit a possible avenue.

New Merit: Envoy to the Others (••)

Your character is an Envoy to the Others, appointed by the Moon Princess. She gains three dice on any Social Action with that supernatural type, provided they're mainstream and respect general authority. For example, anarchist, monstrous vampires who don't respect the vampiric status quo are also unlikely to respect an Envoy.

Once per chapter, your character can call upon the services of a small cabal of her chosen monster. They'll assist her in a reasonable time of need.

Additionally, the Envoy can purchase Allies, Contacts, Mentors, Retainers, and Status reflecting supernatural creatures of their given type. While other characters may have access to similar Storyteller characters, the Envoy has knowledge of their abilities, and generally has them at her disposal within reason. For players using other games such as **Vampire: The Requiem**, the Status allowed reflects organizational Status Merits within those supernatural groups. While most of these groups are highly secretive and restrictive of membership, agreements in Honshu are such that Yosei diplomats are regularly afforded respect. Status in these organizations is generally limited to three dots.

New Merit: Envoy Assistant (•)

Your character assists an Envoy in official capacity. She gains one die on any Social Action with that supernatural type, with the same limitations as the Envoy.

Additionally, Envoy Assistants can purchase Allies, Contacts, Mentors, Retainers, and Status reflecting supernatural creatures of their given type. As with the Envoy, this comes with a certain knowledge and access beyond what would be considered normal. Status in these organizations is limited to a single dot.

Created – Kuranosuke Ninomiya: Ninomiya governs relations with the Created – artificial beings literally brought into being by human alchemists or by one another. A

group calling themselves the Urugan maintain particularly tight relationships with the Lost. Urugan are crafted with shamanistic rituals, using human souls. Despite having very small population numbers in Kanto, maybe a couple dozen at most, these Urugan find the Lost deeply captivating. They study humanity, in what appears an effort to adopt human identity. The Urugan believe the Lost are filtered essence of the human experience, since humanity is defined by its stories, and the Lost are nothing if not stories made flesh. Additionally, they find certain more celebrant Lost particularly interesting, since they embody human fire so deeply.

Ninomiya helps facilitate connections between the Created – mostly the Urugan – and Lost motleys to study and work with.

The Dead – Kou Takewaki: Takewaki is perhaps an odd candidate to speak with the dead. She's the liveliest Fairest Dearheart you could ever imagine. She's flush, lovely, and vigorous in everything she does. But the risen dead, Sin-Eaters they call themselves, adore her. She spends a great deal of her time with them, sharing stories and experiences. She knows they obsess over reconciliation, vengeance, and otherwise shedding baggage from past lives. She helps with this, and often connects with other Lost capable of helping in unique circumstances. In fact, if a motley becomes recognized for a specific skill or approach to problems, Takewaki might bring a needy Sin-Eater to them in order to help bring about a resolution.

The Sin-Eaters in Honshu almost all become what they are through a pilgrimage to the Watarase River in Tochigi Prefecture. They take this pilgrimage with help of a human group of priestesses called the Azusa Miko. These Miko are quite versed in yokai legendry, and make fast friends with the Yosei in most scenarios.

Demons – Mitsuko Kanou: Demons are quite common in Honshu, but most have no interest in Kanou's dealings. She's a calculating Wized, and understands that demons have their own stressful existences to deal with. Most would be content to never be known, to never do anything that might draw attention to them. She does have some associates, however, who tell of their time in a great, underground spring of the dead called Yomi. It's a dark place, with vast gloom and nothingness. Each of these demons escaped, but terrible forces wish to ferry them back. These forces, called Shito (or apostles), hide amongst the living in the form of people, of urban infrastructure, and all the trappings of modern life. Some Lost can see these Shito for what they are, and thus are invaluable to those demons willing to risk association.

That said, it appears the Shito are unwilling to use their more heavy-handed tactics in front of the Lost. While this is a noticeable trend, the demons have no good explanations for why that is, and thus largely remain wary of taking that risk. On the other hand, a small number have embraced the risk, and maintain solid working relationships with the Lost under Kanou's guidance.

Fae – Takayuki Kinami: Kinami holds an odd position as diplomat to other things fae. While this encompasses a great number of entities, his role is mostly comprised of two main jobs. First, he's the chief regulator for a massive, standing goblin market near Ameyokocho shopping district in Ueno, Taito Ward in Tokyo. While he can't do much to the goblins directly, they seem to respect his diplomacy and police their own. This guarantees that deals are upheld fairly (or as fairly as they can be in a goblin market).

His second job is to act as a diplomat to the Gentry. This of course isn't a commonly exercised form of diplomacy, as they won't change their desires, nor will they allow him safe passage to Arcadia. However, he does act as a liaison between the Gentry and the Moon Princess. He screens would-be suitors, and acts as an arbiter of their gift-giving and the mythic tasks given to them by the Moon Princess. His is arguably the most strategically essential in the freehold. He's a sort of gatekeeper between the storm and the village, and he's done his job very well for nearly a century.

Gods – Maho Suzuki: Nobody really knows what Suzuki does, or what her job entails. She's technically the emissary to the gods, but only few Lost recognize gods on any literal level, since they remain unseen unlike the rest of the world's supernatural beings. Rumor has it, though, that she has a few strong ties with truly ancient beings, kings and queens reborn into human bodies time and again over the centuries. She doesn't make her findings or meetings publicly known, however. She's been trusted for some thirty years with the role.

Humans – Tsuyoshi Yusada: Yusada is the most controversial of the emissaries. He's not emissary to a particular supernatural creature, but instead to human groups. Namely, he sits on the board of Hototogisu Incorporated, a human group with immense clout in the supernatural community. They identify themselves as the leaders of the vampires, despite not actually being vampires, and not being recognized as leaders by the vampires at large. Regardless, Hototogisu has undeniable influence, as they conduct scientific studies on monsters of all shapes and sizes. However, Yusada's diplomacy and the raw numbers of the Lost have kept the Hototogisu at bay in that regard. Even with immense resources at their disposal, the countless thousands of Lost would make quick work of the corporation if called to arms.

Additionally, Yusada deals with monster hunters, ancient conspiracies wielding supernatural gifts in the fight to protect humanity. He's maintained a strong position that the Lost are but victims of the supernatural, and are not victimizers of the innocent. Most monster hunter groups respect this.

Myths – Akira Hayashi: Hayashi is a Gravewight Darkling of the Dragon's Jewel. He maintains diplomatic relationships with the beasts of legend, the dragons, the leviathans, the kirin of Japan. He started in his role nearly fifty years ago, and still maintains a position as a museum archivist in Tokyo. He hunts for ancient treasures in his spare time, and this fascination brought him into knowledge about the great monsters' hoards. He actually deals with multiple groups on an individual level, trading secrets and tips with mages, with dusty vampires, and the resurrected dead. Some criticize Hayashi's "hobby" as frivolous and distracting from more important diplomatic work, but most recognize that his role is as diplomat to a relatively small population of monsters that doesn't frequently interact with the Lost at large.

The Myths have a general agreement of mutual self-defense with the Lost, but it's rarely called in. The two have starkly different predators, and deal with them in starkly different ways.

Mages – Aoi Hashimoto: The mages of Honshu boast immense numbers, almost as many as the Lost. Hashimoto maintains strong relationships with their leadership, but the sorcerers tend to keep her at some distance if only because they're so very busy with their

own interests. Mages deal with a unique problem in Japan, in the form of strange magical “dead zones” which cause all manner of conflict. They’re also flooded with strange supernatural phenomenon, which draws great curiosity. Also, opposing mages toy with the populace, influencing them into pettiness and stagnation. While occasionally, Hashimoto works with the Lost to help mage interests, this is very rare. Mostly, it’s a matter of pride – mages simply don’t want help because they don’t want anyone else in on their territory. She explains that inspiration and innovation are good for both sides, but the mages won’t hear it.

Otodo – Haruka Kurosaka: The Otodo are an ancient breed of human-oni hybrids, born of human mothers, but with demonic blood. They look mostly human, but wield immense demonic power. Most of these Otodo travel and fight the vilest of monsters, in an effort to redeem their demonic heritage. Kurosaka was a young woman born of the Otodo when she was taken by the Gentry, so she stands uniquely able to act as diplomat to the demon-blooded.

Otodo interests often run parallel with the Lost; the worst monsters cause problems for everyone. So, often Kurosaka will take tips and suggestions from Lost facing insurmountable issues with monsters, and pass them on to various Otodo. This doesn’t guarantee the demon-blooded will act, but they often do. In at least a couple of instances, the Otodo have destroyed rampaging Huntsmen.

The Otodo sometimes turn their fiery hammers toward the Lost, but only when the Lost egregiously abuse humanity. Unfortunately, motley relationships often mean other Lost will be caught in the crossfire when the demon-blooded go hunting.

Vampires – Eiko Furata: Furata is emissary to Honshu’s large vampire population. She’s a Fairest Flamesiren, and the vampires are drawn to her like moths to a flame. She attends all their biggest parties, and is typically the life of the event. In Tokyo, she works with three major vampiric organizations, to establish safe feeding grounds and territories, as well as arbitrating conflicts that arise between the two groups. She generally avoids Kyoto, dealing by email or phone since she isn’t a fan of their deeply traditional, “stuffy” organization. She spends a great deal of time in the slightly more westernized all-night society of Osaka, where she holds an honorary “Advocate” position amongst the vampiric Invictus. In fact, in Osaka she’s so revered that she can (and has) called for the execution of offensive young vampires without standing. Amongst the upper crust, she’s a paragon. To the lower dredges, she’s a boogeyman.

Her greatest hobby is starting passionate dalliances with vampire lovers. As a Flamesiren, they cannot touch her. Thus, she likes to tease. At one event in Utsunomiya Tochigi, she cut herself and leaked blood on the floor for a vampire lover to lick off the marble.

She’s very good at her job; Lost who run afoul of vampire gangs can contact her quickly and expect quick responses. She finds minor issues rather bothersome though, and will shame and discredit those who abuse her station lightly.

Werewolves – Yuichi Okamoto: Compared to other usually prominent groups, the werewolf population in Japan is rather small and disorganized. This makes Okamoto’s role uniquely difficult. He must deal with numerous individual packs, none of which

recognize higher authority. Werewolves are highly territorial, and often run afoul of Lost who share interest in their holy places of power.

This is doubly problematic, since most packs either don't know Okamoto, or haven't been able to establish a relationship with him. He has to work quickly with high stakes, and often dispatches numerous deputies for rapid coverage. On more than a couple of occasions, deputies have been ripped to shreds by angry werewolf packs. Somehow, Okamoto has avoided this fate for nearly ten years.

Others – Ayumi Yamada: Yamada bears the illustrious role of “Emissary to the Others”. If something supernatural occurs, but isn't under the auspices of the other emissaries, she's called in. For this reason, her role is more akin to that of a paranormal investigator than a diplomat, since many things under her purview are of questionable sentience. She and her deputies investigate yokai sightings, rumors of alien lifeforms, and weirder things still.

Most see her role as an odd one, and afford her limited to no respect. This includes the other emissaries. She does not let that deter her. She takes great pride in her work, and investigates with immense academic rigor.

The Yosei Self-Defense Force

The last wing of the Moon Princess's government is called the Yosei Self-Defense Force. They're a small army of the Lost, who answer to the Moon Princess, but also the Envoys to the Other and most often the Leadership Council. The army is comprised of numerous free agents, and many dedicated motleys which can be dispatched at short notice all across Honshu. Their efficient, thorough organization has helped keep Honshu relatively safe from the Gentry and from the Huntsmen for some time. At very least, they guarantee Approaches are respected.

The Soldier General of the Self-Defense Force is Shin Kaneko. He's a Draconic Ogre, and perhaps the most respected Fire Rat in Honshu. While the Lost of Honshu are largely anti-military, they recognize and respect Kaneko's hard work in defending the kingdom. Kaneko maintains a group of five regional Soldier Colonels. These Colonels organize and train under their auspices, and manage day-to-day deployments to address threats within their purviews. Every Colonel guides a single major city, except for Osaka which is governed by the General. The Colonels hire Captains, who lead elite groups or manage a handful of smaller groups. Some captains manage smaller cities. Sergeants lead smaller groups, or take on highly specialized individual tasks. Privates are at the bottom of the Force.

New Merit: Yosei Self-Defense Force Status (• to •••••)

Members of the Self-Defense Force can purchase the following Status Merit. If advantages such as Resources would take them over five existing dots, allocate those dots into other logical Merits. Safe Place Merits reflect Force lodgings, safehouses build to house a motley of soldiers (or more) in strategic locations.

This Merit affords a disproportionate number of advantages to the cost. This is counterbalanced in responsibility, as Force members are expected to put their lives on the line at a moment's notice.

- Private: Privates are part-time workers, and receive a dot of Resources and Safe Place.
- Sergeant: Sergeants have full-time responsibilities. They receive two dots of Resources and a dot of Safe Place.
- Captain: Captains have full-time responsibilities. They receive two dots of Resources and two dots of Safe Place.
- Colonel: Colonels have full-time responsibilities. They receive three dots of Resources and three dots of Safe Place.
- General: The General is fully dedicated to the cause. They receive four dots of Resources and four dots of Safe Place.

Also, Kaneko operates as a sort of “crime boss” capacity to fund the Force. He sells services in relatively peaceful times, deploying Force motleys to other supernatural groups in need. If, for example, a vampire needs an elite force of bodyguards for a function, Kaneko can provide a custom-tailored motley to serve that purpose for a rather remarkable sum. He hires specialists who sell and trade in the spoils of war, creating often lucrative “alternative revenue streams”.

The Yosei Defense Force can conscript anyone they wish, in theory. But they’re not hurting for capable volunteers. This is partly because Shin Kaneko pays rather well, and it’s stable, under-the-table work available to most Lost. Kaneko’s motto is that there’s room for everyone willing to work. Under current estimates, Kaneko hires just over three hundred of Honshu’s Lost in various capacities, including administrators, teachers, and fences for procured goods.

Places of Interest

These are but some of the places of particular interest to Honshu’s Lost.

Mt. Fuji

Mt. Fuji, and the nearby town Gotenba, are the seat of government for Honshu’s Lost. None may enter without express permission of the Leadership Council, the Envoys to the Others, or the Colonels or General of the Yosei Self-Defense Force. Most Lost will never visit the area, because of this intense security lockdown. However, some visit and lobby for permission to climb the mountain.

The Moon Princess maintains a small but impressive motley from the Self-Defense Force which patrols the area meticulously for intruders.

Ameyokocho Marketplace, Tokyo

Ameyokocho is a long street full of vendors and markets in Tokyo, often very crowded and full to the brim with great deals and strange finds. However, a goblin market makes its permanent home within some of the abandoned buildings. Because of its public positioning, many humans stumble upon the market. These onlookers forget what they saw, they’re never believed, or they simply disappear forever.

By and large, Ameyokocho is your standard goblin market, which is to say it’s strange, unique, and always changing. You can always find what you want, if you’re willing to look hard enough and pay dearly. Unlike most though, it has a changeling named

Takayuki Kinami governing transactions, guaranteeing there's no vague wording or abuse of terminology. This isn't to say it's somehow less frightening – in a sense it's perhaps more so, since the Lost enforce debts. But, what you see is what you get, and when you agree to terms, you know what you're getting into (if not the implications).

Gion, Kyoto Prefecture

Gion is a historic district in Kyoto, in front of the Yasaka Shrine. While it has a long history, known for its geisha amongst other things, it's also now the seat of the Dragon's Jewels. Regional leaders visit Gion regularly, and others make infrequent pilgrimages to the historic neighborhood. It's an area known for preservation of traditional arts and architecture, and the Dragon's Jewels protect it vigorously. Some number of Jewels invest vast sums of money into maintaining the galleries and tea houses.

There's a popular misconception that Gion was a red-light district, but that's largely due to misunderstanding of geishas' historical roles. Gion is more of a cultural center.

Nikko, Tochigi Prefecture

The Nikko Toshi-gu historic shrine, and the surrounding communities of Nikko are home to the Begging Bowls. While most members travel to the mountainous shrine at least once, the Court doesn't maintain a massive population in the area. Instead, the Court thinks of all Tochigi as under their purview. Many members study at the Ashikaga School on the far side of Tochigi. Many in human business operate out of the city of Utsunomiya.

Westerners may know of the Nikko Tosho-gu as the home of the “see no evil, hear no evil, speak no evil” monkeys.

Osaka, Osaka Prefecture

Osaka boasts the main offices of the Yosei Self-Defense Force. The leadership maintains numerous ties to businesses and criminal enterprises in the area. The Force operates out of the Umeda district, where it keeps a modest office. Training mostly occurs in the rural suburban areas, free from prying eyes.

While the Force's main offices are in Osaka, every major city has a satellite office for Colonels and Captains of the militia.

Who looks outside, dreams; who looks inside, awakes.

— Carl Jung

Changelings exist at once in two worlds. They stand in the mists between the dreamlike magic of Faerie and the mortal world of shadows and glass. Ripped from the lives they knew, they've become something neither human nor True Fae. They are Lost, but have found in themselves something new to call their own.

The following rules demonstrate the ways the Lost differ from any other people. We call these “other people”, these normal people that make up wide swaths of the population, “mortals”. Technically, the Lost are mortal, too, but they're touched by the Fae in irreversible ways.

The Mask

Glamours hide fae magic from human eyes. Only in the world of deepest dreams do mortals awaken to the magic of Faerie. These same glamours weave about the Lost, disguising their true natures to the unensorcelled. Changelings call this powerful illusion the Mask.

The Mask defies mortal senses and manmade equipment alike. It is not of changeling design, but something perhaps conjured by the Others in ancient times. Maybe it is simply the nature of fae things, for which illusion and deceit are as real as flesh and blood. It hides them so completely that it persists even beyond death. To those fooled by the, the transformations undergone in the Durance simply don't exist. A changeling's horns, fiery hair, or scaly skin all become a part of the illusion. A lover caressing her mate's hair never realizes that tongues of silent flame stream through her fingers, seeing only long red locks instead. Dry, flaky skin hides the pitted scales, while miniature gossamer wings become pronounced shoulder blades. A noxious odor of brine exuded by the changeling kept in the stagnant deeps manifests as terrible body odor, and so on. A little of the changeling's true nature bleeds through, but not enough to recognize without being a part of that world.

Fae beings, ensorcelled mortals, and other supernaturals with mystical senses can see through the Mask. In the mirror, a changeling sees herself as she truly is, and not how the world sees her. She sees other changelings in their fae mien, and only with great effort can see another's Mask. This extends to objects woven with the Mask, such as a sword forged out of a dragon's claw or a gown spun only of perfect snowflakes. The Lost see these objects as they truly are, but to mortal eyes these things are mundane, if exceptional in some way. The Mask only covers objects and beings from the fae world, and not any mundane clothing or items a changeling might wear. Fae tokens and objects retrieved from the Hedge almost always resemble their real-world counterparts (or closest counterparts, in the case of Hedge beasts whose like is not found on Earth). For example, a bloodstained battleaxe might look like a fire axe with a rusting head, or a princely crown becomes an ornate hat or headband. Such items, crafted from the strange stuff of the Hedge, serve as status symbols as well as useful articles for those with not-quite-human forms.

The changeling can strengthen her Mask such that even other Lost cannot pierce it, if she wishes it. To do so she spends a point of Glamour as a reflexive action and wills the Mask to become solid, as though it were her real flesh and bone. For the rest of the scene, her Mask hides her even to fae eyes. Changelings using sensory magics can oppose this disguise with a Clash of Wills (see p. XX). If the Masked changeling prevails, she remains hidden, except for one detail: her shadow. A changeling's shadow always betrays her true fae shape, even when the Mask is at its full power.

Desperate changelings can also scour away the Mask with an act of will. This is not undertaken lightly because of the risks and ramifications. It requires that the changeling spend a point of Glamour as a reflexive action. As she does so, the Mask shatters in dramatic fashion, burning or breaking or crawling away from her fae form. For the rest of the scene, all observers see her as she truly is. The Mask

reinstates itself at the end of the scene, or if the changeling gains at least two points of Glamour, and then spends one to reinforce the Mask. Revealing herself in this way is fraught with peril, but does confer some benefits. While her Mask is stripped away, she gains a bonus to all Contracts: each use is treated as though she had rolled an exceptional success, regardless of the actual successes rolled. If instead the number of successes is important (such as with damaging powers, or ones that last an amount of time based on successes rolled), she counts her rolled successes, her Wyrd, or her Mantle rating, whichever is greater. With her fae nature no longer hidden to the world, she has an easier time working magic.

The price for such revelation is steep. The very act of tearing away the Mask also opens any gateways to the Hedge within ten meters per dot of Wyrd. It is not simply revealing the changeling's hidden self, but ripping away the illusion that hides the world in which she walks. This act also alerts any Huntsmen within one hundred meters per dot of Wyrd, a potentially far more dangerous consequence. The Huntsmen instantly become aware of a changeling's presence and her general direction, forcing her to quickly move on or prepare for their arrival. Due to the risks involved, a changeling only ever lowers the Mask if desperate or in complete trust of her surroundings and her fellows — not a common thing. The initial act afflicts mortal onlookers with the Bewitched Condition, although anyone seeing her later in the scene won't gain the Condition.

Bewitched (Condition)

Your character has been vexed by fae magic. She can no longer trust her senses, as she sees things that can't be real. Perhaps you've been cursed, or witnessed some perception-shattering act of magic. Now you can't unsee the things that haunt you and it's driving you mad.

For the duration of this Condition, your character suffers a -2 to all perception-based rolls. At the edges of her vision and in fleeting glimpses she sees into the Hedge through doorways, or sees goblin-like creatures scurrying out of view. You also see through the Mask, but in a distorted, terrifying way, like you're under the influence of psychedelic drugs.

Possible Sources: Witnessing a changeling tearing away her Mask, suffering a curse, exposure to goblin fruits.

Resolution: Eat another goblin fruit (and endure its effects), cut your own or another's flesh with pure iron, suffer some pratfall based entirely in mundane earthly activities (an embarrassing business meeting or social faux pas, a traffic accident, etc.) .

Beats: n/a

Mien

What the Mask hides is a changeling's fae mien. This is her true shape, transformed by her time in Faerie. An Elemental might have icy blue skin and hair that streams like frigid water about her shoulders. A Beast has scaly skin and rows of bony ridges instead of hair. An Ogre's stony flesh feels rough to the touch and instead of two eyes, she has one, blinking slowly as it stares down on its prey. The Mask disguises even these changes. A Snowskin Elemental feels cold to the touch, but her lover only assumes she has poor circulation. A Fireheart's body runs unusually warm, but her friends simply figure she is flush or has a fever. A changeling with clockwork mechanisms replacing her organs seems perfectly normal under medical examination. The Cyclopean Ogre's eyes are perhaps too close together, or larger than normal, his skin rough and dry.

Changes wrought by the Durance reach beyond the cosmetic. A Fireheart's burning hair can ignite flames if she wills it to, a Hunterheart's claws rend flesh like real talons, a Leechfinger's lamprey-fingers actually do latch on to drink blood from his victims. The Mask does not fully hide these changes. Other such changes are more subtle; they manifest in a free Specialty chosen during character

creation. These adaptations represent the extent of a changeling's transformation, such as a Windwing's air-filled bones allowing her to jump that much further. To mortal observers, the effects can be explained away as unusual but ultimately mundane circumstances: long nails, strong hands, an uncommon limberness. Though the Mask hides disguises even their effects, it does not diminish them. A Razorhands' hands will shred a person, even though witnesses don't see that her hands are made of scissors.

The fae mien grows more pronounced as a changeling's Wyrld rises. Even the Mask strains to disguise it. Autumn winds or subtle, cool breezes, scents like the ocean, auras of fear where the shadows seem to deepen around the changeling, an impression of glinting, catlike eyes. A changeling's Mantle can flavor these effects, sending Winter chills down a bystander's spine, filling someone with the warmth and vigor of Spring, the greed and envy of Gold-lust. The effects are mostly harmless, unlike the more potent magics of the Lost, but help to define a changeling as something not of this world. Humans notice these subtle but potent signs of fae nature and the changeling finds herself distanced yet a little more from her former kin.

Damage and Deprivation

Changelings endured conditions that no human should ever have to weather during their time in Faerie. The power of that realm, the Wyrld, changed them into something new at their Keeper's command. When they escaped, their bodies changed back to some degree, but not completely. They remain enchanted through with faerie magic, although many human concerns still apply to them. Changelings hunger as mortals do, still require sleep, still bleed and feel pain. Poisons still sap their strength, although changelings are more resistant to disease and decrepitude than mortals (as described below).

The Lost suffer damage just like humans, whether from fire, chemicals, weapon attack, or accident. Bashing, lethal, and aggravated damage affects them in the same way as it does any human. Changelings can bleed out and suffer wound penalties as normal. They heal as mortals do, barring the aid of magic or goblin fruits.

Changelings respond curiously to scars. Some of them develop scars that heal in unique ways, forming unnatural markings like a signature of the wounds a changeling has overcome. These marks may be luminous sigils or craggy ridges, or any number of things that personalize the experience in some way unique to the changeling. Scars may look dramatically different on a changeling's Mask. Changelings appear to have some control over this, wearing these scars as a badge of honor.

Iron

Legends tell that long ago, the Gentry broke a contract with Iron. As a result, iron has ever been the bane of Fae. Some changelings theorize that instead, iron's mythic significance as it brought about industrial revolution (and a deathblow to the age of superstitions and legend) makes it anathema to creatures of dream and magic. Changelings suffer the bite of iron as well, due to their fae heritage.

Whatever its origin, iron that is at least half pure ignores fae-born defenses and magic. A Contract, Token, Hedgespun artifact, or other fae magic that provides armor and enhanced Defense will not shield a fae creature (including changelings) from iron weapons. Iron is difficult to find in the modern day, outside of antique shops, old estates surrounded by wrought-iron fences, special order, and so on.

So-called "cold iron" is even more devastating, particularly to the True Fae. To qualify as "cold iron," the metal cannot have been shaped or transformed by magic. It must have been forged by hand, not mass-produced, cast, or created by a machine. This iron inflicts aggravated damage to the Gentry and Changelings. Even handling or touching iron causes great pain to the True Fae, and changelings, especially as their Wyrld rises, find it uncomfortable at best. Subtract a changeling's Wyrld from all dice pools while she touches cold iron.

Longevity and Disease

The Lost do not age as humans do. Touched by Faerie, they inherit a measure of the Gentry's timelessness. As their Wyrd rises, it adds to their lifespan, as well as providing a bonus to rolls to resist infirmity like disease and the effects of age. Additionally, her Wyrd adds to rolls to stay conscious or resist death (see p. XX). The most powerful changelings are said to be immortal, but few can prove or disprove the veracity of this claim. A changeling who has lived for centuries likely has lost touch with reality – little different from the Others – but some may hold onto a shred of Clarity. Others probably withdrew from human society entirely and became living legends, creatures transformed by the Wyrd into things more fae than human.

The bonuses to lifespan granted by Wyrd slow the changeling's aging, so that she remains proportionately aged for her total lifespan. Additionally, increases in Wyrd and the concomitant lifespan extension are retroactive, which can sometimes age a changeling backwards. For example, if a changeling is weathered and elderly at 80 years old, and her Wyrd rises so that her lifespan grows by another 75 years, she will gradually “de-age” so that she only looks middle-aged. Changelings age well regardless of their total lifespan and suffer few, if any, effects of age until their time is up.

The table on p. XX shows the bonuses to lifespan and against infirmity conferred by Wyrd. If for some reason a changeling's Wyrd ever decreases (even temporarily), so does her lifespan as the ravages of time crash into her like waves sweeping away a sandcastle. She might wither away in hours or even minutes with Glamour no longer able to sustain her.

Caging a Dream

Changelings escaped Arcadia, a land where fate and time are mutable and the whims of monstrous solipsists shape reality. By doing so they forged a Contract with Faerie itself, so that not even dreams can hold them prisoner. Changelings can escape any confinement by opening a door to the Hedge or slipping free from bonds. The latter costs one Glamour as a reflexive action and is automatic, although if her bonds are supernatural in origin she engages in a Clash of Wills with the effect's creator. She may retry again without penalty, however, an exception to the rule about successive actions. Simply put, a changeling will always escape if she makes the conscious decision to do so.

This ability to escape applies to all grapples (see p. XX) with non-supernatural attackers. She must use a Clash of Wills against supernatural attackers.

To open a door to the Hedge, your character must have access to a closeable portal that she could fit through, such as a door, window, manhole, or otherwise. Spend a point of Glamour, and roll Clarity. Additional Glamour can be spent to add additional dice to this roll. Success means she opens a door within one mile of her intended location in the Hedge, since space works differently between the worlds. Exceptional success means she ends up exactly where intended. Failure has her arrive somewhere completely random, and dramatic failure lands her in the direct attention of a Huntsman.

The reverse works as well; if she finds a portal within the Hedge, she may spend Glamour and open it in order to flee to the human world. Use the same rules.

This is not to say that escape is without consequences. The ability does not protect her from her jailers. A changeling can escape police custody. Handcuffs and a cell can't hold her. But she still has a mugshot, her criminal record, and the police after her. Escaping just made everything worse. The changeling must weigh the risks of the consequences against her the risks of incarceration, rather than expecting a “get out of jail free” card.

Embracing the Wyrd

Faerie's transformative magic imbues the bodies and souls of the Lost. This power is called the Wyrd, and its Glamour leaves nothing unchanged. Changelings feel the Wyrd in every breath, every act of magic. Their fae halves respond subconsciously to the ebb and flow of Wyrd energies, and the act of feeding on emotions to regain Glamour only reinforces the connection to the Wyrd. All fae keenly feel that connection, but some, like changelings, have learned to call upon its power for brief surges of incredible prowess. This act is called "Embracing the Wyrd."

Embracing the Wyrd means just that: the changeling opens her soul to the transformative powers of the Wyrd. She allows them to flood into her, envelop her. Limned in ethereal energies, she becomes capable of seemingly impossible feats stolen straight from dreams and nightmares. The process makes her stand out like a beacon fire to any fae entities in the area. To mortal observers, she seems hazy and indistinct, like a figure in a dream just out of reach. Embracing the Wyrd even leaves human minds reeling, grasping for answers, and many simply conclude that what they saw was recalled from a dream. Only the strongest-willed can remember with any clarity what they saw. Mortal onlookers (including werewolf-blooded kin, Sleepwalkers, and ghouls) make a Resolve + Composure roll, penalized by the changeling's Wyrd. On a success, the observer can recall the events, but they seem like half-remembered fragments of a dream. With an exceptional success, the observer recalls the changeling's actions with perfect clarity. If the observer fails this roll, she struggles to rationalize the events as a nightmare and gains the Bewitched Condition. On a dramatic failure, she gains the Condition but becomes plagued with nightmares about the event, robbing her of the ability to rest and regain her grip on the world. The Bewitched Condition becomes persistent, and worse, she begins to see entities and forces from her nightmare in her waking life.

The benefits to Embracing the Wyrd are potent. First, the changeling spends a point of Willpower and one point of Glamour reflexively. For the duration of the scene (or until the changeling stops Embracing), she gains her Wyrd in bonus dice every turn. She can apply these dice to any active rolls (as a rule of thumb, anything taking an instant or extended action), to her Resistance traits, or she can apply them to directly increase her Defense. A changeling with higher Wyrd can divide the bonuses as she chooses, even changing them from turn to turn. She may also spend Glamour to increase this number for a single turn at a rate of 1 die per point of Glamour. For example, a changeling with Wyrd 5 might choose to add 3 dice to an attack action and 2 to her Defense in one turn, then next turn place all 5 points into her Defense. If the same changeling spends 3 Glamour, she gets 8 dice to divide instead of 5. This added Defense even applies to firearms attacks. She also adds her Wyrd to her Speed for the duration of the power.

Additional cosmetic effects accompany this surge in power. The character might glow with a faint, shimmering light. Shadows might deepen around her, making her seem taller, more terrifying. Her fangs seem to grow longer, or her fiery hair crackles and roars. Some even report hearing faint music playing in the background, or a chorus of inhuman cries. Looking upon the Wyrd-enhanced changeling, hearing and seeing things that should not be possible, feels like stepping into another world. These effects are unique to each changeling, as she enforces her own narrative through the Wyrd. The similarities to the Gentry and their obsession with crafting stories are not lost on changelings. These effects are not identical to scouring away the Mask, but if a changeling chooses to, she may drop her Mask for free as part of Embracing the Wyrd. If she does she gains no added bonuses, only the ability to reveal her true self even as she exults in magical power.

Embracing the Wyrd is not without its drawbacks. Activating the power is a breaking point trigger (see p. XX). She also suffers a penalty to any breaking point rolls equal to half her Wyrd (rounded up) for the rest of the scene. It is difficult to keep a grip on reality while overcome with fae magic and Glamour. Embracing the Wyrd robs the character of clear thought and vision.

New Advantage: Wyrd

The magic of Faerie transforms things. Shapes, dreams, concepts. This same magic now courses through the body and soul of every changeling. They call this power the Wyrd, and it leaves all it touches forever changed. The changeling character gains Wyrd as a supernatural advantage, representing just how much the effects of Glamour has changed her. At first, changelings can call upon only a little of the Wyrd's immense powers, but with time and experience, they can work tremendous feats of magic. In time, they can even leave behind human limitations, becoming paragons of dreamlike power. Through the magic of Wyrd, even their mundane capabilities grow to surpass mortal limits.

The Wyrd exacts a price for its power. As it rises, the changeling remembers more of her time imprisoned in Arcadia. She becomes less human and more fae, in stark contrast to the reasons she originally fled Faerie. As she grows more inhuman, she becomes more a creature of emotions and feelings, volatile in a way usually reserved for children and the Gentry. She cannot rein in the intensity of her feelings, growing so strong in her passions she becomes a lit match that others can scarcely bear to hold for long.

Increasing Wyrd also distances the Lost from humanity in other ways. Even the Mask strains to hide her true nature. Pieces of her fae self begin to bleed through the illusion. Others begin to notice, and it unsettles them in the way that disturbing dreams do. Worse still, changelings of high Wyrd begin to suffer from quirks and weaknesses born of superstition and folklore.

All changeling characters begin play with one dot of Wyrd. Players may purchase additional dots by spending Merit dots (see p. XX) or by spending Experiences. The story elements involved mean the character immerses herself in the magical fae side of her life. She might travel the Hedge, experiment with her magic and pledges, or seek the dangerous wisdom of elder fae.

[[TABLE: WYRD

Wyrd	Attribute/Skill	Max	Max Glamour/Per Turn	Longevity	Infirmity Bonus	Incite
1	5	10/1	+10 years	+1		
2	5	11/2	+20 years	+1	One minor	
3	5	12/3	+30 years	+2		
4	5	13/4	+40 years	+2	Two minor	
5	5	15/5	+50 years	+3		
6	6	20/6	+75 years	+3	Once per chapter	One major, two minor
7	7	25/7	+100 years	+4	Twice per chapter	
8	8	30/8	+200 years	+4	Once per session	One major, three minor
9	9	50/10	+500 years	+5	Once per day	
10	10	75/15	Immortal?	+6	Once per scene	Two major, three minor

END TABLE]]

Benefits of Wyrd

- **Superhuman Capabilities:** As Wyrd rises to higher levels, so does a changeling become more a creature of magic and legend. Eventually she surpasses human limits on Attributes and Skills. In game terms, Wyrd at levels 6+ becomes the new maximum for the changeling's Attributes and Skills.

- **Glamour Usage:** Wyrd also determines how much Glamour a changeling can absorb into her body at once and how much she can spend per turn.
- **Goblin Fruits:** A changeling is limited in how many goblin fruits she can bear into the mortal world. Wyrd determines the amount (see p. XX).
- **Pledges:** Wyrd determines how many pledges a changeling can have active at a given time.
- **Dreams:** Add the changeling's Wyrd to all rolls made to remember or interpret dreams. As Wyrd rises, her dreams of time in Arcadia grow in clarity and frequency. At Wyrd 1-3, she barely remembers her dreams, recalling only fragments. At higher Wyrd (4-6), she recalls some of these dreams with relative clarity. More powerful changelings (Wyrd 7-9) frequently dream of their time in Faerie and remember it clearly, as though watching it happen just outside arms' reach. The paragons of fae power (Wyrd 10) dream very often of Arcadia and remember it all so clearly it's not unlike experiencing that time in person. This benefit is largely a roleplaying concern, giving players and Storytellers a chance to develop the character's history and add new elements to her Durance, or for the Storyteller to deliver cryptic omens. These dreams can also serve as justification for purchasing new traits or improving existing ones. For example, a changeling might remember her time dueling on behalf of her Keeper and so improve her Weaponry Skill with Experiences, or she raises Wyrd as she reconnects with her fae aspects.
- **Supernatural Resistance:** Changelings add their Wyrd to any rolls made to contest supernatural powers. Wyrd protects against fae magics as well as the powers of other creatures (see Clash of Wills, p. XX). Wyrd acts as an analogue to other Supernatural Tolerance traits from other games, like **Vampire: the Requiem's** Blood Potency, and **Mage: The Awakening's** Gnosis. If crossing over games, these traits are compatible unless otherwise noted.
- **Timelessness:** As Wyrd grows, so does a changeling's lifespan. They endure long count of years, and the greatest among them are said to be just as immortal as the Gentry.
- **Incite Bedlam:** A changeling of sufficient power can unleash a wave of raw Glamour-infused emotion. Born of her own powerful, primal feelings, this surging emotion threatens to sweep away reason and carry its victims out to a sea of passion. This ability affects any living creature within 10 x Wyrd in yards, including the changeling's allies. It is not the controlled power of a Contract. It is unrefined, indiscriminate, and cares nothing for subtlety or circumstance. Victims caught in the Bedlam act as do the True Fae, driven only by momentary need and selfish desire. They become lost in whatever emotion grips them.

Cost: 1 Willpower + 1 Glamour

Dice Pool: Presence or Manipulation + Wyrd vs. subject's Composure + Wyrd

Action: Instant and contested

Roll Results

Dramatic Failure: The target doesn't feel the emotions the changeling exudes, and remains immune to Bedlam for the rest of the story. He also experiences a strong sense of antipathy toward the changeling.

Failure: The target is unmoved.

Success: The target experiences a surge of uncontrollable emotion and likely gives in to whatever urges such feeling engenders. For example, inciting a fear Bedlam causes targets to flee in terror from any source of danger, while someone under the sway of a desire Bedlam throws herself into any hedonistic activity. This effect lasts until the end of the scene. While it doesn't cause targets to act suicidally stupid, they do act on instinct and raw emotional response instead of reason. They can still

react to danger or changes in situation, but do not stop to logically consider these factors beyond what gut instinct tells them to do.

Exceptional Success: In addition to the above effects, the target rationalizes their behavior as natural. Unless prompted by some outside source, subjects will not think to investigate the events, and if they revisit them at all, it will be to recapture the feelings involved.

[[SIDEBAR: SCENE FRAMING AND BEDLAM

Bedlam is an unpredictable and dangerous thing. Only desperate and foolhardy changelings unleash its power without great need, because they cannot control the consequences. Nor can they simply invoke any emotion with equal ease. The current scene dictates any bonuses or penalties; invoking fear during a horror movie is much easier than inspiring humor, and desire proves more potent at a concert or dance club than at a wake. Invoking a Bedlam emotion that coincides with the current framing elements of a scene can grant bonus dice. Causing uncontrollable joy at a sporting event is worth +1, stoking the flames of desire at a concert or strip club might give +3, and fanning the hatred at a racist rally grants +5. By contrast, trying to invoke the same joy at a wake suffers -1, causing widespread apathy at the same sporting event suffers a -3 penalty, and causing an uncontrolled orgy of lust at a local library is very difficult (-5).

End table]]

Drawbacks of Wyrd

- **Visibility:** Changelings with higher Wyrd draw more attention from the fae world—including the Gentry. While even characters with Wyrd 1 find themselves immersed in a strange magical world, the True Fae pay little heed to those who did not escape them directly. At the highest levels, Wyrd 6 or higher, the changeling has begun to match the lords and monsters of Arcadia in power. Her eldritch might is such that she begins to interest True Fae not as a pawn or a victim but a potential rival. Changelings sometimes feel thus trapped, running as fast as they can just to stay in place. By increasing their fae power to better defend themselves against the Gentry, she instead only interests them further and draws more notice in their twisted games.

This drawback is more of a storytelling concern than strictly a mechanical one. The point is to add plot hooks and potential story seeds, not create random encounters. When a powerful changeling is drawn into the machinations of True Fae, she participates on a different level than creatures of lesser magic. However, when a Huntsman or other fae creature pursues a changeling, add her Wyrd to his dice rolls to find her.

- **Glamour Addiction:** At Wyrd 6+, changelings become physically and psychologically addicted to Glamour. The character can go a number of days equal to her Resolve before needing to obtain Glamour again in her preferred harvest method. She must harvest a number of Glamour points equal to half her Wyrd (rounded up) in that period or else suffer one resistant lethal damage every day until she does in addition to the Deprived Condition (see p. XX). This is incredibly painful as her body consumes its own magical energy to satisfy the hunger for Glamour. The Mask begins to crack, like a fractured mirror where each piece shows a different reflection of the fae underneath. This special type of damage cannot be prevented or healed, nor can the character resolve the Condition, until the changeling has supped upon Glamour once more. Additionally, a changeling at 0 Glamour begins to suffer from both physical deprivation, as though starving, as well as suffering the effects of the Condition. No matter how much she eats or drinks, she cannot gain nourishment until she possesses at least 1 point of Glamour. This penalty applies to *any* changeling, not just the most powerful. More powerful changelings begin to “starve” at higher amounts of Glamour: those with Wyrd 6+ suffer from Glamour deprivation when their Glamour falls beneath their Wyrd rating. The most powerful

changelings can sometimes seem greedy with their Glamour as a result, despite their vast stores of magical energy, always paranoid about falling into that desperation.

- **Frailties:** Legend ascribes alien behaviors, aversions, and desires to fae. The more powerful the fae being, the stranger and more powerful its quirks and weaknesses. Changelings call these limitations *frailties*, and they come in two forms: *taboos* and *banes*. A *taboo* is either a compulsion or a behavioral restriction. These acts occur in certain situations unique to each changeling. A *bane* is a weakness many supernatural creatures possess, something that can cause the changeling great harm. Banes cut instantly through all forms of armor and protective magics, and cannot be healed until the bane is removed from the changeling's presence. Even acting against the source of the frailty is difficult. Acting against a frailty requires a point of Willpower, which does not add to the dice pool. Additionally, the character suffers a -3 penalty on all rolls related to acting against the cause of a minor frailty. This penalty increases to -5 when acting against a major frailty.

Minor Frailty: Minor frailties are difficult to manage but uncommon to encounter. Taboos require very specific circumstances, and banes are rare items or situations. Examples of minor taboos include being unable to enter a dwelling without permission, a compulsion to count spilled rice grains, or an inability to step on lines. Minor banes include touching wolfsbane, an aversion to the sound of church bells or wind chimes, hearing one's name said backwards, or revulsion to milk set out to ward away the fae. A character can spend one Willpower point to resist the behavior associated with a minor taboo for the rest of the scene. Exposure to a bane causes continuous lethal damage at a rate of one per turn until the bane is removed. A bane weapon inflicts lethal damage that cannot be healed until the changeling has escaped the bane's presence.

Major Frailty: At this level, frailties come to dominate some aspect of the changeling's life. Taboos become major behavioral restrictions or compulsions that are difficult, cropping up every day. Major banes are common substances or situations, and rapidly prove fatal to the changeling. Some major taboos could be an inability to go outside while the moon (or sun) is in the sky, being forced to walk backwards or hop at all times, and perform a favor for anyone who recites the character's true name. Major banes include things like holy symbols or effigies, pain when around a certain class of people (such as children), or touching glass. Overcoming a major taboo requires one Willpower point per *turn* or one Willpower *dot* to do so for the rest of the scene. Major banes inflict one aggravated damage per turn until the changeling escapes the bane's presence. Bane weapons at this level inflict aggravated damage. If the changeling is killed by a bane, her entire body unravels in spectacular fashion, exploding into thorns and leaves or hundreds of torn gossamer wings.

The legends and lore that comprise old folktales and faerie tales provide many examples of possible frailties. The goal is not to cripple the character but instead create interesting frailties that make for exciting roleplaying opportunities.

Decreasing Wyrd

It is possible for a changeling to voluntarily lower her Wyrd rating. She might do this for any number of reasons, such as retreating from the terrors of the fae world, trying to bridge the growing gap between herself and mortal companions, or a simple denial of the strange and awesome power of Wyrd. This is always a choice that a changeling must deliberately make in the end, and can never be forced—she can be coerced, but never outright commanded.

Lowering one's Wyrd comes at a cost. First she must spend all Glamour points save for the bare minimum needed to stave off deprivation. She cannot use her Contracts, make pledges, venture into the Hedge or into dreams, make use of any supernatural Merits or goblin fruits, or anything that involves fae magic at all. The character can only harvest the bare minimum amount of Glamour needed to survive. Passive magical effects do not count against this rule as long as the changeling does her best to

minimize their impact. Successfully abstaining from the wonders of Glamour decreases Wyrd by one dot after a number of months equal to her current Wyrd rating. This also rewards the character with 5 Experiences, just as if she had spent them to raise Wyrd.

Sidebar: Fading Magic

What happens when a changeling removes her final dot of Wyrd? Is such a thing truly possible? Fearful rumors and hopeful myths surround the idea that some of the Lost have found their humanity and returned to a normal life. If it is possible, it cannot be done the same way as described above for lowering the character's Wyrd. Ripping all of the fae magic from your soul is difficult and costly, and only apocryphal tales exist to suggest it is even possible.

In order to accomplish this feat, a changeling must have a living fetch counterpart. Then, she rejects her fae nature as much as possible, as detailed above, for a year and a day. Finally, she must *spend* five Experiences as though raising her Wyrd. A changeling who succeeds at this sheds her final dot of Wyrd, which then transfers to the fetch, who becomes fully ensouled. But the transformation is not yet complete, for a changeling still possesses Clarity, with no way to raise it anymore. She can only lose her grip on sanity and perception—until she kills her fetch and sends that fae part of her soul screaming back to Arcadia, in the process reclaiming her missing shadow. To do so forfeits a dot of the Integrity a now-human character regains, and counts as an Integrity breaking point. She is condemning a being linked to her through twin souls to imprisonment, punishment, or worse, at the hands of those who once transformed her. Becoming human again requires an inhuman act of selfishness, a final legacy of the True Fae. It is a beautiful lie, a bittersweet truth, that in order to undo what the Gentry have done, a changeling must act just like the True Fae themselves.

New Advantage: Glamour

Glamour is the very essence of fae magic. It is an energy that infuses Arcadia, the True Fae, creatures of the Hedge, Contracts, and changelings themselves. Born of emotion, Glamour gives shape to dreams and nightmares. The Gentry steal mortals because they cannot produce Glamour themselves, and instead must leech it from the sentiment of creatures truly capable of *feeling*. As part of their transformations, changelings learn how to tap into Glamour, to feed on it, to fuel their magics with it. At higher levels of power, they need it to survive, just as the True Fae do, but even at lower levels, the Lost use Glamour in a variety of ways.

Spending Glamour

The following are the most common ways in which changelings use Glamour. If the changeling's Wyrd is high enough and the actions allow for it (many uses of Glamour are reflexive), she may use multiple such abilities in the same turn.

- **Blessings:** Seeming and kith blessings frequently make use of Glamour.
- **Contracts:** Many Contract clauses require Glamour.
- **Activating Tokens:** Tokens normally require a Wyrd roll to activate. Changelings can spend a point of Glamour instead to rouse the token from its slumbering state (see p. XX).
- **Strengthening the Mask:** A changeling can spend 1 Glamour to strengthen the Mask (see p. XX).
- **Dropping the Mask:** By spending a point of Glamour as a reflexive action, the character can dispel the Mask for one scene (see above, p. XX).

- **Inciting Bedlam:** Powerful changelings can unleash waves of raw emotional energy (see p. XX).

Harvesting Glamour

Harvesting Glamour is an intensely emotional action. Many changelings liken it to a combination of euphoric high, revelatory dream, and body-shuddering orgasm all taken in a single breath. They feed on the power of sentiment and the essence of emotion, drawing life from the very feelings of living things. This is not necessarily a predatory act; although changelings can prey on their victims in an act called Reaping. Instead, it's as if the subject creates a vapor cloud of emotional energy in which the changeling immerses herself, breathing it in, tasting it, allowing it to fill her lungs and her mind and her heart. While a changeling cannot harvest Glamour from any fae creatures (including other changelings, denizens of the Hedge, or the True Fae), there is no limit to the type or amount they may attempt to harvest from mortal beings. By default, changelings cannot feed on the energies of other supernatural creatures, but see the “Exotic Airts” Merit (p. XX) for a way in which they can learn to do so.

Changelings can harvest Glamour from “live” emotions as well as from dreams. The most skilled dream-walkers can move from dreaming mind to dreaming mind, absorbing Glamour from the visions they encounter. While the mortals may wake up feeling not particularly rested, there are no reliable tales of this causing any serious harm.

Here are the most prevalent sources of Glamour and the systems for harvesting them.

- **Emotions:** Changelings most frequently harvest Glamour from human emotions. The type of emotion doesn't matter; it can be positive or negative, joy or hatred, lust or sorrow, as long as it is a strong feeling. The changeling must be close enough to experience the emotional reaction firsthand—she cannot harvest Glamour from across the street, watching her target with binoculars. She can also be the cause of the emotion, and most often this is the case. The roll required for harvesting is flexible in practice, depending on just how the changeling goes about interacting with the target. A hard-edged Ogre might feed on the fear of the thug he just intimidated with Strength + Intimidation, while a Beast swooping through orgiastic crowds of clubgoers might use Manipulation or Wits + Socialize. Composure is often used when attempting to remain relatively passive while soaking up ambient emotion, while a Power or Finesse Attribute plus a relevant Skill works when actively eliciting emotions.

Changelings garner one point of Glamour per success on a harvesting roll. The actual amount or the required roll can be modified by various factors. Fresher or more deep-seated emotions are more “nourishing” in a sense than fleeting or faded old feelings. Slapping someone in the face generates a quick rush of anger, but it is the fae equivalent of a candy bar: little enough sustenance except to sate the moment's appetite. Provoking a fight or a long-festering rage provides much more potent Glamour. New love, fresh and powerful grief, or the ecstasy of an addict taking that first hit for the day are to changelings what a three-course meal is to the candy bar example above. A single character may only be harvested once per scene.

A harvested character loses a single point of Willpower, reflecting a subtle loss of emotional intensity. Since this usually happens on Storyteller characters, and in particular those less prone to use Willpower, this should be reflected in narration. Imagine the character's harvested emotion as a volume knob, ranging from 1 to 10.

Picture wherever that character's emotion is at the time of harvesting, and drop it by 1 post-harvest. It should be a subtle shift.

Harvesting the emotion favored by the character's Court grants an additional point of Glamour on a successful roll. Animals may not be harvested; their emotions are simply too far from human to fuel the changeling's fae mien.

Suggested Equipment: Mood-setting objects (candles, flickering lights, music, deep shadows) +1, strong or long-harbored emotions (anger enough to fight, a massive crush on a friend) +3, very powerful or deep-seated feelings (unrequited love, hatred born of soul-scarring grief) +5, new emotions the subject has never felt before +5.

Possible Penalties: Fleeting emotions (momentary anger or lust) -1, repressed feelings -3, common emotions (such as those associated with repetitive work tasks) -5.

- **Dreams:** Dreams contain powerful emotional energy for those skilled enough to find it. Changelings can step into mortal dreams and harvest their energy, and enjoy the benefit of the emotions being unfiltered by the conscious mind. Harvesting the fonts of Glamour hidden within dreams is not always a safe or simple process. To even do so, she must access the Hedge or use Contracts or other magics to access a mortal's dreams. Once inside, she must brave the surreal shifting dreamscape to acquire Glamour. The roll required is typically Composure + Wits + Wyrd. The more experienced and powerful the changeling, the greater her chances of success harvesting from dreams. At the Storyteller's discretion, harvesting from specific dreams and memories can substitute different Skills, such as understanding the pain an abuse victim felt as a child (Composure + Empathy + Wyrd) or the exultation of a flying dream (Dexterity + Athletics + Wyrd). Regardless of the Attribute and Skill used, the changeling always adds her Wyrd to this roll.

Harvesting Glamour from a dream may be the focus of a scene unto itself. It is a more time-intensive process than taking it from waking emotions. The changeling might suffer penalties for attempting to rush the process, but whether or not she does, a successful roll yields twice the Glamour as normal. That is to say, each success offers two Glamour.

- **Pledges:** If crafted for these purposes, pledges can provide Glamour upon the fulfillment of the changeling's obligations and side of the bargain. See "Pledges," p. XX, for more information.

- **Hedge Bounty:** Certain objects and places in the Hedge are rife with Glamour. Typically this takes the form of goblin fruits, though rare pools of almost raw Glamour sometimes well up in the Hedge. These emotional "watering holes" are never left unattended for long, and many tales abound of unwary changelings lured to their capture by Gentry using such enticing pools. Eating some Hedge beasts provides Glamour, but also risks perception-warping "indigestion" when not prepared correctly (or even if so). Stranger artifacts exist, as well as places where certain actions can provide Glamour (such as singing in a forest of resonating glass or dancing in a faerie ring).

Dramatic Failure: On any dramatic failure while harvesting emotions or dreams, something goes horribly awry, and the changeling draws far too much emotion from the target. Instead of a normal harvesting, it becomes a Reaping (see below) with all relevant effects. Do note that dramatic failure on a harvesting roll should almost never happen accidentally; dice pools will almost never fall to chance die levels. Dramatic

failure on a harvest is almost entirely contingent on taking a voluntary dramatic failure on a failed roll.

Reaping

If harvesting is subtly drawing from the ambient emotion around the changeling, Reaping is directly and forcefully ripping emotions from a target, leaving them a deadened husk.

Reaping does not normally require a roll, but costs your character a dot of Clarity. The victim loses one Willpower point per dot of your character's Wyrd. The victim gains the Reticent Condition (see p. XX). Your character replenishes all lost Glamour.

Note that this isn't inherently obvious; it manifests like a severe lethargy, which may not even be evident for hours afterward. It could be mistaken as depression. Characters aware of the phenomenon, such as hunters and Huntsmen, may use Wits + Occult actions or other reasonable actions to understand the supernatural source of the phenomenon.

Reticent (New Condition)

Your character has lost emotion, and is but a dull reflection of her normal self. She cannot regain Willpower so long as she has this Condition. However, she gains a +3 bonus against any attempts to manipulate her emotions, or move her to impulsive action because she lacks drive and desire to manipulate. Additionally, if she has Glamour, she cannot gain Glamour except through Reaping.

If left unchecked, this Condition lasts one day per dot of the changeling's Wyrd. If it fades, it does not grant a Beat.

A Reticent character cannot be harvested or Reaped.

Resolution: Experiencing a massively euphoric, exhilarating, or otherwise rejuvenating event. Fulfilling her Virtue in a particularly impressive, exciting, or dangerous fashion. Reaping a victim.

Beat: N/A

Terrible Harvest (•••, New Contract)

This Contract allows your character to repeatedly Reap those around her while she's Embraced the Wyrd.

Cost: 1 Willpower

Dice Pool: Presence + Intimidation + Wyrd

Action: Reflexive

Roll Results

Dramatic Failure: Instead of Reaping those around her, her emotions explode outward. Divide her maximum Glamour among the number of people present, rounded up. Give every character present that many Glamour; mortals in this case shed the Glamour after the scene, but see the Wyrd as if their Integrity dots were Clarity dots. Your character gains the Reticent Condition.

Failure: The Contract fails to work.

Success: Your character may Reap a number of characters equal to her successes as reflexive actions, but no more than once per character and once per turn. She does not

suffer the normal Clarity loss for these Reapings; she only loses a single Clarity for all of them once the last success is used, or the scene ends, whichever is first.

Exceptional Success: She may Reap reflexively once per turn to her heart's Content. She only suffers Clarity loss at the end of the scene.

- **Fairest:** Instead of granting Reticent to Reaped characters under this Contract, she may grant Swooning.
 - **Ogre:** An Ogre can choose to cause bashing damage instead of Willpower loss with her Reapings through this Contract.
 - **Darkling:** A Darkling can Reap changelings with this Contract.
- Catch:** The changeling touches his first victim, skin to skin.

Clarity

Changelings have been transformed by the power of Faerie into something both fae and human. Stolen from the lives they knew, plunged into an arcane world, the Lost struggle with perceiving things that others cannot. They see hidden magic and things not born of the mortal world. Yet their connection to the mortal world allowed them to return in the first place. Most changelings still feel the need to identify with the world around them and its people. They struggle to do so through glimpses of a world of deceptively beautiful magic.

Clarity is the struggle to maintain this delicate balance. High Clarity represents just that: a keen perception and ability to distinguish between the two worlds. Low Clarity changelings struggle to separate the fantastic from the mundane. Her dreams bleed into reality, and elements from the fae world peek through more and more. She sees faces, hears the voices of strange Hedge beasts, or objects from Faerie transposed on the mortal world. As Clarity slips further, these figments and mistaken perceptions become more dangerous. Changelings of low Clarity find it difficult or eventually impossible to function properly in either world.

Clarity replaces the Integrity trait used by human characters (see p. XX). Mortal characters who undergo a Durance replace Integrity with Clarity. Changelings escape the Hedge with seven dots of Clarity. While Clarity and Integrity do share characteristics, Clarity functions on a different level. Humans worry about maintaining a grip on just one world, but changelings must maintain a delicate balance between a world of concrete and one where dreams flow like rivers. As such, Clarity is less a measure of personal fortitude and more a measure of how clear the changeling's perceptions remain.

Clarity operates on a range from 0 to 10. A changeling at Clarity 0 is every bit as alien as the True Fae that rule Arcadia. Those with Clarity 10 are some of the most perceptive beings in the World of Darkness, capable of seeing the very lines between thought and reality.

Players should work with Storytellers to define appropriate breaking point triggers for their characters. A character begins play with two breaking point triggers. At the third, fifth, and every additional dot of Wyrd, she gains one additional breaking point trigger. Additionally, Seeming provides one trigger she shares with all others of her Seeming. Below, we provide advice for crafting appropriate triggers, but the Lost are anything but “standard,” and players and Storytellers should work together to craft and adapt strong, story-appropriate triggers.

A changeling who commits faces a trigger suffers a breaking point and must roll to maintain her perceptions. Roll Wits + Composure, with modifiers dependent on the circumstances. If she still has Touchstones, she can roll additional dice, but she cannot spend Willpower normally on this roll for additional dice. However, she may spend Willpower to postpone the breaking point for one turn in a tense scene, or until the end of a scene with no immediate danger. Whenever your character faces a breaking point, take a Beat.

Roll Results

Dramatic Failure: Your character not only loses Clarity, but gains a temporarily warped perspective. She takes the Delusional Condition, but it becomes Persistent until she gains Clarity. Your character cannot act, and loses access to her Defense, until the end of the scene. After the first turn, she may spend Willpower to take an action for a single turn, and this Willpower does not add to her dice pool. However, Embracing the Wyrd ends this effect (and causes another breaking point at the end of the scene).

Failure: A little more of your clarity of mind slips away. Your character cannot act this turn, and loses access to his Defense. The line between the real world and the fantastic blur. In addition to losing a dot of Clarity, your character gains the Warped Condition.

Success: Your character retains her hold on stability despite the strings of detachment tugging at her mind. She does not lose Clarity. She gains the Acuity Condition.

Extraordinary Success: Your character sees through the fogs that cloud her vision. She has a brief moment of revelation that grants her the Acuity Condition, and one other such as the Inspired Condition or similar Condition representing a newfound focus.

Acuity (New Condition)

Your character's senses have achieved particular, immediate sharpness. She understands the world in ways most will never, if temporarily. She gains 8-again on any rolls which would normally benefit from her Clarity perception bonus, even if she's currently suffering a penalty. On the other hand, strong stimuli can overload her. Any time she experiences very loud noises, bright lights, or other commotion, she loses her perception benefits and takes -3 to all actions. This Condition fades after one day per dot of Clarity. If it fades, do not take a Beat, and do not gain Clarity.

Resolution: Undergo a moment of personal significance which reaffirms your place in the world. If resolved, gain a Clarity dot.

Beat: N/A

Condition: Delusional

Your character has gone fey, stricken with hallucinations and a warped sense of perspective. She may react to or even converse with things that are not there (or perhaps they *are*, but only for her). She is slowly losing touch with the mortal world and may even feel the call of the Hedge. In game terms, the character suffers a -2 on all perception rolls, detachment rolls, and Social Skill rolls not made with creatures of the Hedge. Something seems very "off" about her. The feeling is not unlike intoxication, and the character's judgment, especially where it concerns the flagrant use of magic, may be compromised. This Condition fades naturally after one day per dot of wyrd. If it fades, do not take a Beat.

Possible Sources: Losing a Touchstone or Clarity, some fae magic.

Resolution: Gain a dot of Clarity, a new Touchstone, or undergo a moment of significant personal growth to ground yourself once more.

Beat: Your lack of discretion causes you trouble in mortal or changeling society (only if Persistent).

Crafting Triggers

Breaking point triggers are unique to every changeling, although many common threads persist. These triggers are persons, places, things, behaviors, or any other reminder that he exists in a state of constant duality. Confronting these triggers calls into question his Clarity.

A character's two starting triggers should follow the below criteria:

- One trigger must tie directly to the changeling's manner of captivity. This could be reflected in the service she conducted in Faerie, it could be literally tied to a material or type of object, a specific behavior, or whatever reminder of why she had to leave.
- Another trigger should reflect what she lost in her abduction. It's a place where she mentally detached when leaving the mortal world, and has yet to reconcile that loss. This could be a broad concept such as fidelity, a specific thing such as sexual contact, honesty, children, repetitive work, a place, or any other thing that made her captivity strike hard.

Additional triggers do not have to follow these rules. Instead, they should reflect the changeling's existence since the escape, and any specific trauma he's experienced.

Triggers should ideally be simultaneously specific and broad. If your character lost his husband in the abduction, that husband could be his second trigger. However, the very concept of marriage might be the trigger's broader expression. So, while confronting his lost love could trigger a breaking point, so could being invited to a wedding, or passing by bachelorette party on his way to the club.

Triggers in Play

When does a trigger come into play? Ultimately, the answer should be “when dramatically appropriate”, and when the player feels it fits. Some triggers are going to be more common than others, and differently so in different types of games. This could happen incidentally as play progresses, **but should never be a “gotcha” moment the Storyteller introduces.** In fact, players should feel empowered to introduce triggers to confront when they feel it would suit the tale. In our above example, his player might put him in a situation where he’s asked to see a sappy romantic comedy with his friends from work. His player might say that just being invited is enough to trigger a breaking point. Or, he could struggle with going or staying home, since going out with friends is one way to emulate normalcy.

When dealing with the general application of a trigger, the player should receive full authority on when it does or does not apply. However, if a character faces the specific trigger (in our example, if he confronts his former husband), that’s a definite breaking point.

[[TABLE: SAMPLE TRIGGERS

The following are just a few examples of breaking point triggers a character might face. Players and Storytellers are encouraged to create triggers that aid in furthering a character's story.

Aeryn is a Windwing newly returned from the Hedge. In Arcadia she served as a hunting companion for her Keeper, bidden to track other changelings and screaming fae beasts from emerald skies. For her, the act of being trapped away from the sky might be a trigger, but so could the act of taking something from another by force. Any time she uses her Windwing blessing to attack someone, she definitely faces a breaking point.

When she was abducted, Aeryn worked as an aspiring musician. Hearing amateur musicians play can be a breaking point, or hearing someone playing her chosen instrument of the flute definitely risks her Clarity, reminding her of what she lost.

Later on, Aeryn's power grows and she gains Wyrd 3. At this point, she gains a new trigger, something related to her adventures. Aeryn's player notes that she has spent the past story exulting in her newfound freedom as a Spring Court member, healing and helping others to overcome their scars. Causing any kind of abuse victims harm, including other changelings, might count as a trigger (mitigated perhaps when acting in self defense), and definitely if she harms them with the use of magic.

Another character in the motley is Three-Forged Jinn, a Fireheart of the Summer Court. Jinn became Three-Forged by the heat of three events: abduction, escape, and joining the Summer Court. He considers himself a brand the Lost may use to beat back the dark and the things that lurk therein. In Faerie he served as his Keeper's favorite method of torture, a living bronze bull that screamed with the victims trapped inside. Now Jinn burns hot, sometimes *too* hot, and he may hurt those around him without meaning to. Whenever Jinn's hot temper causes harm to someone he doesn't intend, he faces a breaking point.

Before he was taken, Jinn was a gifted mechanic. He owned his own auto shop. Now, every time he sees a customer or a car he knows he worked on, he might face a breaking point. If he drives past his auto shop, where his fetch now works on the very cars he once knew so well, or interacts with a former customer, he definitely faces a trigger.

The Benefits of Clarity

Changelings who maintain high levels of Clarity benefit from keener senses than their delusional brethren. At Clarity 6 or higher, they gain bonuses on all perception-based rolls (see the chart). All their senses are heightened and their minds quicken, more accustomed to filtering the sensory input of

disparate worlds. This applies to any perception-based rolls, including Contracts and other fae magics. It also applies to rolls to solve riddles, to piece together logical conundrums, and to discern the truth.

Clarity can also help a changeling resist magic. Any time she could spend Willpower to add to a Contested roll, or subtract from a Resisted roll, her Clarity can replace the normal +3 or -2 it'd confer. This does not protect her from fae magic, curiously, but other forms of supernatural power. So it won't defend against the Gentry or changeling Contracts, but it defends against vampiric Disciplines, ghostly Numina, and all the other strangeness of the World of Darkness.

CLARITY CHART

Clarity Perception

10	+5
9	+4
8	+3
7	+2
6	+1
5	0
4	-1
3	-2
2	-3
1	-5

Kenning

The act of “kenning” is tuning one's senses to magical phenomena. Many changelings are skilled at this, at least until they lose their grip on Clarity and sink into madness. Any changeling can use a reflexive action to detect the presence of magic in the area. Roll Clarity as a dice pool. The Storyteller may make this roll on the character's behalf as a reflexive ability. At Clarity 4 or less, this requires a Willpower point and an instant action. It can no longer be done reflexively.

If the magic is intended to hide, obfuscate, conceal, disguise, or confuse, instead add her Clarity to her dice pool in a Clash of Wills (see p. XX).

Roll Results

Dramatic Failure: Some lie takes shape in the character's mind, making her see something where nothing sinister exists or go oblivious to an obvious supernatural danger. Choose a Condition reflecting this temporary delusion.

Failure: The character receives no impression of magic in the area.

Success: With a success, the changeling gains an impression of any supernatural presences and forces that lurk in the area. For each success rolled, ask one yes or no question of the Storyteller, relating to the magic in question. She must answer correctly and provide sensory clues as to the answer.

Exceptional Success: The changeling not only senses the presence of the occult, but sees its truest supernatural nature. She sees bloody fangs and cold hunger if she senses a vampire, a werewolf's hybrid form, or a path of thorns leading to a fae creature's bone-littered lair.

Drawbacks of Low Clarity

Low Clarity has many drawbacks. Low Clarity imposes penalties to perception-based rolls (see the chart).

At Clarity 0, a changeling is wholly detached from reality. She becomes a pale reflection of the Gentry, a solipsistic monster completely without empathy or reason. The character is removed from the player's control and almost certainly meets a terrible end, perhaps even returning to Arcadia to join the mad dance of the True Fae. A few rumors hint at a possible redemption for these truly Lost souls, but none have been substantiated. Such an act would involve literally piecing a realistic world perspective back together shard by broken shard.

Gaining Clarity

Clarity comes and goes for most changelings. Such is the sad fact of life for the Lost. Every time a changeling feels she's close to understanding and truly seeing her unique world, those threads fall apart again.

Raising Clarity does not cost Experiences; it's done by successfully resolving the Acuity Condition. Additionally, each Seeming has specific terms in which they can freely regain Clarity once per story. With Storyteller discretion, any meaningful story event which helps a character ground herself and her perceptions can grant a dot of Clarity once per chapter.

Anchors

Anchors ground the Lost in a world they sometimes can't understand. These are the people, places, even concepts and ideas that help changelings remember what brought them home in the first place. Without their Anchors, changelings would never have survived the return trip through the Hedge.

Changeling: The Lost characters begin with three Anchors: Mask, Mien, and Touchstones.

Mask and Mien

A changeling's personal Mask is the role she plays, perhaps the same as the one her Keepers forced her to play. This is not the illusion that hides her true self from human eyes. It is the face she presents in public, an air of magic and mystique that hides her true self. Mask is the surface Glamour, the illusions, the lies, the fleeting truths and surface emotions.

Mien is the changeling's hidden, vulnerable self. It is her heart and soul when she takes off the costume and retreats from the *bal masqué* long enough to let her inner self show. If Mask is the shallow feelings and effected airs, Mien is the character in her dreams. It is her deep-seated emotions and the passions that drive her.

Each of these Anchors provides two methods of Willpower recovery. One option recovers a single Willpower point. This option may be used multiple times in a scene. The other, far more difficult option refreshes all Willpower, but may only be used once per chapter. This always involves great risk and momentous events for the character, such as risk of recapture, breaking points, and moments of defining drama.

Masque and Mien Archetypes

Here you will find several example archetypes. The examples in this list can serve as either Mask or Mien; the shifting, dreamlike nature of the fae allow changelings to manifest many different faces. This list is by no means exhaustive, and these examples should serve to help you create and define your own archetypes.

Actor

To an Actor, all the world's a stage. Any worthy role demands a consummate performer and he is just the man for the job. Whatever the role, whether hero or villain, you can fill it.

One Willpower: Set yourself up as foil to another character.

All Willpower: Take on a role as central hero or villain in a story involving the freehold.

Artist

The Artist demands perfection of herself. She pours her soul into the things she creates, and she sees beauty where others see only objects.

One Willpower: Reveal a truth in a scene, object, or action.

All Willpower: Create a work of art that inspires fervid emotions in others.

Belle

Her beauty and grace commands attention. None are more charming, alluring, or the center of the scene.

One Willpower: Gain something from an admirer.

All Willpower: Win the undying devotion of another.

Child

You are not unlike the capricious, childlike fae that flit through Arcadian realms. You care for no responsibility and know that someone else will always step in to take care of your problems.

One Willpower: Shunt responsibility for your mistakes onto someone else.

All Willpower: Commit a serious crime with long-lasting repercussions on someone's life simply because it suits your fancy.

Guru

The character wreathes herself in answers like a Fae prince wreathes himself in leaves. More importantly, you share that wisdom with others so that they can avoid the mistakes of the past.

One Willpower: Someone succeeds at a goal by following your advice.

All Willpower: The wisdom you bestow averts disaster that could encompass the freehold.

Follower

The Follower is not one to lead. He prefers to stay back in the corner, taking his cues from those who know better—or are willing to risk more.

One Willpower: Follow an ally without questioning the cause.

All Willpower: Follow someone into ruin simply because you won't take charge for yourself.

Fool

The Fool ever plays his part in the divine comedy. You show others that nothing is so gravely serious that one cannot laugh at its absurdity.

One Willpower: Laugh or convince others to laugh at an absurdity in an otherwise serious scene.

All Willpower: Find the joke in a tragedy and share it with others—whether appropriate or not.

Idealist

The Idealist accepts nothing as “good enough.” She fights for a better future for herself, or others who follow her lead, and refuses to accept a bad situation for what it is.

One Willpower: Refuse a compromise that might go against your ideal.

All Willpower: Refuse safety or satisfaction when it would taint the purity of your ideal.

Martyr

The martyr is angry, outspoken, determined to sacrifice her own peace of mind so that others needn't suffer as she once did.

One Willpower: Suffer damage or loss during action taken on another's behalf.

All Willpower: Give up something dear or put your life in danger in order to save a person or a belief.

Monster

You are not the refined hunter or the graceful killer. You are the mad beast that lives in the rank darkness beneath bridges, in swamps, in the sewers. Your hunger frightens little children...and their parents.

One Willpower: You frighten away wary mortals from a particular place.

All Willpower: You kill to keep the sanctity of your lair.

Nomad

Your character cannot stay in one place for long. She must move on with the sun and seek new places of rest by the time the moon falls. Maybe she travels between areas a lot or maybe she simply cannot remain in one relationship or job for too long.

One Willpower: Abandon a home or relationship to seek a new one.

All Willpower: Abandon an important organization, like a freehold, or leave the city in which you currently reside.

Predator

The predator exists to take what she wants from those too weak to stop her. Only the strong survive; your time in Arcadia proved that.

One Willpower: Take something valuable from its owner.

All Willpower: Stalk your prey, hounding him until you have taken all he values from him.

Rebel

Rules hold no sway over the Rebel. He follows nothing save his own will and two feet.

One Willpower: Openly flout Courtly traditions.

All Willpower: Act out against one of the local freehold leaders for the sake of rebellion.

Romantic

A romantic lives her life with passion. The life of the Lost is one full of color and rich drama, and the romantic soaks it all up with gleeful abandon.

One Willpower: Seduce someone into ignoring the banality of life in favor of momentary pleasure.

All Willpower: Endure heart-rending loss or sacrifice something dear for your beliefs.

Scholar

You study the mysteries of the world, both magical and mundane. Where mortal and magic meet, you seek the truths that bubble up from the shadows.

Single Willpower: Uncover a lost magical secret.

All Willpower: Bring to light some forbidden secret of the True Fae.

Survivor

All changelings are survivors, but you are tough even among the Lost. You endure the burdens that would fell lesser folks.

Single Willpower: Turn away from danger to take the less risky, less rewarding path.

All Willpower: Risk great danger to yourself or others in order to attain your goals.

Touchstones

A Touchstone is something that helps keep your character in touch with the mortal world. It is both anchor and lifeline to Clarity. The character's Touchstone may be the very reason she escaped Arcadia, something important enough to her to cut through the Glamour that held her spellbound in her Keeper's grasp. The Touchstone is something solid, a bastion of stability in a world oft beset by beautiful madness.

Touchstones are almost always mortal in nature, or born of the mortal world. Most often they take the form of a person, although they can be places and sometimes deeply-held ideologies—there is no place like home, after all. When threatened, a Touchstone gives your character motivation beyond her own well-being. Their presence in her life gives her a reason to embrace Clarity and keeps her from slipping into the selfish, narcissistic debauchery of the True Fae.

Players may declare any number of Touchstones, but gains no mechanical benefit from these (or drawback) until she chooses the Touchstone Merit (see p. XX). See the Merit description for full details on the benefits of a Touchstone. If the character has no Touchstones, instead take a -2 penalty to detachment rolls.

Losing Touchstones should always be an important story consideration. If your character acts to defend her Touchstone or her attachment to it, she regains a Willpower point as though she had just satisfied her Archetype. If in the process she suffers serious harm or loss, she regains all spent Willpower, instead.

When a character loses her last Touchstone, no matter the cause, she can either gain the Delusional Condition immediately or lose a dot in Clarity.

Your character can gain new Touchstones by taking the Touchstone Merit (p. XX). You can also replace a lost or dead Touchstone by gaining Clarity, playing through a story exploring the relationship to the new Touchstone, or similar means. The character may in the meantime spend the Merit points on other Merits (as per the Sanctity of Merits rule, p. XX).

Example Touchstones

The following list of examples is meant only to help you flesh out your character. Players should personalize their Touchstones, and feel free to come up with their own using these as examples. Storytellers should remember that Touchstones mark things important to their players' characters, and should be treated thus in the story.

The Fetch

You see in him the life you *should* have. The one that was taken from you. He's blind to his own hollowness, and so are the people you once called family. You want what he has, and now his dreams are haunted by something he can't quite understand. Will you try to dispose of him and reclaim what's rightfully yours? Or do you help him and those around him to live the normal life denied to you?

The Friend

Your friend has never stopped supporting you through all the bad times. He's been there with you through it all, even when you took that sudden vacation without telling him. And now he knows something is wrong, that things have changed, and there's something you're not telling him. He's the one who reminds you of how things always were, but how can you stop him from asking the wrong questions?

The Home

There's really no place quite like it. This is the one place you can feel safe, you can take off the mask (so to speak) and be yourself. It's the place where you are in charge, and even the threat of the True Fae seems less when inside these walls. Now you know its exits into the Hedge, and your magics sit upon its foundation.

The Love

She was the last thing you thought of when the Gentry abducted you, and the first thing on your mind when you returned. You clawed your way through the Thorns to return to her, but how can you explain the things only you can see? How can you tell her that even a casual promise might bind you both in the eyes of the Wyrd? And what do you do if she never knew you were gone?

The Occultist

She pretends to know more than she does, but what she *does* know can be quite dangerous. Maybe it's a ritual or two, maybe it's enough knowledge to catch the attention of something from the Hedge. It's your job to protect her from the entities she courts, but you find kinship in her curiosity over the magic that has become commonplace in your life. And you know what dangers lie hidden in the shadows.

Kiths

Arcadia is a realm of chaos and change, and to allow them to survive, Keepers must transform their captives. The ordinary humans the Gentry take to Arcadia return with inhuman forms hidden behind their Masks. That form is the changeling's kith. One changeling's Keeper transforms him into an inhumanly enthralling musician with disturbingly long fingers and the eyes of a cat, while another Keeper remakes her captive into an ever-hungry monster with vast jaws filled with razor sharp teeth.

Changelings gain their seeming when they escape from Arcadia, but their Keepers decide upon their kiths when they enter. While some changelings made deals with the Gentry and chose the nature of their transformation, many had little or no choice in the matter. Instead, the Gentry who abducted them decided how their new captive could best serve or amuse them and transformed the changeling according to their whims. What kith any changeling became is a combination of the nature of the nature of the Gentry's realm, the role the Gentry wished the changeling to play, and in some cases, the changeling's wishes. Even in those cases, the changeling never quite got what she expected.

Keepers almost always transform changelings into kiths that fit into the aesthetics of their realms. In a realm of sun scorched sand, rivers of burning lava, and elaborate castles made of brass, kiths associated with flame, metal, sand, and desert creatures are common, while kiths associated with jungles or ice likely don't exist. Similarly, in a vast city made of crystal and platinum, where elegant mechanical men and attractive humanoid animals serve white robed Gentry, most changeling are living statues or animalistic humans, while animate sandstorms are unlikely to exist.

Fitting into a realm is only one aspect of a changeling's kith. The Gentry have plans for every individual they acquire. They make some into drudge-like servants and transform others into living art or deadly bodyguards. A changeling's kith may reveal what their Keeper made them do in Arcadia, but the Gentry are far from unified in their taste or opinions. Gentry use different kiths for the same purpose and the same kith for different purposes. One Keeper only uses metalflesh for bodyguards, another only uses draconics, and a third has guards belonging to half a dozen different kiths.

Occasionally fads sweep through Arcadia, where many Keepers suddenly wish to have more members of a specific kith. These fads and matters of taste lead to Keepers occasionally trading changelings or one Keeper creating a specific kith of changelings for dozens of Gentry in return for some other reward. Also, kiths are not static. Like everything else the Gentry possess or create, they steal the inspiration for every kith from mortal myths, dreams, and stories. As mortal myths and stories change, the Gentry devise new kiths and some older ones fall out of fashion. A changeling's kith does not define her life once she escapes from Arcadia, but it does provide her with the ability to excel at particular sorts of tasks. Changelings have stereotypes about members of various kiths, and like all such generalizations, some are true but most are not. Law abiding lurkers and flowerings who dislike the outdoors both exist and are not unique. Also, while many changelings accept or occasionally even embrace their new bodies and capabilities,

others reject their former Keepers' desires and avoid any activity that reminds them too much of their duties in Arcadia.

For many changelings, the most disturbing aspects of their kith is that their Keeper clearly did not assign kiths at random. One result of the Gentry's lack of creativity is the fact that Keepers cannot transform any changeling into a kith which the person is not in some way suited to. The nature of the connection between a changeling and her kith can be as obvious as a gloomy musician being transformed into a nightsinger or as subtle as transforming someone with strong passions into a brightone, but this connection always exists. However, this does not mean that all changelings who belong to the same kith are particularly similar to one another. Before her Durance, one gargantuan might have been an exceptionally large person who enjoyed using her size to intimidate others, while another might have been someone of average height who passionately longed to be taller. When players choose kiths for their changelings, they should also decide on a reason why their character's Keeper transformed her into a particular kith, but that reason need not be obvious or like anyone else's.

The process of a Keeper transforming someone into a member of a kith is as varied as the kiths themselves. Some Keepers transform changelings with a wave of their hand or give the captive food and drink which causes her to fall asleep and then awaken forever changed. Other Keepers inflict painful and sometimes horrific transformations that seemed to last for days or even weeks. Regardless of the method, the results of the transformation are the same. Someone who was previously physically human is now visibly changed, at least to those who can see through their Mask.

Limits of Transformation

The Gentry can transform changelings into an almost infinite variety of forms, but even their reality-warping powers have limits. Although they can assume any possible form in Arcadia, when changelings enter the Hedge, return to the mortal world or even journey to a different realm controlled by another of the Gentry, they revert to a roughly humanoid form. The Gentry can permanently transform someone into a humanoid plant or even into a living statue made of solid ruby and they can make a changeling somewhat larger or smaller than normal, but they cannot permanently transform a human into a centipede or even a centaur. All transformations into radically non-human forms are inherently unstable and if the changeling escapes from Arcadia or leaves the portion of Arcadia controlled by their Keeper, their natural humanoid form reasserts itself.

Within their Keeper's realm, a changeling who appears as a human-shaped fire in the mortal world could have been a stationary pillar of flame, a wandering bonfire, or even a single tongue of flame that was part of a vast fiery plain. The form that any changeling had in Arcadia may have been far less human than the form that changeling takes when he returns to the mortal world.

One reason that many changelings have so much difficulty remembering their experiences in Arcadia is that these experiences sometimes involved bodies or modes existence that are drastically different from any human experience. Once a changeling regains a mostly human form, she can no longer make sense of the memories of being a river or a living breeze. While

some changelings were servants or warriors, others were sources for electrical energy, decorative fountains, portions of animate sandstorms, or even living symphonies. Radically inhuman forms are common in many portions of Arcadia, but while a changeling's kith defines what sort of strange and utterly inhuman transformations she underwent, the extent of such transformations varies widely between changelings. One fireheart may have spent her entire time in Arcadia as a swift messenger whose form closely resembles her Mask, while another might have been a roaring fire in a his Keeper's great hall, or the tiny night light her Keeper chatted with before sleeping.

Kith & Durance

While a changeling's physical form and the role assigned by his Keeper both depended to a large extent upon his kith, the nature of his Durance often did not. One razorhand might have spent her Durance as a gladiator, forced to kill other changelings to avoid her own painful death, while another might have been the pampered and fiercely loyal bodyguard of a Gentry queen who treated most of her changelings moderately well. Even two changelings who had the same kith and exactly the same duties could have vastly different Durances depending upon their Keepers' whims. While many changelings are initially drawn to others who share the same kith, discussions of their Durances swiftly reveal that most of them had different and often highly idiosyncratic experiences.

Kith, Seeming, and Appearance

Every time a changeling looks down at his hands or gazes into a mirror, he sees what he was made into, along with visible evidence of how his appearance changed again due to the choices he made when escaping from captivity. Both a changeling's kith and her seeming determine her appearance. Because a changeling belonging to any kith can become any seeming, the range of possible appearances for members of any kith is quite large, especially since sex, race, build, and apparent age also affect a changeling's appearance.

Despite the differences caused by a changeling's choice of seeming, all six different versions of a single kith also have many similarities. Regardless of their seeming, palewraiths always have transparent skin and changelings who belong to the razorhand kith always have some sort of natural or artificial weapon attached to their hands. However, the details of appearance vary significantly from one seeming to another. One razorhand's weapon may be a jagged spur of living bone, while another might have a bronze or glass blade welded to her wrist.

Kith Descriptions And Mechanics

Every kith provides the changeling with a specific blessing. These blessings consist of either a general bonus to specific activities related to the kith, a more powerful ability which can be used if the character expends Glamour, or most often, a combination of both continuous and Glamour activated abilities.

If a blessing provides a Merit, it ignores any normal prerequisites, and does count toward other Merit prerequisites. If a blessing provides armor, it "stacks" with worn armor, or armor from other supernatural sources.

Not all blessings give clear descriptions of why or how they work. For example, draconics can spend Glamour to gain a bonus to Intimidation rolls. When designing your character, decide how your character manifests that blessing. Does she have a roar like thunder? Do her eyes have a frightening, serpentine appearance?

Kith blessings which affect appearance, shape, and size affect the Mein by default. A character may choose to have these blessings affect her Mask as well.

Modifying Kiths

In addition to the option of players and Storytellers working together to create entirely new kiths, they can also modify existing ones. One player might wish to play a changeling with a thunderbird kith that was identical to the ifrit kith, except the thunderbird appears birdlike and has abilities related to electricity rather than fire. Another might wish to play a phoenix kith that emphasizes how swiftly fire can move and so possesses the same blessing as the levinquick kith. The most important part of modifying kiths in this fashion is to work out their essential nature, what their Keeper created them to do and their appearance. If all of these factors work together to create a coherent whole, then adding an appropriate blessing that is shared by one of the kiths described below is perfectly fine. Also, players are free to change the listed appearance of a kith belonging to a particular seeming as long as their Storytellers agree that the new description fits with the meaning and feel of the kith and the changeling's seeming. The kith write-ups below also contain three or occasionally four brief descriptions of the appearance of a member of that kith who also belongs to a particular seeming. A changeling belonging to any kith can also possess any seeming; these descriptions are merely there to illustrate the range of appearance each kith can have when it is combined with a particular seeming.

Airtouched

Here's your kite back, kid. That tree was easier to climb than it looked. No, no. Don't you try to go up there, OK?

Kingdoms of glittering ice built on immense clouds. Balconies carved into the face of a towering mountain. Mansions with stilts that disappear into the fog unfathomable miles below. The changelings that become airtouched are as varied as the lofty realms in which they spent their durance. Floating, flying, or gliding was the only method of travel possible, and so their Keepers changed them. Some had wings grafted to their flesh, some rode lightning bolts as steeds, and some were made lighter than air, carried by the wind itself.

- **Beast:** Round, unblinking eyes, a sweeping crest of wind ruffled feathers, and fingers that end in hooked talons.
- **Fairest:** Footfalls that barely touch the ground, gently rustling clothes, and a mass of swirling white hair.
- **Ogre:** Thick slabs of muscle, skin that glows sunset red, and a cone of roiling smoke in place of legs.

Blessing: Add your character's Wyrd to her Initiative. She suffers no damage from falling unless the fall is from terminal velocity. Spend a point of Glamour and your character can multiply her jumping height and distance by 1 + her Wyrd.

Antiquarian

This dagger was made in Persia in the early 14th century, I believe it was made in Tabriz and the blade is meteoric iron. It was also used to murder another of our kind 11 days ago.

Some people have a natural affinity for museums and history; many seek to make a career of this, others have their vocation forced upon them by the Gentry. Like most of her kind, the antiquarian was created to care for her Keeper's collections. She was charged with knowing the location of every item, fetching it for her Keeper, and often explaining it to them.

- **Beast:** With large eyes, slender dexterous paws, short grey fur, and long whiskers, this changeling has a rat-like appearance.
- **Elemental:** She appears to be a living statue made from antique ivory and polished brass.
- **Wizened:** His eyes have built in jeweler's loupes and his hands contain precise clockwork gears. He is a melding of centuries old technology and grey, slightly dusty flesh.

Blessing: She automatically gains the Informed Condition (p. XX) on all Academics or Investigation rolls relating to ancient lore or to books or artifacts that are more than a century old. If she spends a point of Glamour, she can use the Psychometry Merit (see p. XX) without spending Willpower (or purchasing the Merit). Gaining impressions from events less than a week old imposes a -3 penalty on her roll, which drops to -2 for events less than a month old, and -1 for events less than a year old. Older events impose no penalty.

Artist

I don't do commissions anymore. I don't care how much you are willing to offer. These days I make my art for me. If you like what you see here, I'd love for you to buy it, but now my time and my inspiration is my own.

Artists pursued or attempted to pursue their art before their Durance, and often their efforts were what drew the Gentry too them. The Gentry prize artists, but many do not treat them well, commanding them to create new wonders without ceasing. An artist's Durance usually consisted of endless toil making his art or arts.

- **Darkling:** A menacing and somewhat insect-like creature with large eyes and dexterous hands.
- **Ogre:** This ill-formed muscular brute has intelligent penetrating eyes, fingers that are as dexterous as they are strong, and scars made by the tools of its trade.
- **Wizened:** This creature's body exists to best perform its favored form of art. Its fingers have additional joints and its entire body is optimized for drawing, woodworking, or whatever other art is most often performs.

Blessing: When making a Crafts or Expression roll to create a new work of art (which can be anything from a cake to a symphony), the artist only requires 3 successes (instead of 5) to achieve an Exceptional Success. If he spends a point of Glamour, for the next scene he also adds +3 to his rolls to create this work.

Author

I know he's quiet and doesn't weigh in much, but he has his opinions. Just be glad he keeps them to himself, or else we'd all be just doing whatever he wanted. He's got this way of talking that wins the heart and mind. That's a dangerous power, so be glad he doesn't turn it on us. Despite her grasp on language and storytelling, an author tend to be quiet and reserved. She was forced to write prose, tell stories, and craft verbal imagery for her Fae master. Sometimes, an author might have been her master's only connection with human language, having to teach words and meanings to keep him up to date. After spending so long creating, most prefer to simply read and absorb.

- **Darkling:** He is papery and thin with words and ink stains forming his features.
- **Wizened:** The changeling is made up of the pages of her own prose, leather and wooden bindings holding her together at her joints.

Blessing: The author can never fail an Expression roll to tell or write a story. She automatically achieves one success on such rolls, in addition to the roll results. Also, she can read and interpret anything written in a mortal language.

Blightbent

Paramedic said your lungs would look like fried scrapple if you hadn't gotten your mask on. Me? Nah I'm fine. You'd be surprised how long I can hold my breath.

Not all the realms of Arcadia are untouched, primeval wilderness. Whether a twisted reflection of urban landscapes or corrupted from the bile of their Fae owner, some are polluted hell-scapes of sulfuric clouds, corrosive sludge, and contaminated soil. Blightbents are those changelings who survived in these conditions, breathing foul air and eating poisonous food, forced to become lesser versions of their tainted masters.

- **Darkling:** A soot stained waistcoat, sizzling footsteps, and a stovepipe hat that occasionally belches smoke.
- **Elemental:** Pitted chunks of concrete and globs of asphalt strung together with rusted re-bar.
- **Wizened:** Skin like slick yellow plastic, a mouth like a Gigeresque respirator, and nictitating membranes.

Blessing: The changeling reduces the level of any man-made extreme environment (p. XX) and the Toxicity of any drug or poison by her Wyrld dots. Spend a point of Glamour to produce a cloud of caustic smog with a radius in meters equal to your character's Stamina. The cloud either causes a concealment penalty or deals lethal damage with a Toxicity equal to the character's Wyrld. The cloud lasts for a scene without outside intervention.

Bloodbrute

Laura's great to have around when the going gets tough. You just have to watch out when things are calm, she gets antsy and looks for reasons to get into a fight. She's a handful at those times, but I wouldn't trade her for all the changelings in the freehold.

Blood sport is a common pastime amongst the Gentry with changelings pitted against each other for the amusement of the Fae audience. The fights are rarely straightforward, but instead utilize random rules and stipulations at the whim of the Gentry. A bloodbrute is the grizzled survivor of pit fights and horrifying games of survival of the fittest. The bloodbrute has learned to control his fighting spirit and put it towards a greater cause.

- **Beast:** She is a predator animal riddled with scars and wear from her time in the pits.
- **Darkling:** The changeling is tall and long-limbed, lithe and strong with pitch black skin and dark grey scars marking her body.
- **Ogre:** He has bits of chain, barbed wire, and glass embedded in his thick hide.

Blessing: A bloodbrute is always ready for a fight, and can use anything as an improvised weapon without suffering the -1 penalty to her attack pool, nor does the weapon suffer damage upon hits. She cannot be ambushed by combatants. While she might suffer from a trap or other threat, people intending to attack her can never catch her off-guard. Additionally, when the character makes an unarmed attack, her fists deal 0 Lethal damage.

Brewer

Never let Sara mix you a drink. The last time she played bartender for the freehold, we all woke up three days later in a clearing in the hedge with a gang of goblins calling Joe, “your majesty.” The brewer is trained in the art of alchemy and potion making, supplying both intoxicating substances and poisons for the freehold. The changeling was created to brew arcane tinctures for her master. Not only did she make brews and potions of unknown substances, but often she was forced to test the potency and efficacy of her brews on herself.

- **Elemental:** The changeling is coated in a sheen of viscous fluid, her hair is tinted the color of dried vegetation, and her eyes are liquid brown.
- **Ogre:** The Ogre has overlarge muscles and his skin is mottled with sores and bruises as the effects of his brew testing.
- **Wizened:** She is large and portly with some piece of her trade a permanent part of her body. Maybe her torso is a cauldron, or her fingers are flattened like wooden spoons.

Blessing: The changeling may spend a point of Glamour while touching any liquid to change it either into a potent alcohol or a poison. If it is an alcohol, it gains a Potency (see p. XX) equal to her Wyrd plus successes rolled on a Wits + Crafts roll. If it is a poison, its Potency is half that, rounded up.

Bright One

It does appear suddenly brighter in here, doesn't it?

Twinkling eyes, radiant smiles, glowing skin; all signs of the passion and vitality that burns within some people. All of which drew the True Fae to these mortals like giant moths to a fragile candle flame. In Faerie that inner light was pulled to the surface, harnessed by the changeling's Keeper. Hung from ceilings, installed in wall sconces, or sealed in glass domes, these Lost were used to illuminate all manner of Fae dwellings.

- **Darkling:** Angler fish-things with translucent skin, bioluminescent patches, and lidless, glowing eyes.

- **Elemental:** Phosphorescent figures seemingly carved from polished amber, warm ivory, and glistening ice.

- **Fairest:** Perfectly sculpted physiques with glowing, oiled skin, halos of tiny, glimmering stars, and incandescent brands.

Blessing: The changeling can emit a soft, pale light that extends out for three meters around her. Although this light issues from and moves with the character, observers unable to see through the Mask assume it is ambient light from some other nearby source. Spend a point of Glamour as a reflexive action to increase the brightness of her light to a blinding intensity. Anyone with a clear line of sight to the character must make a Stamina + Composure roll penalized by the changeling's Wyrld dots. Anyone failing the roll gains the Blinded Tilt (p. XX) for as long as he still sees the bright one.

Broadback

We should stop. You look like you're ready to fall asleep on your feet.

Some Gentry collect vast stores of material goods. Whether as beasts of burden pulling endless wagon trains, or as porters with whole houses strapped to their backs, the changelings used to transport these goods become broadbacks. Driven beyond mortal exhaustion they plodded on, tapping into reserves of strength and determination to continue their pointless journeys. They're stubborn bastards. They had to be.

- **Beast:** Chimerical amalgamations of animals known for being stubborn, rhinos, elephants, goats, and camels.

- **Ogre:** Tireless, towering brutes who ignore all injury while methodically closing in on their prey.

- **Wizened:** Shrunken bodies strapped into smoking, clanking metallic walking machines.

Blessing: The changeling suffers no penalties due to fatigue and injury. The character also adds his Wyrld to his Doors in Social Maneuvering. Spend a point of Glamour as a reflexive action during a social interaction to add his Wyrld to a contested action to a Resistance trait.

Brollachan

You'd like to get away wouldn't you. In fact, you'd do anything to escape from me, but you can't. I'm not going to release you until you tell me exactly what you told the Huntsmen. Tell me everything and you can go.

Brollachan are creatures of unseen fear. In Arcadia, they were utterly shapeless masses of darkness that most Keepers use them as guards, soldiers, or interrogators. Brollachan excel at understanding and inflicting fear. Before her Durance, a brollachan was usually either someone who could be terrifying or someone who had been afraid for much of her life and was determined to learn to turn the tables on her tormentors.

- **Beast:** A shapeless pool of darkness with glowing eyes.

- **Elemental:** A statue made from living darkness with glowing eyes and long grasping arms.

- **Ogre:** A crudely shaped night black creature with large hands and glowing eyes.

Blessing: She gains +2 to all rolls to establish a grapple, and gains the 8-again quality to all Stealth rolls. If she spends a point of Glamour once she has grappled someone, she can make a Presence + Intimidation + Wyrld vs. Composure + Wyrld roll. If successful, she can choose to

inflict either the Insensate Tilt (see p. XX) or the Frightened Condition (p. XX) on the target. A single target can only suffer from one of these at a time.

Chatelaine

While you're within the freehold, I suggest you follow all rules to the best of your ability. I cannot be held responsible for the kinds of trouble you may find yourself in if you breach protocol. Rules are in place for a reason, not the least of which is safety. Your safety for the most part, since enforcement of manners is my utmost concern.

The chatelaines have a reputation as well-mannered and meticulously neat changelings with a preoccupation for organization. A chatelaine does not begrudge this stereotype since it often gives her a place within a freehold and she is not one to shy away from responsibilities. The True Fae make the Chatelaine as a servant or personal assistant, groomed for specific and exacting tasks around the Gentry's estate. Shy may have spent her entire Durance performing one task over and over again, striving for a perfection that was just out of her reach.

- **Fairest:** The Fairest is beautiful and tall, her face mirrored to better reflect her master.
- **Ogre:** The changeling is large and strong often without eyes, ears, or tongue.
- **Wizened:** He is short of stature and easy to overlook.

Blessing: The changeling can never fail a roll to express proper manners and etiquette, and adds one success on such rolls. Additionally, she may spend a Glamour to add her Wyrd to Presence and Manipulation rolls for the rest of the scene. Any supernatural power which would force her into a social faux pas automatically fails.

Chimera

I'd hate you, except you simply aren't worth my trouble. You abducted me, but look at the mess you made when you attempted to transform me. Now your supposedly wondrous magics not only can't force me to come back to Arcadia with you, they can't even stop me from hitting you. These changelings are patchwork creatures. Gentry who attempt to create new kiths by randomly combining portions of existing ones deliberately create some, but most chimeras are created accidentally, when changelings become infused with too much of Arcadia's changeable nature and their bodies alter in an uncontrolled fashion. Every chimera's appearance is different, often radically so. Despite appearing to be partially a member of several kiths, a chimera gains none of the advantages of these kiths, but being a composite creature has its own unique benefits.

- **Elemental:** This entity is formed of three or more unrelated materials, like ruby, ice, and bone.
- **Fairest:** The changeling's disparate elements all come together to create an attractive and harmonious whole.
- **Wizened:** At least three different creatures appear to have been grafted together in a scarred Frankenstein-like assembly.

Blessing: She gains +2 to all social rolls when interacting with creatures from the Hedge. Also, once per scene she may spend a point of Glamour to apply the rote quality on single roll to resist or otherwise avoid any Contract or other supernatural effect targeting her.

Chirurgion

Senora, I won't take your money. This is a free clinic and I do this work for myself as much as for your daughter and my other patients. I have done things I am ashamed of and I work here to help repay others for the ill that I once did.

Some Gentry create a chirurgion to heal injured Gentry or changelings, but others create one so that he can in turn transform ordinary mortals into changelings or to alter changelings that his Keeper wishes to remake.

- **Beast:** A disturbing creature with the eyes, mandibles and many jointed arms like a praying mantis. All of these insectile parts closely resemble surgical tools.
- **Darkling:** He has a round body with long limbs ending in many long fingers and toes, all of which have many scars. Each of his fingers ends in a different surgical tool made from fingernail or bone.
- **Fairest:** Portions of her skin is covered in decorative scars that resemble tattoos and her long silver fingernails conceal surgical instruments that retract like a cat's claws.

Blessing: When performing all forms of medicine on patients, a chirurgion never suffers penalties due to lack of proper tools and gains the 8-again quality to all Medicine rolls. Daily visits by a chirurgion downgrade wounds in exactly the same manner as intensive care treatment (see p. XX). If he spends Glamour when treating a patient, the patient adds the changeling's Wyrd to all rolls to recover from diseases and heals all treated wounds four times faster than normal.

Coldscale

This indoor orchid garden is my favorite room and I hold all of my meetings here. Yes, it's expensive to keep all of these plants, but the deal we are talking about helps pay those bills. If you give the security contract to my firm, we'll make absolutely certain that your neighborhood is protected from all threats, even ones you might never suspect or perhaps even believe.

Keepers dwelling in realms where reptiles were the norm or in hot dry realms where only the toughest inhabitants could survive created most coldscales. By their nature, a coldscale is somewhat distant and if she feels strong emotions, she rarely express them. Before her Durance, a coldscale was usually an outsider, not as much because people rejected her, but because she choose to keep her distance from others.

- **Darkling:** A serpent-like creature colored so that it is easily overlooked, but disturbing to look upon.
- **Elemental:** A reptilian figure carved from living jade.
- **Fairest:** A sleek and elegant reptilian humanoid, with small attractively patterned scales.
- **Ogre:** Resembling a gila monster with large crocodile-like scutes, this creature appears exceptionally tough.

Blessing: Her reptilian metabolism allows her to add +3 to her Stamina for resisting hunger, thirst, poison, heat, or lack of air. Her scales provide 1/1 armor. Once per scene, she can spend a point of Glamour to strike with incredible speed, gaining the highest Initiative for one turn,

regardless of her roll. If two coldscales use this power in the same turn, use their normal Initiative value to determine who goes first.

Coyote

The sound of laughter filled the room marking his defeat. What had started as a simple job had turned into an utter nightmare as each new discovery led to more and more enemies following his trail. All for the favor of one girl, someone who promised him all she wanted was the satisfaction of knowing he had succeeded. Who knew she had so many enemies for him to succeed against.

Known to many as tricksters and master manipulators, everything comes at a cost when dealing with a coyote. Created by masters who enjoyed deep political intrigue, the Coyote underwent a Durance that pitted his wits against those of other Gentry always forced to find an advantage or an upper hand to any situation. Such habits are not easily overcome.

- **Beast:** She may have a tail or claws of a coyote, but they all have the head of one attached to a human body.
- **Fairest:** The changeling takes on a sleek appearance of a bipedal coyote with glistening fur and gleaming eyes.
- **Ogre:** The changeling has tufts of fur and hair over an otherwise smooth body.

Blessing: The changeling is great at making first impressions, leaving people feeling like she's trustworthy and easily manipulated. When attempting a Social Maneuver, the coyote character always starts one impression level higher than she otherwise would (see p. XX). Additionally, she gains a dot of Subterfuge, which can allow her to go over her normal dot limit in that Skill.

Cyclopean

I can almost taste the emotion in this piece. What? No! I most certainly did not just lick the sculpture.

Cyclopean are those changelings taken to Arcadia to be craftsmen and builders. Maimed or deformed during their labors, usually as punishment for producing work that failed to meet exacting and ever changing standards, they were forced to continue their craft. Some replaced lost pieces of themselves with tools to keep working while others simply learned to make do with a single arm or eye.

- **Darkling:** Clacking sandals, a wicker basket covering a deformed head, and chisel-tipped fingers poking out from long-sleeved monk's robes.
- **Ogre:** Elephantine tusks, the calloused hands of a stonemason, and a great, round eye in the center of a massive skull.
- **Wizened:** A leather apron hung with tongs and files, lungs like bellows, and one hand replaced with a forge hammer.

Blessing: Your character gains a free dot in Crafts and a free Specialty in an art form that requires physical strength, such as woodcarving, blacksmithing, or masonry. She may use Strength instead of Wits or Intelligence when creating or appraising items, and gains the Taste Merit (p. XX). Spend a point of Glamour to craft an item related to her Specialty as an instant

action instead of an extended action. She needs access to proper tools and materials as usual, but gains automatic successes equal to her Wyrd.

Dancer

I'll make sure everyone's eyes are on me. They always are, of course, but I mean more than usual this time.

There is an undeniable beauty inherent in all motion. The Lost who became dancers know this, though like everything in Fairies, that knowledge was paid for in ways best forgotten. Some performed on stages of red-hot bronze or while wearing shoes of jagged crystal for their Keeper's entertainment. Others served in palaces made of glittering knives, their agility necessary to carry out even basic actions.

- **Beast:** Long legs ending in three talented toes, an impossibly thin neck, and a fluttering train of emerald and sapphire feathers.
- **Elemental:** A frantically cavorting pillar of fire, a sinuously undulating column of water, a gently swaying tree, all vaguely humanoid.
- **Fairest:** Lithe, pliable limbs, exaggerated angular features, and flowing, dance-like movements to music only they can hear.

Blessing: A dancer gains the rote quality on all Athletics and Expression rolls relating to dancing, and adds his Wyrd to any Persuasion, Socialize, or Subterfuge rolls where movement would help. While performing, all onlookers apply his Wyrd dots as a penalty to their Wits + Composure rolls to notice anything other than the performance. Spend a point of Glamour to force onlookers to make a Composure roll, with their Wyrd dots as a penalty. Anyone failing the roll gains the *Obsession* Condition (p. XX) related to him.

Draconic

Get out of this neighborhood! If I see either of you or any of your friends around here or if you try to send the Huntsmen after us, I'll know who to blame. I know who you two are and if anything I don't like happens, I'll come for you both.

The Gentry create draconics to inspire fear and awe. These reptilian beasts are destructive creatures of primal terror. One Keeper who created a draconic might have wished own a wondrously impressive beast, another sought an impressive guard or military commander. Before their Durance, many draconics were interested in power and all of them were filled with confidence. Now, every draconic is terrifying and tough.

- **Beast:** A horrifying reptilian monster with thick scales and long claws.
- **Elemental:** A dragon-like elemental beast, most appear to be made from stone, metal, or colored glass.
- **Fairest:** With his scales and elaborate crest, he is the essence of terrifying beauty.
- **Wizened:** She is clearly a human who has been remade into a dragon, with human eyes and the forms of human limbs beneath her scales.

Blessing: His thick scales transform the first Wyrd points of lethal damage he takes in a turn into bashing damage and he can do lethal damage with his unarmed attacks. He can spend a point of Glamour to add Wyrd to all Intimidation rolls for the scene.

Earthbones

He's as strong as the earth and as immovable. That's not to say he doesn't have feelings. He's probably the softest one of us deep down, he just doesn't know how to show it past all that rock hard exterior.

An earthbones says little and endures much. His rocky body affords him both strength of form and spirit. The earthbones might have been molded from clay or hewn from stone, or he may have spent all his time in Faerie within a cave too close to the soil. The changeling may have been forced to stand as a support pillar for a structure, form a small private island for his master, or simply be the stone statue gracing her halls.

- **Elemental:** His skin and hair is the color of rich soil, and his nails and teeth are formed from hard stone.

- **Fairest:** The changeling is carved completely from obsidian stone with moss and lichen serving as his hair.

- **Ogre:** The Ogre's body is formed from large lumps of mismatched clay pressed together and held in place by rods of hard packed earth.

Blessing: The earthbones is as powerful and indestructible as the earth and stone he is formed from. The character applies one half his Wyrld (rounded up) as armor. With a point of Glamour, he can also take half his Wyrld as ballistic armor for a turn. This armor stacks with mundane or supernatural armors.

Farwalker

Long John says it'll be faster if we follow him across the ridge there, at its lowest point. Yes, I know he didn't say anything. Didn't you catch his gestures?

Unlike many other Lost, a farwalker's Durance was not one of captivity but of near endless solitude and isolation. Spirited away to vast forests, windswept mountains, or sweltering jungles, these changelings rarely saw another soul during their time in Faerie. Constantly on the move, whether to outrun unseen but ever present hunters or in a vain attempt to find some sort of civilization, they roamed the rugged wilds of Arcadia alone. With only the silent trees and rocks for company, some slowly forgot the sound of human speech or that they had ever even had a name.

- **Beast:** Long, powerful limbs, a thick coat of shaggy hair, and a tread as sure as a mountain goat.

- **Fairest:** Leaf-matted dreadlocks, uncured animal hide clothing, and a raw, primal sexuality.

- **Ogre:** Skin like old leather, hands covered in climbing calluses, and silent, careful footfalls.

Blessing: The changeling gains the *Direction Sense Merit* (p. XX). The character also reduces the effective level of extreme environments by her Wyrld dots, and adds her Wyrld to her Stamina when calculating how long until she starts taking environmental damage (p. XX). Spend a point of Glamour to add her Wyrld to any Athletics roll to traverse rugged or dangerous terrain.

Fireheart

I remember existing as a single flame in an endless plain of fire. I'm home and free, but I'm still drawn to large fires, I suppose that's why I became an arson investigator.

A fireheart is not merely a creature of flame, her thoughts are also inhumanly swift because fire also engulfed her mind. Keepers dwelling realms of flame, brass, and stone created some firehearts to serve as scholars or highly attentive and effective servants. Other firehearts spent their Durance as works of art made of fire or as part of a wall of fire surrounding and protecting their Keeper's home.

- **Beast:** A glowing phoenix like creature where each feather is a separate tongue of dancing flame.
 - **Darkling:** Patterns of flickering green and blue flames cover the creature's hairless skin like living tattoos, and its eyes shine with wicked dancing fires of the same color.
 - **Wizened:** Crystal bands glowing with flickering internal fire are grafted to the creature's joints. When it becomes emotional, fire briefly engulfs its head or hands before the crystals suppress it.
- Blessing:** A fireheart gains a +2 to Initiative and whenever she wishes, her touch can start a fire like a match. By spending a point of Glamour, the changeling can perform any extended task that is mostly or entirely mental, like composing a speech or performing research with blinding speed. If each roll in an extended task normally requires an hour or less, she can make one roll per turn.

Flowering

Take off your shoes and just stand here for a minute. Is there anything better than feeling of soil between your toes and the sun on your skin?

Warmed by the sun's caress and nourished by the rain's tears, these changelings were the living ornamentation of countless gardens across Arcadia. Planted in soil where they took root, some flowering were left to grow wild in hidden faerie groves while others were kept in pots under fluorescent lights in steaming greenhouses. All experienced long periods of happiness and bliss, punctuated by the sharp, metal kiss of their Keeper's pruning shears.

- **Darkling:** Broad, flat hands with fingers like interlocking teeth and an irresistible, saccharine reek.
 - **Elemental:** Corded limbs like twisted stems, a cascade of curling fiddleheads in place of hair, and a calming, earthy scent.
 - **Fairest:** Pink, rose petal skin, an intoxicating perfume, and cruel thorns to snag the unwary.
- Blessing:** When establishing a first impression during Social Maneuvering the flowering always moves his impression one step up (p. XX). Spend a point of Glamour to add his Wyrd to any Persuasion, Socialize, or Subterfuge roll made to open a victim's Doors; an exceptional success on this roll opens Doors equal to his Wyrd, in addition to the normal effects of exceptional success.

Gameplayer

That's the third table I've seen her run tonight. I think she might be counting cards, but if she is, the house doesn't seem to be able to catch her on it. I stopped playing casual games like chess with her a long time ago. After I make my first move, she tells me how the game plays out and she wins. It kind of takes the fun out of it.

For some True Fae, everything is a game played with pieces made of people's lives and actions. No matter what type of game the Gentry favors, none enjoy losing, so they spend a great deal of time amusing themselves with games and rules that ensure their victory. A gameplayer was made to either be a part of a particular game, or was forced to play games for her master's enjoyment, or both. She not only endured the endless hours of being part of a game, but also suffered the ire of her master if he happened to lose a game, even if it was not her fault.

- **Elemental:** He is a wooden or plastic game piece, with a crude humanoid shape.
- **Fairest:** The changeling is a stone or marble game piece, crafted with the ability to move about on her own.
- **Wizened:** The character may resemble a card or a deck of cards with legs and arms.

Blessing: The changeling is a master at seeing possibilities, working logic puzzles and generally reading what other people may do. She gains a dot of Intelligence which can take her above her normal maximum based on her Wyrd. When solving a problem with logic or game theory, you may spend a point of Glamour to benefit from the rote quality once per scene.

Gargantuan

Stand back. I'm going to block the hallway.

As with all things related to humanity, the True Fae have no concept of, nor care about, human scale. Palaces are built to immense dimensions, each brick the size of a city block. The changelings stolen away to these titanic realms needed to be resized to fit their new surroundings. Some were stretched on massive racks, while others were force fed until they reached an appropriate size. A few were simply "lucky" enough to be the head of a massive collection of grotesquely fused bodies.

- **Darkling:** Something that resembles a solid, three dimensional shadow, changing size with each new furtive glance.
- **Ogre:** A massive brute, seemingly clothed in rocks and boulders, capable of swelling to even more monstrous proportions.
- **Wizened:** Telescoping clockwork limbs, an inflatable torso, and a huffing bellows canister strapped to its back.

Blessing: The changeling seems somehow larger than she actually is. Add a dot of Presence; this can go above her normal limitation. She gains the four dot version of the Heavy Weapons Fighting Style Merit (p. XX) but it only applies to her unarmed Brawl attacks. Use half the changeling's Wyrd (rounded up) as the weapon damage when using this Merit. Spend a point of Glamour and an instant action to grows to titanic proportions, adding half her Wyrd dots to her Size for the scene.

Gravewright

Yes, this house is definitely haunted. No amount of insulation will fix that cool draft or the noises you hear at night. However, for a small fee, I can solve both your problems and the problems of your unfortunate spectral visitors.

The Gentry do not understand death, but some of their more disturbing realms have connections to the Underworld. Gentry with an interest in the dead create gravewrights as emissaries to the Underworld. One gravewright may visit the Underworld and stay, perhaps willingly, another might spend his Durance dealing with ghosts and Underworld creatures as well as with the Gentry.

- **Darkling:** A dry and skeletal creature that looks like a body that has been left buried in the sand for years.
- **Fairest:** With perfect skin bearing a hint of pearl grey color, a complete lack of body heat, and never a hair out of place, he looks like an especially lovely cinematic image of a vampire, lacking only the fangs.
- **Ogre:** A large creature with skin like well-aged rawhide and a somewhat corpse-like appearance.

Blessing: The gravewright can see, hear, and speak to any nearby ghosts in Twilight. In addition, he can spend a point of Glamour to add or remove the Anchor, Open, Controlled, or Materialized Condition (see p. XX) to or from a person, location, or object. Adding a Condition requires its prerequisite and removing one causes it to revert to its prerequisite. Removed Conditions cannot be restored by anyone but the same gravewright for one week.

Gremlin

As he turned the key in the ignition, he heard the familiar roar of the car's engine coming to life. This was followed quickly by the sound of the engine catching, backfiring, and then stalling out, a puff of smoke erupting from the hood.

The Gremlin is a mischievous dabbler who tends to like pulling mean pranks on others. She is small and seems harmless, which lets her get into a lot of trouble. A Gremlin is created solely for the amusement of her True Fae masters. The changeling served as a court jester and fool, making a mockery of guests and causing them pain and anguish in the name of her master. If she did not perform to whatever standards her master put to her each day, she was tortured until she performed better. Now she can't help taking advantage of a situation to pull pranks and act out.

- **Beast:** She is an animal normally associated with mischievous behavior, such as a squirrel, weasel, or chimpanzee.
- **Ogre:** She's small and hunched with ugly green skin and warts all over her body.
- **Wizened:** The changeling is mostly humanoid with long fingers and long ears and big bright eyes.

Blessing: The changeling can cause people or items to fail at critical moments. As a Reflexive action, she can bestow a dice penalty equal to her Wyrd on a victim she can see as he attempts

an action using any complex machine. Alternatively, she can touch a machine and cause Structure damage equal to her Wyrđ. A Gremlin can only use this Blessing once a scene.

Grey

You really should be more careful who you shake hands with. Now that I know all about how you betrayed the previous Winter Queen are you more interested in agreeing to back my candidacy?

This kith is relatively new and is the result of Keepers enhancing changelings' minds, often at the expense of their bodies. One was created as a watchful overseer for other changelings, able to spy on her charges' thoughts, another helped his Keeper locate mortals to abduct, and a third was a component of a vast Gentry controlled telepathic hive-mind. Before her Durance, a grey may have been an intellectual who had trouble understanding others and was granted her desire in a strange and often disturbing fashion. Another might have had latent psychic gifts that the Gentry found useful.

- **Beast:** Her grey rubbery skin resembles that of a dolphin or a squid and she has the black featureless eyes of a shark.
- **Fairest:** Attractively androgynous, completely hairless, with large eyes, and an elegantly large head, this creature looks like a fashion model from a science fiction story.
- **Wizened:** His grey hairless skin has been fitted small implants made of metal and glowing glass, especially around his enlarged skull.

Blessing: She gains the Eidetic Memory Merit (p. XX) and if she spends a point of Glamour, she can use the 3-dot Telepathy Merit (p. XX) if she touches someone or look into his eyes. Using Telepathy in this fashion does not require spending Willpower.

Gristlegrinder

I hear you need a body disposed of. Give me, say half an hour? Hey. You wouldn't happen to have a fork and knife handy? I seem to have left mine at home.

Gristlegrinders were those changelings forced to eat their own during their time in Arcadia. Whether served as steaming, pink slices on golden dinner plates or ripped raw from the bones of wayward travelers, the flesh of other fae slowly became their preferred meal.

- **Darkling:** Impossibly wide mouths filled with recurred fangs, leading down to elastic, distending gullets.
- **Fairest:** Immaculate dinner attire, impeccable table manners, and jaws that unhinge behind politely shielding hands.
- **Ogre:** Railroad spike tusks, bone-crunching mandibles, and tongues like serrated files for extracting marrow.

Blessing: She can make bite attacks without needing to grapple, and her teeth count as a weapon that does lethal damage equal to half her Wyrđ dots, rounded down. She can also eat at a truly terrifying speed, devouring a number of kilograms of organic material equal to her Wyrđ dots each minute. Spend a point of Glamour at least five kilograms, and she downgrades a level of lethal damage to bashing.

Hunterheart

I've got his gaze now. As long as you don't make any sudden movements, he'll just stand there like a deer caught in the headlights of a truck.

The Gentry don't need only humanoid servants, and hedge beasts lack a certain intelligence. The changelings that became hunterhearts were the guard dogs, trained falcons, and hunting hounds of the Arcadian realms.

- **Beast:** Fur and feathers, teeth and talons; a chimerical combination of predatory animals from Dr. Moreau's worst nightmares.
- **Elemental:** Bear trap jaws, rifle-barrel fingers, Ghillie suit "skin" hung with fishing lures; the essence of hunting given form.
- **Wizened:** Claws lashed to hands and feet with sinew, mottled green and brown skin, and slitted eyes beneath an animal skull headpiece.

Blessing: The changeling may deal lethal damage with her unarmed Brawl attacks. When attacking a specific body part, reduce called shot penalties by her Wyrd. Spend a point of Glamour as a reflexive action and lock eyes with someone to freeze that person in place or cause him to flee in terror. Roll Presence + Wyrd – the target's Resolve and apply the *Insensate Tilt* (p. XX) or the *Frightened Condition* (p. XX) if successful.

Ifrit

Do you recognize me? I was only 15 when you turned my family out onto the street, but I'm older now and I've learned a few things, including how to burn your lovely mansion down around your ears unless you beg for my forgiveness. I'd start begging, the hall behind that door is already burning. The only way out is through me.

Keepers create ifrit to be weapons of terror and destruction. An ifrit embodies fire's destructive potential and likely spent his Durance as a huge fiery weapon, incinerating armies of changelings for his Keeper. Some ifrit were abducted because they had a talent for making others afraid; others dreamed of finding a way to make others fear them and some simply loved fire and wished to help it spread and grow. Once in Arcadia, the Gentry made them powerful, in a few cases so powerful that even their Keepers began to fear them.

- **Beast:** A jagged bear-like creature made of solid fire with glowing eyes and long burning claws.
- **Elemental:** An animate bonfire that looks ready to devour everything around it.
- **Ogre:** Flames flicker just above shiny hairless skin marked by burn scars.

Blessing: He gains the 8-again quality to all Intimidation rolls. He possesses the three-dot Psychokinesis Merit (p. XX) to affect fire, but use Glamour instead of Willpower to activate it. Manipulating fire in an obvious fashion also adds +2 dice to all of his Intimidation rolls.

Illes

I'm sorry, I'm busy today, but we can go out later, I promise. I'd love to see your yacht in the moonlight.

Some Gentry dwell in dim cavernous realms and everyone they abduct becomes part of their lightless kingdom. They create illes as emissaries who travel to other realms. These Keepers cannot forge any illusions that survive bright light, but their emissaries become beings of wondrous beauty at night or away from the sun. At these times, an illes can persuade, seduce, or con others with great ease. However, her beauty vanishes at the touch of sunlight.

- **Darkling:** Away from sunlight, he appears as a noble creature with elegantly exaggerated features and long lovely fingers. Sunlight reveals him to have an unpleasantly rat-like face and disturbingly spider-like hands.
- **Fairest:** At night, everyone looking at her as sees their perfect ideal of beauty. In sunlight, her shining skin becomes a dull grey and she looks perfectly ordinary.
- **Ogre:** In sunlight, he is a brutish hulking creature who becomes a gorgeously muscled wonder of strength and power at night.

Blessing: He cannot take the Striking looks Merit (p. XX), but gains double the normal benefit (+4) of having two dots of Striking Looks between the hours of sunset and sunrise or if he is isolated from even the most indirect sunlight. If he spends a point of Glamour in these same conditions, for the next scene he only require 3 successes (instead of 5) to achieve an Exceptional Success with any roll in that benefits from his appearance.

Jeweleyes

“You hurt my friend,” her voice was steady and calm, despite the exertion. With a grunt she heaved the man across the room. She stalked to his limp form, ignoring the bullets slamming into her body as his goons fired at her. She put one foot on his neck and pushed down hard, hearing a satisfying snap as she did so. She took one look around the room as everything went quiet, “Who’s next?” She asked in that same deadpan tone.

The jeweleyes is known for her even temperament and stoic resolve. Sometimes other changelings mistake her cool attitude as aloofness or apathy, but underneath the cool exterior burns a fierce passion. A jeweleyes is forged from the earth as living gemstones, forced to prove her worth to the Gentry in battle rings — hoping to be seen as the most lovely and deadly and given a short reprise to sit on display in the cavernous halls of her master’s abode. Forced to always fight, a jeweleyes has a hard time relating to others. Yet, when she finds a friend, she is truer than any other.

- **Elemental:** Elemental jeweleyes are humanoid in shape, but are composed entirely of a crystalline structure.
- **Fairest:** The changeling has jeweled points on his body, his nails, eyes, and teeth glitter with the look of cut gems.
- **Ogre:** The Ogre is a creature formed from uncut stones, the color and slight shimmer of the hidden gems glinting at her joints.

Blessing: A jeweleye is forged in the pain of constant battle, and she knows how to take a hit and keep on going. The changeling gains a single dot of Stamina, which can take her over the normal level allowed by his Wyr. In addition, the changeling gains an automatic success on any Stamina rolls to endure fatigue or pain. By spending a point of Glamour, you can reverse any wound penalties she suffers, and turn them into dice bonuses for the scene.

Larcenist

“Watch his hands... there, did you see it?”

“See what?”

“He took her ring off her hand.”

“He didn’t even touch her hand, he was touching her waist.”

“That’s what he wanted you to see, that’s what he wanted her to see. If you watch his hands you can see it, otherwise it’s like magic.”

Quick and nimble fingered, a larcenist cannot help touching, taking from or planting items on everyone around him. Smart changelings keep a wide berth around a larcenist, feeling his penchant for thievery means he is dishonest, yet that is often furthest from the truth. The larcenist is found in the strongholds of greedy and covetous True Fae. He is forced to take, steal, or persuade items from her enemies. He does so under strict rules of engagement — he is not allowed to outright lie, he cannot physically touch the victim, he cannot set his eyes on the object he is stealing, or maybe he has to replace the object once taken.

- **Beast:** The character has the form of an animal that steals and hoards, such as a ferret, magpie, or raccoon.
- **Darkling:** The changeling is completely non-descript with neutral colored skin, hair and eyes, easy to dismiss or forget ever seeing.
- **Fairest:** She has long fingers, a graceful body, and captivating eyes. She uses her beautiful features to distract her targets from what her hands are doing.

Blessing: The changeling only needs 3 successes to benefit from an exceptional success on Larceny rolls. Additionally, she may spend a point of Glamour to add her Wyrd to Subterfuge rolls for the scene.

Leechfinger

I don't like to be grabbed, it reminds me of events I'd rather forget. See, you don't like being grabbed either, and I imagine you're feeling a bit weak. I'll let you go this time. If I ever see you pawing another woman, I'll make certain you never do so again.

Leechfingers are predators that Keepers create to prey upon other changelings and hedge beasts. Some Keepers forge them as overseers or for combat, others use them to deal with hedge beast incursions in an entertaining manner. A leechfinger does not need to feed to survive, but finds stealing life very pleasurable. Some Keepers made leechfingers from human predators, other Keepers sought out desperate or amoral individuals in poor health.

- **Beast:** A creature with smooth squid-like skin, and long slender tentacles instead of hair. Her hands, arms, and tentacles are covered in small feeding suckers.
- **Fairest:** A tall beautiful creature with long somewhat animate hair. His hair is bright red immediately after he feeds and becomes paler the longer he goes without feeding.
- **Wizened:** Narrow tubes radiating from her heart run along the surface of the skin of her arms and torso. These tubes connect to fine needles under her fingernails and in bands around her wrists.

Blessing: By spending one or more points of Glamour and touching the skin of a human or living supernatural creature, she can steal Health. Each point of Glamour causes the victim one point of lethal damage. The leechfinger can use this damage to heal two points of bashing damage or one point of lethal damage to her own body. She can also use each point to either downgrade one point of aggravated damage to lethal damage or to give herself one dot of the Hardy Merit (p. XX) for the next 24 hours. This can exceed the normal limitation of Hardy, raising it to a potential five dots or your character's Wyrd, whichever is greater.

Levinquick

Your daughter is in that car, but I can get her back. In this traffic, I can easily catch them and I'll have her safe before the kidnappers notice she's gone.

The Gentry create levinquick by transforming a changeling's body into living electricity or binding lighting into her flesh. Some Keepers dwell in realms that are eternally filled with wild electrical storms or where lightning flows across the ground like jagged rivers. Others sought messengers, living decorations, or performers made from arcing current. Before their Durance, some levinquick were fascinated by electricity, while others were nervous or highly energetic individuals who were in constant motion. Regardless of why his Keepers transformed him, a levinquick's body is composed mostly or entirely of electricity and he becomes a swift inhuman creature. Once back in the mortal world, a levinquick usually has trouble with both patience and stillness.

- **Darkling:** The creature's hair, eyes, and claws are all composed solely of electricity, while the rest of its body appears gnarled and menacing.
- **Elemental:** A creature of living lightning, its body appears to be made of precisely controlled electric arcs.
- **Ogre:** Arcs of electricity continuously run along his body and a network of fine scars are visible beneath these arcs.

Blessing: He adds +1 to his Initiative, Defense, and Speed. For each point of Glamour he spends, they can also triple their Speed and use their Defense against firearms for one turn. Spending additional Glamour adds more turns of this effect; not additional Speed.

Lurker

You've seen what I can do. Pay my fee and I'll sneak into the police station and remove your phone from the evidence locker. If you like, I can even replace it with a different phone containing less troublesome emails.

Lurkers were specifically created to be spies, sneaks and thieves. Gentry are often jealous of each other's possessions, but almost none are willing to risk themselves attempting to acquire them. Instead, Keepers look for petty criminals, stage magicians, or even teens who have had to learn to avoid being noticed and transform them into lurkers.

- **Beast:** The color and patterns of her feathers is like a jackdaw's, and her bird-claw hands appear inhumanly dexterous.
- **Elemental:** A living, loosely humanoid shadow that moves in almost complete silence.

- **Wizened:** Extra fingers and joints have been grafted onto his hands and wires that help speed his reactions run along the surface of his arms.

Blessing: She gains the Sleight of Hand Merit (p. XX) and never suffers penalties to Larceny actions for lack of proper tools. If she spends a point of Glamour, she can add her Wyrd to all Larceny and Stealth rolls she makes for the remainder of the scene.

Maker

I can have this done for you later tonight. If you are willing to wait until tomorrow, I can throw in an object file for making it via 3-d printing. That way, if you ever need another, someone can print you one. I could also get you set up with a 3-d printer of your own – they're really a lot of fun to work with.

The Gentry can steal and copy, but they cannot create anything truly new or unique. However, many desire new toys and entertainments above all else. They craft humans into makers so these individuals can spend their days creating toys or traps to thwart rivals and ensnare mortals. Other makers spent their Durance maintaining and refashioning their Keeper's existing toys.

- **Darkling:** This goblin-like changeling has large eyes, long slender arms, and more than a dozen exceedingly long fingers, each of which has four or more joints.
- **Elemental:** Made of metal and tempered glass, the changeling appears to be a sculpture with beautiful tools instead of hands, and not a trace of warm, weak flesh.
- **Fairest:** This beautifully hairless and exceedingly flexible creature has more than a dozen long four jointed fingers.

Blessing: The Maker gains both the benefit of the 8-again rule and the Good Time Management Merit (p. XX) on all Computer, Crafts, or Science rolls to design, build, modify, repair, or understand any sort of device, mechanism, or software. In addition, by spending one Glamour, he can add his Wyrd to any such rolls during the same scene.

Manikin

If you think you can sneak past the guards, don't worry about me. Once we get in the storeroom, you set the fire and get out. When the smoke builds up, I'll open the door and flood the place with smoke. Then, I'll get the three captives out in the confusion, while you and Julia wait outside to take care of the loyalists.

Keepers who either enjoyed playing with living dolls or whose realms had no place for living flesh and blood transformed manikins from humans into artificial constructs. A manikin's new form is merely an imitation of humanity, but it also lack most human frailties.

- **Fairest:** A creation of metal, jewels, and perfectly crafted joints, this humanoid figure is stunning and elegant.
- **Ogre:** This terrifying creation is roughly humanoid and exceedingly functional. Within the limits of the humanoid form, little care was taken to make it appear beautiful or even particularly human.

- **Wizened:** Although no trace of flesh remains, it's clear that this construct of brushed aluminum, colored wires, and advanced circuits was made by replacing portions of a human body one piece at a time.

Blessing: She adds +3 to her Stamina for purposes of resisting fatigue, hunger, thirst, or lack of air. By spending a point of Glamour, the manikin can apply the rote quality to either a single physical action that she has actively watched someone else perform in the last scene or to all rolls to resist fatigue, hunger, thirst, or lack of air for the next scene.

Metalflesh

No, really I'm fine. The beam just grazed me, although it does look like the fall dented it a bit. Let's go remind the new kid that safety standards are there for a reason. Not everyone is going to be as lucky as me when someone drops a rolled steel I-beam on them.

Some Gentry use metalflesh as guards, others as laborers or living art, but all of them seek out individuals who are mentally and physical tough. Their Keepers then make metalflesh far tougher. The same durability that allows metalflesh to survive their transformation often helps them escape from Arcadia.

- **Beast:** A monstrous creature with brass claws and large bronze scales.
- **Ogre:** A roughly carved statue of living brass.
- **Wizened:** Welded and riveted plates of bronze fit around what was once a human body, but which may no longer exist beneath the metal.

Blessing: He gains 1/1 armor and his fists and feet are considered lethal weapons. By spending a point of Glamour, his armor becomes 4/4 for the next scene.

Minstrel

An eerie calm washed over the room as the first few cello notes washed over the crowd. Gentle sighs of contentment filled the room and all previous thoughts of anger and disappointment were pushed out of their heads, her music working its magic.

Music has an ability to invoke all kinds of emotions from joy and happiness to anger and sometimes fear. Songs tell stories as much as they entertain. A minstrel's life was devoted to music both the act of creating and performing. The changeling might have been created as a musical instrument playing softly in the background during evenings in her master's salon. Another might have been forced to compose and sing ballads revolving around the Gentry, each new verse or line forced to show her in a glowing light.

- **Beast:** The changeling has the plumage of a songbird, and her voice is clear and sweet.
- **Fairest:** He is humanoid but has a singing voice that could rival the most talented opera singers.
- **Wizened:** The changeling looks like pieces of an instrument put together and animated. She has a mix of wooden and brass making up her body and guitar strings as hair.

Blessing: The changeling can never fail on an Expression roll. She gains one automatic success on any Expression rolls. When using Expression in an attempt to harvest Glamour, she achieves exceptional success on three successes instead of five.

Mirrorskin

Officer, I'm so glad to see you, but how did you get in here? I just called the police station after I locked the burglar in this room. Wait, where is she?

Sir, the door was open when I got here, she must have escaped, I should check outside for her. For your safety, I need to ask you to wait here.

Mirrorskins are premier disguise artists and Gentry make full use of this ability. Some Keepers use mirrorskins as spies and infiltrators, but at least as many use them for entertainment, including a few Keepers who only have a single changeling who they order to take on the appearance of dozens of different individuals, providing them with the illusion of a vast retinue. Most mirrorskins were natural mimics before their Durance. Some were actors other con artists but all had at least some understanding of stepping into another's skin.

- **Darkling:** When not disguised, the changeling looks partially formed, with inhumanly indistinct features and pale grey skin.
- **Fairest:** When not disguised, his appearance becomes a generally attractive melding of the features of everyone around him. If he is with a single person, he appears pleasantly similar to that person.

- **Ogre:** She appears to have been roughly sculpted from wet clay that has not yet fully dried.

Blessing: A mirrorskin never suffers penalties for lack of proper equipment when making disguise rolls and gain the 8-again quality to these rolls. If she spends a point of Glamour, she can make a disguise roll as a reflexive action. All of these disguises affect both her Mask and her Mein, as the change is both physical and supernatural. This means a character that can pierce supernatural disguise abilities will still see the mirrorskin as physically changed.

Moonborn

Lunacy is not an affliction so much as a state. Think of it like water in a bottle that has too much pressure, its cold enough to freeze, but it doesn't have the space to expand. Open that bottle up, or even mix the molecules and you initiate the change. Potential my friend, everyone has the potential for lunacy, you just need to know how to mix the molecules properly.

The moonborn shift mood and personality with the waxing and waning of the moon. She is often described as mad due to these cyclic moods and the erratic behavior that accompanies them. The moonborn is crafted of the moon, set into the sky to mimic the night for the Gentry. Her Durance was simple, yet not at all peaceful, as she was forced to act out scenes witnessed by the night sky for her fickle master.

- **Darkling:** The changeling's skin appears pale and translucent, like the color of the moon.
- **Elemental:** Moonlight exudes from the character, making it hard to distinguish where she beings and where the light ends.
- **Fairest:** The changeling is surrounded by moonbeams that glisten and trick the eye.

Blessing: Once per day (24 hours) the moonborn can touch another person and inflict her with the Lunacy Condition (see p. XX). If the person he is touching does not want the contact, he must succeed on a touch attack to affect his victim. This Condition lasts for a single lunar cycle, or until resolved.

Muse

I think that's a fantastic idea. You should definitely make that mix tape. Your day job can wait. Even the omnipotent True Fae occasionally lose their inspiration. Their bizarre realms go fallow and their nonsensical labors lie unfinished. Until the changelings that become Muses provide them with inspiration, drawn out by hot kisses or cold blades if need be.

- **Elemental:** Luminous flesh of coalescent creative potential, stretched like canvas over a frame built from crystallized inspiration.
- **Fairest:** A body begging to be sculpted, a voice that sparks symphonies, movement meant to be captured in dance, and eyes that bring obsession.
- **Wizened:** Papery wings that drop curls of parchment, silver-sharp pen nib fingertips, and a smoky breath that reeks of genius.

Blessing: Add your character's Wyrd to any roll made to uncover, embed, or change someone's goals. When engaging in Social Maneuvering, remove two Doors rather than one if presenting a clear path as to how he'll help the subject reach an Aspiration. Spend a point of Glamour to force a mortal into focusing on one of their dreams. Roll Presence + Wyrd roll, with the subject's Resolve as a penalty if they are resistant. If successful, the subject gains the *Obsessed* Condition (p. XX) related to an Aspiration of the subject's choice. On an Exceptional success, the muse not only knows the subject's Aspirations, but chooses which the target obsesses on.

Nightsinger

You sir, in the back, I believe you yelled "rap sucks". I didn't come here to perform vapid pop music and tonight is an open mike night. I'm going to be up here for the next 10 minutes, whether you like it or not. However, in honor of you I'll change up my style a bit and play something that may teach you a thing or two, if it doesn't send you running screaming.

Some nightsingers spent their Durance playing frightful melodies in haunted realms. Others accompanied bands of warriors, using their music to distract, weaken, or ensorcel enemies. Before their Durance, nightsingers loved music, and most preferred disturbing songs about despair or happy pop songs about mass murder.

- **Beast:** He resembles a humanoid songbird, but the color of his feathers is black and his eyes are blood red.
- **Darkling:** This goblin-like being appears cruel and attenuated, but her hands are strong and clever and her voice beautiful.
- **Fairest:** With his strong arms, exquisite voice and long fingers he's a living archetypes of what an attractive musician should look like, except for his black featureless eyes and pointed teeth.

Blessing: A nightsinger can play powerful haunting melodies. He gains the 8-again quality to all rolls to perform music. If he spends a point of Glamour, he can draw listeners' darker feeling to the surface. The nightsinger makes a Wits + Expression roll, Resisted by listeners' Composure. If the nightsinger wins, he can impose the Deprived, Guilty, or Shaken Condition on listeners, or other Conditions with Storyteller discretion. Listeners can only be affected by one of these Conditions from a single nightsinger at a time.

Nix

Isn't that the most amazing sunset you've seen in years? Let's go outside to get a better look. There's no one's around, so there won't be a problem if you leave your checkpoint for a minute or two, and the view is so much better out there.

Nixes are amphibious creatures created by Gentry who lived in aquatic realms. Most were forced to dwell on small islands or seashores, where their Keepers ordered them to lure intruders to their doom or to trap visitors with riddles or binding promises. Most of their Keepers lived in elaborate underwater splendor which their nixes rarely saw, with the exception of a few nixes that their Keepers used as storytellers. Before their Durance, the majority of nixes were unassuming people who were not obviously charismatic, but were gifted storytellers or sales people.

- **Darkling:** With the eyes and scales of fish and a beak like a squid, this creature appears strange and somewhat menacing.
 - **Elemental:** A vaguely fish-like humanoid made from cloudy, opalescent water
 - **Ogre:** She has the long sharp teeth of deep-sea fish, as well as patches of scales on her hide.
- Blessing:** A nix can breathe water as easily as air and adds +2 to all swimming rolls. If she spends a point of Glamour and speaks, she adds her Wyrd to all Persuasion or vocal Expression rolls for the scene and listeners subtract the nix's Wyrd from all Wits + Composure rolls to notice anything except the changeling.

Oni

Someone here doesn't fit in. You! You're the raised nail.

The True Fae are sticklers for rules and etiquette. Fairytales are full of examples, with the poor mortals who break these rules, knowingly or not, put to sleep for a century, turned into trees, or worse. But even in Arcadia, the Gentry have need of making sure their arbitrary and ever changing decrees are followed. The changelings that become oni are their enforcers. Through rigorous training and frequent punishment they learned to root out those that didn't fit in.

- **Beast:** Curving horns, sharp fangs, the worst qualities of tiger and ox rolled into one nasty package.
- **Darkling:** Robes the color of thunderclouds, a hopping gait, and a head that rotates in all directions.
- **Ogre:** Bright red or blue skin, an animal skin loincloth, multiple eyes, and a voice like a thunderclap.

Blessing: The oni can easily spot those who don't belong and adds their Wyrd dots to any rolls made to find a specific person among a crowd. He also knows how to blend in, adding his Wyrd to any rolls made to interact or blend in with groups based on identity. Spend a point of Glamour as a reflexive action to blanket an area of up to a city block in howling winds, driving rain, and deafening thunder. For one turn the affected area becomes an extreme environment (p. XX) with a level equal to his Wyrd. Additional turns require additional Glamour.

Oracle

Unless we do something to stop them, a team of Huntsmen will infiltrate the King of the West's ascension ceremony and try to kidnap him. I can find out more later, but that alone should be sufficient to perhaps allow us to prevent this disaster.

Oracles are changelings who have become slightly unstuck in time. Their Keepers find humans who are lucky or who have a talent for prophecy and enhance this ability so that the Oracles can provide them with information about the future. Some accompany their Keepers as living warning systems, while other spend their time locked away and only taken out to dispense prophecies to their Keeper and her allies.

- **Beast:** This raven-like creature has large eyes filled with shifting colors.
- **Elemental:** A creature made from living clockwork, with a clock dial for a face.
- **Wizened:** He has a third, obviously inhuman or artificial eye in the middle of his forehead.

Blessing: The character regularly catches glimpses of the next second or two. He gains +5 to Initiative, +1 to Defense, and gains one free success on any rolls to detect ambushes (see p. XX). If he spends a point of Glamour, he can look further into the future and can ask yes or no questions about the most likely future of a single person, place, or object, such as whether a murder will occur in a location in the day. In secret, the Storyteller rolls the character's Wits + Occult. For each success, she must answer a question correctly. She does not tell the player when her successes have "run out". The player can only ask about the future of a single target once per day.

Palewraith

No, you missed me again. Your eyes are playing tricks on you – that can happen when you stay out too late and wander too far from the rich neighborhoods with their bright streetlights. Put away that gun, it's not doing you any good. If you give me that package, I'll let you leave. Some people naturally fade into the background. Gentry who need spies or wish unseen servants who will not disturb their elaborate revels transform these individuals into palewraiths. Although light does not harm her, a palewraith is a nocturnal creature of who is most comfortable in dim and shadowy environments. She is uncomfortable being the center of attention. Even if she is not shy or socially awkward, she has little interest in fame. Instead, she finds it easier to watch from the shadows, as she did in Arcadia.

- **Beast:** A creature with the huge reflective eyes and transparent skin of a deep-sea fish.
- **Elemental:** A living statue of transparent, almost colorless glass.
- **Wizened:** Clearly artificial transparent plastic skin stretched over oddly pale organs and muscles.

Blessing: In dim light, fog, or other conditions where characters suffer at least a -1 penalty to rolls involving vision, a palewraith only require 3 successes (instead of 5) to achieve an Exceptional Success on any Stealth roll. If she spends a point of Glamour in these same low light conditions, she increases her Defense by +2, and can use her Defense against firearms. These effects last until she enters a well-lit area, or the end of the scene.

Playmate

I wouldn't call him selfless or altruistic. Sure, he's there to help, but he gets a certain satisfaction out of being the one to always help, the one to always make the difference between success and failure. Don't think he's doing it for you, because he's not, he doesn't help unless he also has something to gain from your success.

The concept of friendship, boredom, and entertainment are completely lost on the True Fae. One may feel these emotions on some basic level, but never for long. If ever a Gentry desires a companion, she simply makes one, and if ever she gets bored of said companion, she casts him aside. A playmate lives such a life, created to fulfill a desire for base entertainment for a short time, forced to interact with his master until she grew bored.

- **Fairest:** She is made of fine porcelain, her hair is silken and her nails and eyes look like painted glass.
- **Ogre:** The changeling is big and green, like an oversized army figure.
- **Wizened:** He is made up of parts of toy dolls. His skin is made of plastic and his hair is woven yarn.

Blessing: The playmate has an ability to work well with others, despite her differences. Whenever working in a team (see p. XX), she adds her Wyrd to all dice pools, whether as a supporting or primary actor. Additionally, if she spends a point of Willpower, she can remove the penalty for a supporting actor's failure.

Polychromatic

Every color of the rainbow, every emotion known to man. Looking at one of them is almost painful, he'll oscillate so fast, it's hard to tell what he might be thinking, it's even harder to predict where he'll end up.

Generally easy going and usually sedate, the polychromatic is viewed as enigmatic member of changeling society. He is marked with vibrant colors of the rainbow that shifts and changes with his mood. The polychromatic was created for the sole purpose of decorating the home of his Gentry master. He was a sculpture of rich colors that changes with his mood. His master would incite, cajole, tempt, and taunt him to elicit a color response to go with the décor, or whatever else she might want at the moment.

- **Elemental:** The changeling is a caricature of her element painted in bright primary colors.
- **Fairest:** He is a stunning rainbow of color. His skin, hair and eyes taking on the hue of his emotion, sometimes scintillating colors across his body in times of turmoil.
- **Wizened:** Each distinct part of her body is a separate color of the rainbow, always following neat and distinct lines regardless of the fact that the colors change at a seeming whim.

Blessing: A polychromatic has steeled himself against his torments, allowing him to add his Wyrd as a bonus on all Resolve and Composure rolls to resist emotional manipulation of any kind. This bonus also applies to rolls to resist impulses or unwanted reactions. This applies to any supernatural abilities that would cause these effects as well.

Razorhand

You made me; you gave me my shiny claws and forced me to kill. Now these same claws are going to taste your perfect blood.

A Keeper creates a razorhand to be a killer. Some Gentry wanted a bodyguard who could swiftly dispatch any threat, others desired an assassin able to slay his victims with a single blow but all wished to create exceptionally deadly changelings. Their Keeper made the changeling's body into a living weapon. While some embrace pacifism after their escape, in Arcadia, their Keepers forced razorhands to murder dozens of changelings and to also eliminate their enemies among the Gentry. Regardless of their Seeming, all razorhands look deadly and have blades, claws, or perhaps shards of crimson glass attached to their hands or fingers.

- **Beast:** A sleek and predatory carnivore with short fur, sharp fangs, and exceptionally long claws.
- **Darkling:** A sharp-faced furtive-looking individual with pointed teeth, exaggerated features, and long fingers. Each hand has a sixth finger normally kept folded against the palm. This finger is a shining blade of pale bone.
- **Ogre:** A strong and deadly-looking brute with a large spurs of sharpened bone along the edges of each of her hands.

Blessing: Her natural weapon does Wyrd/2 damage. This causes lethal damage, even to creatures which normally take bashing damage from lethal wounds (like vampires). If she spends a point of Glamour, a razorhand can also cause her next successful attack with this weapon to automatically inflict one of the following Tilts: Arm Wrack, Blinded, Deafened, or Leg Wrack.

Render

One time I saw her cut through a steel door like it was warm butter, with just her hands. This stuff wasn't aluminum like you see on houses either, it was that high grade military stuff.

A render is capable of ripping a tree apart with her bare hands, or just as easily pulling down a building or shattering a retaining wall. She is not just brute strength, but employs wicked talons to aid her in her destruction. The render is created to destroy, usually by Gentry who can't be bothered to create actual devices such as a wrecking ball or battering ram. She functions as a dispensable shock troop and was rarely expected to survive first contact with a mission, and if she did, she had the reward of being employed in new and dangerous ways.

- **Beast:** She looks like a large gorilla with overly developed muscular arms and legs and long sharp nails protruding from her fingers.
- **Elemental:** The changeling is made of stone with large metal blades at the ends of her fingers.
- **Ogre:** The changeling looks like a normal human, but her arms are large and muscular with long sharp talons at the ends of her fingers.

Blessing: Render characters gain the Touch of the Workman's Wrath Contract for free, and she gains the 8-again quality when rolling for the Contract's activation. Also, she ignores armor in any unarmed or Weaponry attacks she makes.

Riddleseeker

You seek answers? Don't we all? My life is a conundrum, and I have yet to find an answer. Do you think you can solve my riddle? I am lost, yet I cannot be found. I am truth, but my existence is a lie. I am not human and I am not other. Who am I?

Other changelings may find it hard to relate to a riddleseeker, finding her constantly probing and logical personality somewhat cold and distant. For a riddleseeker, everything has a logical explanation, everything can be dissected and analyzed, and everything has a solution. The riddleseeker was created to make, solve, or even be a part of puzzles for her True Fae captor, forced to constantly pit her wits against other changelings or their masters.

- **Beast:** She has the form of a beast known for its intelligence, maybe a snake, an owl, or a fox.
- **Darkling:** He is formed from a riddle, maybe he is darkness, and maybe he is light, or maybe he is simply a man, but whatever form he takes, he is the true answer to a riddle.
- **Wizened:** The changeling is made up of interlocking parts of a puzzle, her pieces able to move or shift at will.

Blessing: A riddleseeker gains a dot of Wits which can bring her above her normal limit based on her Wyrd. Additionally, she gains a free Specialization in Investigation for "Riddles," and achieves exceptional success on three successes instead of five when using that Specialty.

Roteater

No clue what that is; mold's covered up the expiration date. Looks fine though. I mean it's still mostly solid, right?

Although the Gentry are immortal, their servants, slaves, and retainers are not. Arcadia knows its share of bloodshed and violence, and the changelings who became roteaters were forced to dispose of the resulting corpses. Some were chained and kenneled, fed the scraps and off cuts of failed surgeries. Others followed in the wake of Faerie Hunting Hosts, picking over whatever tatters of flesh remained.

- **Beast:** Bone-crunching jaws atop a powerfully corded neck, a stench like rotting meat, and deft fingers for picking through refuse.
- **Darkling:** Glittering beetle shells and fly wings, patches of pale fungi and masses of worms in a body like clumped soil.
- **Wizened:** A gut like a cast-iron stove, flames visible through grate-like ribs, internal fires burning up anything swallowed.

Blessing: The roteater can go for days equal to her Wyrd without food or water before beginning to suffer deprivation. She suffers no ill effects from eating food regardless of its condition, and can get along just fine on week-old carrion or even worse. Reduce the Toxicity rating of any ingested drug, poison, or disease by her Wyrd. Spend a point of Glamour to forage as an instant action instead of an extended action as usual. Add a dot to her Stamina; this can go beyond her normal limits.

Runnerswift

At the sound of his footsteps getting closer, she decided not to chance it and to instead run. In one big leaping bound, she was out the door and across the street, easily outpacing her pursuer.

The hunt is just as important as the kill to many Gentry. They create creatures to out-run the hunter, making the hunt that much more enjoyable. A runnerswift is created as prey, constantly in fear of the baying of the hounds and call of the hunting horn. While such a Durance could create fearful and timid changelings, the runnerswift is anything but. Emboldened by his constant fight for survival and pitting his wits against those of the hunter, the runnerswift tends to be outspoken and engaging, embracing danger on his own terms.

- **Beast:** The changeling embodies a swift animal, possibly an antelope or a rabbit.
- **Elemental:** A creature composed of moving air or streaming water, rushing about at all times.
- **Wizened:** The changeling appears as an amalgamation of clockwork gears and wheels designed to move fast, but is exceedingly fragile.

Blessing: The changeling adds two, plus her Wyrd to her base Speed; this is doubled as normal when the character is running. For example, a character with Speed 10 who becomes a Wyrd 4 runnerswift would have Speed 16, or 32 running. Additionally, anyone attempting to track or follow the character suffers her Wyrd as a penalty to all dice rolls involved in the action.

Sandharrowed

As soon as I'm done drilling this hole in the wall, I'm in. Then, I'll go around and open the door for you. Don't worry about guards; they'll have a hard time doing anything to me.

Some Gentry created sandharrowed to be spies or guards, others wanted strange living art, but all of them sought to remake humans into particularly strange and alien forms. In Arcadia, some of these changelings spent their existence as living sandstorms that never took solid form and others were animate sand dunes that lay in wait outside their Keeper's palace, ready to engulf intruders.

- **Fairest:** From a distance, he appears to be an ordinary looking person with oddly reflective skin, but close observation reveals his flesh is made from millions of tiny crystals and shining motes of dust.
- **Ogre:** A brutish figure that appears to have been roughly carved from sandstone.
- **Wizened:** A creature made of shifting sand stabilized by narrow glowing metal and glass bands at its major joints.

Blessing: He gains +2 to all grappling rolls. If he spends one Glamour, he can briefly become less solid, slipping through any opening he can fit the tip of his finger through, or adding +2 to his Defense and using his Defense against firearms. Each point of Glamour allows him to become less solid for one turn. While less solid, he cannot use weapons or tools and cannot perform any physical actions except grappling or movement (or other appropriate actions, at Storyteller discretion)

Skitterskulk

“We got the creep cornered in the alley around... How the hell did he get up there? You telling me he somehow climbed that wall?”

The Wild Hunts are always in need of fresh quarry and many Lost spent their Durance trying to stay one step ahead of terrible, inhuman trackers. Those changelings who used the erratic, alien terrain to their advantage were made into skitterskulks. Scaling mountains of jagged crystal shards, crawling through thickets of twisted plastic tubing, scrambling up towers of gnarled rusted girders, these changelings forced themselves to navigate obstacles and hazards even the True Fae avoid.

- **Beast:** Glittering multifaceted eyes, fingers that bend in too many places, and flesh that has edges at the joints.
- **Fairest:** A frame that's alluring in its gauntness, constant in jittery motion that hints at barely contained nervous energy.
- **Wizened:** Shriveled limbs barely visible beneath a skirt composed of millions of spindly silver legs.

Blessing: The skitterskulk triples her Defense when dodging (instead of doubling it), and adds her Wyrd to any reflexive Wits + Composure rolls to avoid being ambushed. She suffers no environmental penalties from Athletics rolls; she can climb any surface, no matter how sheer.

Skogsra

Do you notice how all of those crows are looking right at you, as is that coyote of to your left? They're with me. Put away your gun or my crows will eat your eyes and the coyote and her friends will finish you off.

Gentry created skogsra to dwell in wilderness areas, where they served as game wardens, scouts, sentries, or especially clever prey for Gentry hunters. Gentry make people into skogsra by adding elements of wilderness creatures. In Arcadia, skogsra were simultaneously servants and wild, untamed creatures who were often difficult to control. Before their Durance, many skogsra rebelled against rules and conventional expectations.

- **Beast:** A wild, shaggy creature with horns or antlers and long unkempt fur
- **Fairest:** An attractive individual with several subtle inhuman traits like the eyes, tail, or feet of a wild animal.
- **Ogre:** From the front, she looks like someone used to living outdoors, but otherwise normal. However, her back is hollow and looks like the interior of a rotting tree.

Blessing: A skogsra gains the 8-again quality to all Stealth and Survival rolls. In addition, if he spends a point of Glamour, for the next scene he can communicate with any wild or feral animals, and give them simple commands that they will obey, unless the command is obviously suicidal or the animal is already under supernatural control. If under supernatural control, use a Clash of Wills (see p. XX) with the skogsra's Presence + Wyrd.

Slewfoot

It's simple, really. If they both produce a few notes that are flat, while walking on three legs in the evening, then we should ask *this* guardian what *that* guardian would say about where their own door leads.

Entertainment in Arcadia isn't all Faerie masquerade balls and Wild Hunts. Riddle games and logic puzzles are popular as well, but in the nonsensical world of the True Fae, logic is as changeable as the weather. Changelings who became Slewfeet amused their Keeper by answering quixotic conundrums and illogical enigmas. Constantly forced to think outside the box, they were conditioned to instantaneously unravel metaphorical and allegorical language and identify patterns in random elements. Those that didn't were rebuilt and rewired until they performed to exacting standards.

- **Fairest:** A Faerie knight in gleaming platinum armor, blood trickling from empty sockets above perfectly chiseled cheekbones.
- **Ogre:** A Romanesque face atop a leonine body, shoulders capped by vestigial wings, and talon tipped scaled hands.
- **Wizened:** A shrunken, angular figure with constantly twitching fingers, and the answers to everything written in minute script around their irises.

Blessing: The character gains three-dots in the Professional Training Merit (p. XX) for the Detective Profession. Spend a point of Glamour when using Investigation to solve a mental puzzle or examine a scene for clues as an instant action instead of an extended action. She suffers penalties if lacking proper tools and materials as usual, but any successful roll is considered to have successes equal to those rolled, or her Wyrd, whichever is greater.

Smith

I know it looks bad, but there's really not much wrong with it. I'll have your delivery van working in a couple of minutes; you'll definitely be able to deliver all those holiday meals on time.

The Gentry create smiths to work. Many spent their entire Durance within a dozen meters of their forges. Some Gentry look for people who enjoy making things and working with their hands and fashion these people into smiths who exist to create for beings devoid of creativity. Some smiths spend their Durance forging weapons and armor, others create exotic wonders like wings that allow the wearer to fly or chariots that can travel across any terrain, including water, or even clouds.

- **Fairest:** This strong and muscular changeling has clearly been shaped by her craft, but in ways that make her appear both powerful and wise. Her bronze fingernails and shining metal hair give further evidence of her past.
- **Ogre:** His flesh bears marks that make it appear to have been forged and hammered into shape, and his hair is permanently singed and smells of smoke and metal.
- **Wizened:** Her powerful corded muscles and strong hands are augmented by metal cables running along her arms and tools replace some of her fingers.

Blessing: He gains +3 to all Craft rolls building with or repairing objects. This does not apply to pure art objects; the object must have a practical function. By spending a point of Glamour, he

can repair, modify, or sabotage any object with inhuman speed. If the repair or alteration would require an extended action, he makes rolls on the extended task once a turn.

Snowskin

He gave the man an impassive look. Though he stood a good three inches shorter, he held himself with an air of authority. "I'd leave now before things get rough for you here." The power of cold assurance resonated within his words, and the man turned and nearly ran out of the building.

With pallid skin and an aura of cold that seems to follow her everywhere, a snowskin finds it hard to relate with other changelings. While a snowskin is adept at projecting a cool and uncaring mask when necessary, she still has enough humanity to feel all manner of emotions. A snowskin is made of ice or snow, crafted to serve within the coldest places in Arcadia. She was a servant in an ice palace in which even the warmth of human breath might destabilize the structure. She might have simply been an icy ornament created simply to serve an aesthetic purpose.

- **Darkling:** Her skin is dark and covered in a sheet of black ice, her hair and nails are long icicles.
 - **Elemental:** The changeling looks mostly humanoid with pale blue skin and frosty blue eyes.
 - **Fairest:** She is made of glittering ice, translucent and beautiful as it catches the light.
- Blessing:** A snowskin knows how to mask her emotions and make her voice carry a chilling terror. She can add her Wyrd to Subterfuge rolls to hide her feelings, and she gains a dot in Presence or Manipulation (your choice) which can bring her above her normal limit based on her Wyrd.

Telluric

The stars suggest that your plan will succeed, but none of their answers are ever perfectly clear. They also say that the Huntsman are currently outside of Eli's apartment; we need to get there now.

The Gentry understand that wisdom can be found in the stars and alter some humans so they can most easily access this knowledge. Before their Durance most Telluric were dreamers and mystics who loved the night. Their Keepers used most tellurics as seers who provided advice and spied on their enemies.

- **Beast:** An owl-like creature with huge eyes that look like windows into a night sky filled with stars.
 - **Elemental:** A human figure with skin like a perfectly cloudless and moonless night sky. Its eyes are the two brightest stars in its living firmament.
 - **Wizened:** Its large eyes look like swirling galaxies and are obvious artificial, as are the thin onyx plates attached to its skin with shining silver rivets.
- Blessing:** A telluric can see things in the patterns of the stars that other cannot. Once a night when gazing up at the sky, she can use the *Omen Sensitivity* Merit (p. XX) with no drawback and without spending Willpower. If she spends a point of Glamour and stares up at the night sky

for at least one minute, she can use the *Clairvoyance* Merit (see p. XX) without needing to spend Willpower.

Thusser

No ma'am, I haven't seen your diamond bracelet anywhere. When I'm performing I get too caught in the music to notice much of anything, but surely you would have felt someone taking it off your wrist. I expect it fell off. Have you checked lost and found?

The Gentry create most thussers to entertain, but others used them to distract fellow Gentry and their retainers, enabling them to spy or steal from rivals. They create thussers from mortals who are passionate about music. Most thussers were musicians before their Durance and the vast majority retain their love of music even after years of forced performances.

- **Darkling:** His twisted body and pointed teeth are at odds with the grace of his hands and the beauty of his voice.
- **Elemental:** She is made out of parts from her favored instrument, carved and inlaid with care.
- **Ogre:** Although his body and legs appear scarred and uneven, his hands and mouth are strong and perfectly formed.

Blessing: The changeling gains a +2 bonus to all rolls to perform music. By spending a point of Glamour and performing music, he can enthrall listeners by rolling Wits + Expression vs. Resolve + Wyrd. Enthralled listeners subtract the changeling's Wyrd from all rolls to notice their surroundings and suffer from the Insensate Tilt (p. XX) for as long as the character plays music. While entralling an audience, the changeling cannot perform any Physical actions except moving. If the changeling moves, enthralled victims attempt to follow him. Other actions, such as further influencing listeners with Social actions are possible with Storyteller discretion.

Troll

Joke about my evening walks if you want. You'll notice this is the only block without nightly break-ins.

The landscape of the Faerie realms are full of unseen dangers; hidden snares to catch the unwary or foolish. The changelings who became trolls were forced to exert some control over these natural hazards. Made to guard an area, whether a treasure chamber, dank swamp, or the classic faerie tale bridge, the changeling turns the land itself against intruders.

- **Beast:** Cloven hooves, curling horns, and a pelt that looks like a pile of lawn clippings.
- **Elemental:** A diminutive humanoid collection of lichen speckled boulders and moss covered tree stumps.
- **Ogre:** Lumpy stone-like skin, a back covered in toadstools, and jagged rock shards in place of teeth.

Blessing: The troll gains the three dot version of the *Fast-Talking* Merit (p. XX). Spend a point of Glamour and walk the perimeter of an area to create a temporary *Safe Place* Merit (p. XX). The level of the Merit is equal to half the changeling's Wyrd (round up) and the effect lasts for 24 hours from creation or until she leaves, whichever is longer. The area can manifest traps that cause lethal damage to intruders as per *Safe Place*, but without needing to possess Crafts.

These take no extra time to set up as the effect just enhances potential dangers in the area, but always cause lethal damage and often misjudge who counts as an intruder.

Truefriend

I don't care how many weapons or monsters you have with you, me and mine aren't going to let you take anyone else. Go home and don't come back to anyplace we claim.

Some Gentry wish to ape the experience of having a beloved companion, others seek to motivate their changelings by providing them with such a companion. These Gentry find people who are especially loyal and caring and transform them into truefriends. While many Gentry who keep these changelings attempt to treat them relatively well, some were later discarded, and others cared more for freedom than comfort. Both in Arcadia and back in the human world, truefriends seek companions they can trust and care about.

- **Beast:** A blending of a person with a powerful but loyal seeming cat or dog
- **Fairest:** His unnaturally smooth, somewhat exaggerated features and brightly colored cat-like eyes makes this changeling appears both fierce and kind.
- **Ogre:** A large hulking ape-like brute who seems like she could be a monstrous sidekick from an adventure story for children.

Blessing: If addressing a small group of individuals she genuinely cares about, she can use the Inspiring Merit (p. XX) on them. Characters successfully inspired can recover a point of spent Willpower once per chapter. If she touches such a person and spends a point of Glamour, then both she and the person she touched gain the Steadfast Condition (p. XX). Truefriends automatically resist all powers that attempt to coerce or force them betray anyone they care about. They may have a number of such loved ones as they have Wyrld dots.

Tunnelgrub

Getting through is the easy part. It's holding my breath until I pop out of the toilet on the other end that's going to be tricky.

Locked away from the light and warmth of the sun, tunnelgrubs were those changelings who spent their durance beneath the surface of the earth. Slinking along through echoing caverns, silent crypts, or slimy sewer tunnels, they pulled, pushed, and slid their bodies through the dank Arcadian underground. The vast weight of earth pressing down on them stretched them out, crushed them flat, and made them malleable enough to wriggle and squirm through the tiniest of spaces.

- **Darkling:** Maggot pale skin, blind white eyes, and a mouth ringed with vibration sensitive tentacles.
- **Ogre:** A vast bulk of rubbery flesh that bends and contorts, flowing through cracks like black ooze.
- **Wizened:** A shrunken, coal dust covered figure, with long, dragging arms and grasping fingers.

Blessing: The tunnelgrub can deform his body in truly grotesque ways; bending bones and popping joints out of place at will. His Wyrld applies as a penalty to all rolls to establish or maintain a grapple on him. Spend a point of Glamour to reduce his effective Size by his Wyrld

until the end of the scene for purposes of squeezing through narrow gaps or tight spaces. As well, increase his Dexterity by one dot; this can exceed his normal maximum.

Venombite

I'd back off right now if I were you, asshole. Believe me; my bite is so much worse than my bark. Arcadia is full of noxious, toxic substances, and venombites are changelings who were altered by those poisons, becoming lethal as a result of their duration. Some lived in a realm where the very air was poisonous, or gained their ability from being forced toxic substances. Others were groomed by their Keepers to be guardians or bodyguards, their venomous nature written large on their flesh in brightly colored bands. Still others were assassins, poison-barbed tongues ready to dart forth in a fatal kiss.

- **Beast:** A bright blue maw, vivid red-on-yellow stripes, and joints covered with chitinous plates.
- **Elemental:** Jagged, crystalline growths, limbs covered in trigger hairs, and a crown of floating, translucent tentacles.
- **Fairest:** A dusting of fine scales, vertically slit eyes, and a needle fanged smile.

Blessing: The changeling gains both the one and two dot version of the *Grappling* Fighting Style Merit (p. XX) without needing to meet the prerequisites. They also gain a bonus to all Intimidation and grappling actions equal to their Wyrd dots. Spend a point of Glamour to deliver a venomous bite when using a damage move as part of a grapple (see p. XX). If successful, the venombite causes lethal damage and injects the victim with venom with a Toxicity rating equal to her Wyrd.

Waterborn

It's not safe to play around the water's edge, kid. Next time I might not be around to grab you. It might be... something else.

Pitch black oceans that have never known light. Broad, swift rivers that have no end. Wide, placid lakes covering green fields of water weeds. Faerie has its bodies of water, strange and fantastic like the rest of Arcadia. The changelings that became waterborn spent their duration in these aquatic realms, serving strange, waterlogged Keepers.

- **Elemental:** Bones of driftwood and river stones, thick braids of kelp slapping wetly against sea foam flesh.
- **Fairest:** A damp-skinned sea nymph, with quavering oil-drop eyes and a seal pelt hung from their shoulders.
- **Ogre:** Scaly green skin, catfish whiskers, and long, webbed fingers for snatching children who venture too close to the river's edge.

Blessing: The waterborn can breathe freely underwater, and moves at her full Speed when swimming. She also adds her Wyrd to all rolls to establish a grapple, or use the choke maneuver (see p. XX). She gains the *Psychometry* Merit (p. XX), treating any body of water (or a kilometer in diameter per dot of Wyrd for bigger bodies of water) as if it were a single item. Spend Glamour instead of Willpower to activate it.

Whisperwisp

Oh sweetie. Covering your mouth won't work, you know. It's not like I'm reading those pretty pink lips of yours.

The Gentry are always spying on each other; gathering information and storing it away for later. No tidbit is too small, no conversation is unimportant, and no piece of gossip is useless. The changelings who became whisperwisps were the spies and undercover agents of Arcadia, sent out to observe, eavesdrop, and report back.

- **Darkling:** A perfectly ordinary appearance, except for ears and mouth that disappear, instantly reappearing on distant objects to eavesdrop.
- **Elemental:** A body of lightly frosted glass, nearly transparent, surrounded by a cloud of barely audible susurrations.
- **Wizened:** A metal collar wrapped around mouth and ears, sutured to the flesh, and covered with receiver dials, waving antenna, and crackling speakers.

Blessing: The changeling gains the rote quality on all rolls made to gather information through conversation, and has perfect recall of all conversations overheard. A whisperwisp can hear at great distances; she can hear up with perfect clarity up to a city block away for each dot of Wyrd she possesses. By spending a Glamour, she can make someone else able to hear her whispers at the same distance. Focusing on specific, light sounds in a loud, congested space may require a Wits + Investigation roll.

Witchtooth

Young man, if you don't stop trying to break into that shop, you will soon regret your actions... My, isn't that a loud alarm...

Officer, the young man ran, or rather stumbled that way, I doubt you'll have much trouble catching him.

Gentry seeking to create a witchtooth typically find people who are filled with anger at the injustice of their lives and an interest in the occult. Most of these Gentry use the changeling as a tool against their rivals. Other Gentry amuse themselves by ordering the witchtooth to curse other changelings. In Arcadia, a witchtooth is feared by other changelings and sometimes by everyone Gentry except her Keeper.

- **Darkling:** A predatory figure that resembles a stereotypical evil witch, with green skin and a long hooked nose.
- **Fairest:** A beautiful and terrifying figure who would appear utterly gorgeous, except for a few small features like featureless black eyes or subtly pointed teeth.
- **Ogre:** A gnarled witch, who has horns, cloven hooves, bird feet, or some other obvious animal feature.

Blessing: His Occult rolls all gain the benefit of the 8-again rule. If he looks someone in the eye or points at them and curses them in a way that the target can clearly perceive, the witchtooth can use the Thief of Fate Merit (p. XX) on that person. Spending a point of Glamour when he uses the +4 Willpower bonus gained from using Thief of Fate, causes this roll to become an exceptional success if he rolls 3 or more successes.

Woodblood

No, I don't need an intervention or people from social services coming out to bother me. I live in this forest because I find it far more comfortable than any house I've ever been in. I'm in excellent health and I get considerably more exercise than you do. I like you and want to stay friends, but not if you refuse to respect my choices.

Gentry create woodbloods by transforming a changeling into an animate tree. The changeling requires sun and soil much like humans require food and is now attuned to the land and the seasons in a deep and fundamental fashion. Before their Durance, many woodbloods were avid gardeners or hikers. Once in Arcadia, their Keepers transformed them into sentries, decorative woodlands, or residents of dangerous forests filled with deadly animate plants.

- **Beast:** A wood-covered monster somewhat like a bark-covered gorilla.
- **Darkling:** A bush-like creature with long limbs and a crouching gait.
- **Elemental:** A vaguely humanoid tree with a face made from knotholes in the upper part of its trunk.

Blessing: A Woodblood gains the 8-again quality to all Stealth and Survival rolls while on soil or other natural surfaces. If touching any vegetation, including any plant as tall and wide as she is or even on a lawn at least as wide as she is tall in both dimensions, any roll to find her suffers her Wyrd as a penalty. Additionally, she cannot suffer the Knocked Down Tilt while standing on dirt or vegetation.

Woodwalker

He told me once that he can't stand anything over his head that blocks out the sky. Says it makes him feel lost, like he can't find his way. I've never seen him get lost, not even that time we were in the thickest part of the Hedge. He just looked around and up at the sky and went in a direction, an hour later and we were back on a well worn trod.

The woodwalker is a wild and untamed thing. Left to her own devices, she prefers a solitary life surrounded by wooded areas, yet she can be convinced to live in more populated urban sprawls as long as she can stay on the streets. The Gentry create the woodwalker to tend to the wildest places of Arcadia. She might have simply trod paths to keep them usable, or was forced to forge new paths or cut through dangerous overgrowth.

- **Darkling:** The changeling is the color of a night dappled forest, camouflaged with dark greys and greens.
- **Elemental:** Her skin is hard and calloused with a wooden texture. She is covered with creeping vines like thick underbrush.
- **Wizened:** The changeling is made up of different parts of a forest, she has brambly arms, light dappled hair, and thick trunks for legs.

Blessing: The changeling is never hindered by hard to traverse terrain, and never suffers from penalties to Speed or Defense due to her environment, and gains her Wyrd as an Initiative bonus any time her opponents are suffering penalties due to environmental hindrance. Additionally, she may add her Wyrd to Survival rolls.

Cleareyes

All the better to see you with. All the better to see your friend, too. Or did you think the fog would be enough? Is that Dove? Tell her I liked the other face better. The one she was wearing at the coffee shop, not the one from the park. What, you thought the eyes were for show?

The cleareyes is a Keeper's spy and sentry. She had to adapt to the dark forests and musky bogs where she is forced to hunt and survey. While all the cleareyes' senses are powerful, she has a sense in particular she can push to legendary heights: she might feel the vibration of a Keeper's whisper or follow the scent of fresh air to the end of a twisting labyrinth.

- **Beast:** Oversized animal traits associated with the improved sense: a bloodhound's nose, a bat's massive ears, or the wide eyes of an owl.
- **Darkling:** An exaggerated tongue in a too-small mouth, milky eyes with bright pink pupils, and scalloped, tattered ears.
- **Ogre:** Fee-fi-fo-fum! Ogre cleareyes have massive noses, huge mouths, and eyes like dinner plates. Much of their weight is in the head, hands, and feet.

Blessing: Cleareyes gain the three-dot Trained Observer Merit (p. XX) and never suffer situational penalties due to inhibited perception. Spend a point of Glamour to expand an already impeccable sense to mythic proportions (seeing the distant sound waves from a fleeing intruder, tasting gunpowder in the air of an hour-cold crime scene), making the next perception-based action the rote quality. If she's done so, she cannot be ambushed or surprised in that scene.

Corpsegrinder

Hey! Things down here ain't supposed to be moving! That's real simple fix, though. Don't look so scared! I'll clean it up real good. It'll be like nothing was ever moving down here.

The Gentry are careless with human and changeling lives, and the result is often messy. A Keeper might keep the corpsegrinder around just to keep the more accident-prone parts of their realms tidy. She might be made for this purpose, or crawl wholly formed from the pits where the Keepers throw their broken toys. The ghoulish corpsegrinder doesn't always eat the bloody messes of her master, but she will always make them disappear.

- **Beast:** The beaks and little black eyes of carrion birds, or grease-colored dog muzzles stained by who-knows-what.
- **Darkling:** Hollow-eyed, chittering things with stretched-thin skin and mouths of broken,

yellow teeth.

- **Fairest:** Perfectly preserved mortician-masterpieces with powdery skin and rose-colored lips.
- **Ogre:** Muscular monsters with sallow, hairless bodies and wounds that never heal.

Blessing: When a victim is denied his Defense and suffers from wound penalties, spend a Glamour to deal a Killing Blow (p. XX). If a target is undead (zombies, vampires, etc), this costs no Glamour and only requires the victim to be denied his Defense. The corpsegrinder only suffers a Clarity breaking point from making Killing Blow in this manner if it violates her Seeming Curse.

Shadowsoul

It was like I'd forgotten that Nathalie was in the room. I remember the lights flicking off and feeling very alone, even with her hand in mine. It wasn't long before I started thinking of the room as empty. Empty of Nathalie, empty of me.

The shadowsoul is the almost-familiar figure in a photograph's negative. She's after-images that remain when the light goes out in a crowded room. She was created by luminous Others whose brilliance peeled the shadow from her body, or tenebrous Others who wove wriggling shades between the living fibers of muscle. Shadowsouls are a kith of nighttime greyscales, whispered names, and secretive eyes.

- **Elemental:** They have very little form at all, with hard-to-see features swimming in a child's black crayon approximation of a human being.
- **Darkling:** Bright, yellow eyes set in silhouettes with indistinct edges and proportions just askew from human.
- **Fairest:** Stark black and white figures cast in cinema-perfect chiaroscuro. Film noir come to life.
- **Ogre:** Narrow and lanky-limbed creatures with monstrous shadows that rarely behave.

Blessing: The shadowsoul and anyone she's touching gain a bonus to Stealth and Subterfuge dice pools equal to half her Wyrd (round up). Once per turn, she can spend one Glamour while unseen to step from one shadow into another. Both the entry and exit shadow must be visible, match or exceed the shadowsoul's Size and be no farther away than she can run in a turn. Travel is instantaneous. Shadowsouls never incur penalties due to darkness.

Soldier

Maybe they thought Pernoja would be less dangerous without her gun. Maybe they thought the knife was for

show, or they didn't notice how bruised her knuckles were. Anyway, that's three goons that'll have a story to tell when the doctors unwire their jaws.

To the Others, war is a pastime. They wage terrible games on themselves or imaginary foes, but the Keepers are armchair players, at best. It's the pieces on the board that stand knee-deep in bloody mud and fire gossamer bullets into their fellow captives. These deadly mock-battlefields make soldiers out of drafted changelings. The horrors of war are the rules by which these changelings are forced to play, and they are forced to play many parts if they want to keep their own intact.

- **Elemental:** Toy soldiers made up of the flotsam of war: barbed wire, shrapnel and blood. It's hard to tell where weapon ends and changeling begins.

- **Fairest:** Colorful anachronisms with gaudy, beautiful uniforms and weapons that gleam like gold.

- **Wizened:** Stocky and compact, chocablock with scars, powder burns and missing fingers. Their weapons take on an antique verdigris in their hands.

Blessing: A soldier is adaptable. She can ignore any Attribute or Skill prerequisites for Fighting Style Merits. With a full night's sleep, she can exchange any dots in a Fighting Style Merit for the same number of dots in other Fighting Style Merits. When another character uses a Fighting Style, Spend a point of Glamour to know which. A soldier does not take Initiative penalties from weapons, and reduces Defense penalties from armor by half her Wyrd, rounded up.

Swimmerskin

Come into the deeps with me / Of the river, lake and sea / Leave your troubles on the shore / Leave your sail and your oar.

A swimmerskin is the quintessential merfolk of myth: curious, aloof and dangerous. Aquatic Keepers -- and those Gentry interested in seeding their maritime buffets with life -- introduce these changelings to the deep, cold pressures of faerie oceans and expect them to thrive. Predators, alien fishermen, and intelligent, poisonous waters harry these prisoners constantly. The ones that manage to flee generally do so at great personal cost. Too often, the swimmerskin that escapes through the Hedge finds they can no longer walk on land.

- **Beast:** Gnarly-limbed octopods with humanoid torsos and ink-black veins. Broad, sharp-tipped beaks for mouths with human teeth carved from baleen. Legs only functional as elegant fishtails. Gills that undulate when speaking.

- **Elemental:** Shell-like protrusions at the joints and curly, coral reef tresses. Schools of unidentifiable fish just beneath translucent blue skin. Rows of pale shark teeth.

- **Fairest:** Exotic, tropic fins and a glittering patina of colorful scales. Unbearably beautiful

human faces, untouched by scale. Sea-shell clothing seamlessly adhered to curvaceous, eel-skin bodies.

- **Wizened:** Ghastly antique diving helmets huge, glass eyes. Brassy shoulder-blade propellers with leathery ligaments stretched across narrow crankshafts. Skin like waxy canvas.

Blessing: The swimmerskin can breathe water as easily as air. By spending one Glamour and touching their target's lips, she can impart that ability for a scene. She can remove this gift at any time. When entirely submerged, the swimmerskin moves at double her normal Speed and does not suffer from environmental exposure due to cold.

Miner

Tired already? Boy, when I was your age I could carry twice that load for twice as long! And the ore was hot! And the ground was slick! The air was too smoky to breathe! If you stopped, *They* would notice. And you never, ever wanted *Them* to notice.

Far beneath Arcadia's soil are tunnels deep and dark. By the light of crackling lanterns changelings are forced to dig unknown minerals from those gloomy holes. The Durance of the miner is labor-intensive, agonizing, and endless. They toil against stone that weeps, and their yield is as grotesque as their quotas are large. When Gentry overseers crack their whips, they expect inhuman work. What they get are inhuman workers.

- **Elemental:** Smokey, wrought-iron things with cart-track ribs and furnace eyes.
- **Ogre:** Granite grey cave-dwellers with mossy hair and stripes of green lichen.
- **Wizened:** Squat, soot-caked sourpusses in disarrayed protective gear, unable to ever truly be clean.

Blessing: Miners gain the three-dot Demolisher Merit (p. XX). Miners take no penalties from wounds or fatigue. A miner standing on solid ground can spend a Glamour to create a tremor that strikes everyone on the ground within three meters per dot of his Wyrd. Roll Strength + Wyrd, affected characters contest with Stamina + Athletics. If the miner achieves more successes, he inflicts the Earthquake Tilt (p. XX) on that target for one turn per success. The severity of the Tilt is half the changeling's Wyrd, rounded up.

Flamesiren

I'm sorry, ma'am. It's the club's policy that you don't touch the dancers unless they ask, and Cesar rarely asks. He says it for your protection.

Flamesirens are the beauty and movement of fire given flesh. They're the flame that mesmerizes, hypnotic and seductive. The Gentry kept them as the centerpieces of massive dining room tables,

or as dancers on truly exotic stages. Flamesirens are the ultimate in look-but-don't-touch, even so far as their own as their own Keepers. More than one flamesiren has a tale of searing a captivated Other's hand, though few of those stories end well for the flamesiren.

- **Elemental:** A red-orange conflagration with hints of a tantalizing figure inside.
- **Fairest:** A luminous body too bright for most outfits to conceal, and hair like a luxurious fireplace flame.
- **Wizened:** An agile figure covered in an impossible spectrum of blue-white glittering sequins and dramatic and bright, shifting bodypaint.

Blessing: The flamesiren gains two dots of the Striking Looks Merit (p. XX). This can go beyond the normal two dot limit. Any time your character succeeds in a performance, you may spend a point of Glamour to inflict an audience member with the Swooning Condition (p XX). Anyone with the Swooning Condition who touches the flamesiren treats him as an Extreme Environment (see p. XX) with level equal to half the flamesiren's Wyrd, rounded up, for the duration of exposure..

Lurkglider

I saw what you did in the penthouse. I followed you. You and I should take a step outside. 22 floors up? Couldn't be more than 21.

The Gentry are known to keep lurkgliders on the embrasures of their castle battlements. They hang from the rooftops of mile-high Gothic cathedrals, crouch in the shadows of mansion spires and loom over the doorways of eerie hospitals. Some are so still their grotesquery goes unseen for ages, others so beautiful even their Keepers forget they're more than statues. These silent sentries serve many purposes, but the line almost always falls between palatial guard and fearsome ornament.

- **Darkling:** Small, leathery-winged nightmares with shadows always a little too tall. It's hard not to notice the intensity in otherwise empty eyes.
- **Fairest:** Angelic statues of flawless, unbroken alabaster, or colorful glass figurines with kaleidoscope wings.
- **Ogre:** Burly, stone-textured gargoyles with heavy jaws and gorilla-like arms. They wear their chipped, cracked skin with pride.
- **Wizened:** Gangly, withered beings in dark hide cloaks. Their wings are made of well-greased iron and taut canvas.

Blessing: Lurkgliders are still and silent. Subtract her Wyrd from dice pools to notice her while she's still or falling. If she moves, speaks, or performs any action beside plummeting, the penalty no longer applies. If she falls on a target who is denied their Defense, she can immediately establish a grapple as if the action had the rote quality. The lurkglider can fall from almost any

height and take no damage, up to terminal velocity. Beyond that, she must spend a point of Glamour to slow her descent to a safe speed.

Windwing

They gave me a new freedom just to take it away. Nothing will take it from me again. I will never be so close to the ground that jealous hands can take it.

Windwings are most often found in the habitats of Keepers that don't bother dividing the land and sky, or in realms with immeasurably tall features. These changelings are hollowed out by their Keepers and stretched thin. A painful process, but nothing compared to being earthbound by the transition through the Hedge. Some windwings regret escaping their masters, but few who return find the skies of Arcadian as freeing as they remember.

- **Beast:** Agile, feathered and narrow, with scaled feet and long noses or beaks. Graceful in a way few things will ever manage to be.
- **Darkling:** Leaf-nosed with red eyes and bat-like ears. They have teeth too large and claws at the end of their wings.
- **Elemental:** Transparent except for the clouds beneath their skin. Puffy and white when they're pleased, but grey and stormy when they're not.

Blessing: The windwing can fly at twice his Speed for as many turns as he has dots in Stamina, but must spend a turn without a movement action before he can fly again. Spend a Glamour to increase the duration of his flight to a minute per Wyrd. During flight, he can use his Defense against Firearms. The windwing can land and perch on anything capable of holding a small child, regardless of his real weight.

Dearheart

Why don't you stay? Maybe lay down? I just put tea on. Smell that? It's jasmine. I'll go get us a cup while you tell me about your day. Did you ever find that Token you were looking for? You can tell me. Secrets are safe here.

It's hard to keep your secrets from the dearheart. His smile makes everyone feel special. His touch is all warmth and comfort. He loves with abandon. The dearheart serves a Keeper as liaison to more combative changelings or a means to reassure those captives too scared to function. The dearheart is equal parts manipulator and companion. More often than not, the Durance of a dearheart ends with another changeling standing between a spurned Keeper and the grinning dearheart they've both come to desire.

- **Darkling:** Shapely succubi and hard-bodied incubi, or the other way around. Often both at

once, or just this side of neither.

- **Fairest:** Too perfect and symmetrical, with soulful eyes that distract from plastic, doll-like features.
- **Wizened:** Knowing, comfortable grins and features just a little different to everyone. They smell of childhood summers and fresh baked bread.
- **Ogre:** Towering, statuesque giants with smiles like movie stars and a drowsy embrace.

Blessing: Dearhearts gain the Sympathetic Merit (p. XX). A dearheart's touch reduces the subject's Composure by half her Wyrd (rounded up), which affects any relevant traits such as Willpower, or Doors. Spend a point of Glamour while touching to learn a subject's Virtue, Vice, Needle, or Thread. Once she's done so, she may share one of her Aspirations with the target. He must share one in response or spend a Willpower point. The same Aspiration may not be shared twice.

Steepscrambler

Tell me where Avery's cell is. The gate isn't an issue. Twenty feet and a little razor wire? It's harder to get into my apartment.

Immense trees, surreal cityscapes, looming crags -- there are steepscramblers all over Faerie, so long as there are heights. On spider feet and squirrel paws, they seek high places normally inaccessible to those without flight. Most serve as messengers and laborers during their Durance, though their talents are often put to more nefarious use. Steepscramblers loyal to the True Fae bring their masters new victims from the cozy beds of the third-story bedrooms. Those changelings who remember their kidnappers are often cursed to become them.

- **Beast:** Gecko feet, chipmunk tails and leopards claws are all common.
- **Darkling:** Many-limbed arachnids with spotted black chitin and sticky webs for hair.
- **Elemental:** Springy humanoid gelatin with only passing regard for shape or gravity.
- **Wizened:** Spindly mountaineers with clockwork climbing gear and sepia skin.

Blessing: Steepscramblers gain three dots in the Parkour Merit (p. XX), and add their Wyrd to any Athletics rolls to climb, free-run, or fall safely. Spend one Glamour to carry something (or someone) up to Size 6 without penalty. While climbing, the steepscrambler may use her Dexterity to initiate, control, or escape a grapple in place of Strength.

Weisse Frau

Shhh. You must be calm Adlai. There are those who would harm you rather than see you in my master's care. We just need to wait a little bit. Close your eyes and remember

the song we practiced. I'll make sure no one follows.

The weisse frau are special among the captives of Faerie in that they often serve their Keepers' interests on Earth. Their leashes are short, but when an Other needs to assure the safety of a captive, there is no better choice than the weisse frau. These are compassionate changelings whose desire to protect is twisted into a tool of the Gentry. It's when their Keepers push that empathy too hard that they risk a weisse frau turning their considerable will against the masters of the Hedge. And their wrath is fearsome to behold.

- **Beast:** Luminous antlers beaded with silver dew drops. The build -- and teeth -- of a ferocious mother bear.
- **Fairest:** Gowns of icicle-gossamer with veils over faces that, like the La Llorona, can never stop weeping.
- **Ogre:** Broad, affectionate eyes set in the snarling face of a moonlit giant

Blessing: The weisse frau gains three dots in the Telekinesis Merit (p. 174) and pays Glamour or Willpower to activate it. The cost is waved when Telekinesis is used to defend a child. Weisse frau can benefit from the all-out attack option (see p. XX) when using Telekinesis.

Beasts

You hear that sound? Like an animal, wounded, god that gets the blood going, doesn't it? I'm just going to go check it out...

They've got wild eyes and untamed hearts. They're reckless, passionate, and dangerous. They're a wet dream made flesh when they're turned on, which is common, they're walking nightmares when they're angry, which is also common. The Beast has reached inside, found her animal self, and embraced her id. The animal inside of her kept her alive at the worst times. Humanity has failed her, failed her when she was the most in need, and so she rejected it.

Appearance: You will know a Beast by her gait, by her pose, by her appetite, but most often, you will know a Beast by her eyes. To the mundane eye, the Beast is wild and unkempt, or perfectly kept but with the presence of the animal about her. No one says of the Beast, "he's like a shark." They say, "he is a shark."

To the Changeling eye, the Beast has let the wildness inside out, and remade himself from parts of the wild real and imagined. He may be simply lion on two legs, proud and golden and beautiful. Or he may be parts and pieces, a horn, a maw, dripping bird-talons and snake teeth. Chimera-like Beasts may reflect a conflict between the Kith inflicted on them and the animal soul they claimed for themselves at the time of their escape.

Background: Many Beasts lived before their Durances, already trapped and caged. Social bindings or literal incarceration can both lead to an attempt to 'escape'. For examples, a cog in the wheel of a big corporation willing to make any deal to get out of their cubical or a three-strike loser serving life on a technicality. Even a lovely, well kept house-wife in a gilded cage dreaming of some other, wilder life, might fall into the clutches of a Keeper, anything to escape confinement. That's not to say that free spirits who lived life in the wide open can't become Beasts, as they do, but most often, a Beast felt trapped before they were captured.

The Escape: From one cage to another, the Beast has been pushed too far. She already knows what it feels like to be without choices, to submit, to lean on humanity and civility. After all, that way failed her as her situation went from bad to worse in the hands of her Keeper. So she makes a choice, she chooses to do something wild, something socially unacceptable, something animalistic. She bites through flesh, claws

through soil, smears herself with shit and blood to escape the Huntsman on her heels. She chooses to break a taboo, destroys her civility, and in making that choice, she escapes. In making that choice, she becomes the Beast, the frail captive she once was left behind, forgotten.

Character Creation: Beasts favor the physicality of life, and test her capability at every turn. This is not to say that all Beasts are hulking brutes or thoughtless thugs. Cunning can be tied to physicality; after all, the brain is a part of the body. Instead of assuming Beasts are meaty, brainless animals, create a character who is always testing her limits. A fair scattering of Skills is likely as the character tires and bores of everything the world has to offer. At some point, the Beast will find a thing she wishes to focus on, some perceived limit in her capacity that she'll push and push and perfect. And so, a Beast only a few years out of the Hedge may appear a jack-of-all-trades. A Beast with some time, however, will look more like a creature of passion, hyper focused on the 'thing' she thinks is her pinnacle. Like a cat playing to perfect her hunting skills, the Beast is relentless in improving this one aspect.

Blessing: Clarity of Abandon. Lost in the lies and oppression of society, a Beast has great difficulty making head or tails of the cultural landscape before her. She remembers, though vaguely, that there is a reason for many of the rules and laws that keep people civilized, but the importance of those reasons has faded away. Rules of society are only chains around her neck, and obedience to those old ways is suffocating. (Perhaps suffocating to everyone, but only the Beast is wise enough to notice.) Once per story, a Beast can flaunt a cultural taboo despite great personal cost, and regain a point of Clarity for free.

Curse: A Beast's Burden. Confinement is a fate worse than death to the Beast. She's experienced it already, and her spirit is simply too big to fit comfortably into bondage. A Beast can, of her own free will, enter into a Contract or Pledge or other more intimate acts of binding, but it chuffs her more than the average Lost. Forced confinement, especially the physical kind, is too much for her. Escaping bonds requires three Glamour instead of one. Once per story, if a Beast is confined or imprisoned, she suffers a Clarity breaking point.

Concepts:

The broker's made of teeth and cunning. He's figured out how to land the big fish; he's a shark and he's always hungry.

She's free, running like the wind at the first sign of danger, not out of cowardice, but because nothing matters more than the freedom to run.

He's got a drumbeat in his blood and every heavy step shakes the earth under him and he will never, ever, forget the one that tried to poach him.

Darklings

I will follow you to the end of the earth if I must, but please, please, don't ever turn your back to me.

Darklings, shadows of what they once were, hooded eyes peering from outside the world looking in. The Darkling carries a broken heart, either their own or shards of someone else's. Once, they chose the shadows over the light and it saved them, and that's a choice and result, they can never totally shake. A Darkling is never really among friends, a Darkling is always waiting for the light to chase the shadows, and themselves, away. The righteous path, the 'good guy' way of doing things left him to suffer horrors at the hands of his Keeper, and he will never again let the right way of doing things stop him from doing what needs to be done. Darkness is not, and never has been about good and evil, and the Darkling is a living embodiment of that.

Appearance: You will know a Darkling by the shadows about them. You will know them by the way they crouch rather than sit, loom rather than stand, and slink rather than walk. You will know them because they disguise their face, with hair in hair in their eyes or a mask over their mouth and nose. A Darkling is always hidden, or else, hiding some part of himself from prying and judgmental eyes. To Changeling eyes, the Darkling is a wisp of his former self. With long twitching fingers and tendrils of air that disappear into shadows. He might have spider webs form at his joints, or moths in his clothes. The Darkling is not especially close to death inherently. Rather, the Darkling tends to the forgotten places, the places with no light, and all those things long ago abandoned, perhaps before their time. Sometimes this means affectations of ghosts and cemeteries. Sometimes it means abandoned technology, or forgotten cultures. Anything that was left behind, as the Darkling once was.

Background: Before being drawn in by a Keeper, many Darkling were powerfully loyal people. Dedicated to a job, to a family, to a friend or a secret lover. While few Darklings were what one would call universally ethical, about the thing they were loyal, they were steadfast. Old school company men, or dedicated wives who stayed even through all the affairs. They believed in the things they believed in, and steadfast clung to their ideals, it made them strong. It also made them push overs. At some point along the way, the thing they believed in most betrayed them, in a very real or powerfully imagined way. It was this first betrayal that sent the Darkling-to-be fleeing to the Hedge or their Keeper's arms. They walked into the Hedge, already bleeding, and more than wolves can smell that kind of blood in the air.

The Escape: Frequently, as it is with many Changelings, the Darkling-to-be was not alone in her Durance, with others like her suffering along side. Her turning point, then, is when she watched a hero walk away. When she watched another Changeling make a choice escape, and in effect left her behind. Real or imagined, first, the Darkling felt abandoned, and then, she decided that no one was going to save her. And so, she did what she had to do to escape. In her mind, or in reality, that meant screwing someone else over. It meant leaving someone behind. It meant taking advantage of the situation and making the hard choice not the right choice. And in that decision, she let shadows in, she accepted it in and abandoned the light and righteous path. She decided, in that key moment, that the righteous are fools or liars, and she would be neither. But it broke her heart into a thousand shards, glinting in the shadows around her.

Character Creation: Darklings, after their escape, crave the abandoned and forgotten. This may be out of a sense of solidarity or out of a guilty conscious. Research into the macabre, the forgotten, or possibly, the obscure. If a Darkling was a violinist in life, he will seek out the most difficult pieces, not because they are a challenge, but because most other violinists have abandoned them. But not just that, but for many Darklings making the seemingly irrelevant relevant is a drive. That forgotten martial arts? Look how truly effective it is, you're bright fancy kung fu is shit. Darkling specialise, and then, pull every shadowy string he can to make that speciality matter.

Blessing: Clarity of Abandon. There are just times when the best choice is the worst choice. Any time a Darkling is forced to step in and make a bad choice for other characters, make the choice no one else could, she gains a a sense of herself. She regain a point of Clarity for free. It is, of course, important for a Storyteller to machinate these sorts of situations about once a story, as much as it is a Darkling's tendency to seek out these situations for herself.

Curse: A Shade's Distrust. A Darkling has been injured in the past, and believes she's injured others to survive. A Darkling trusted once, a long time ago, and anyone asking her to trust may be pushing her too hard. Trusting anyone, even a Darklings' closest allies, following them blindly, causes the Darkling to suffer a Clarity break.

Concepts

- She's a thief, pure and simple, sticking to bind spots and skips from one hole in security to the next. The thing is, she's never stole a single thing that was in the hands of it's rightful owner.

- He's killed, more than once, in the service of his country, and it feels like there's always blood on his hands. He sleeps well every night, though, because he'll put down the bad guys, because no one else will.

- Necromancy, demonology, fetishism and the homunculus crafting? They're lost, forbidden, but why? What makes them evil, what makes them dangerous, and who uses them despite the taboo? She means to find out, and if she must fight fire with fire, she will.

Elementals

"We don't do, we just are!"

– Michael Alig

They appear to have skin, just like the rest of us, but that's just a sack, a shape to hold in the storm. The Elemental is the coming storm, the deluge, the forest fire, the one who leaves nothing in it his wake.

Sometimes, instead of being overt destruction, instead, the Elemental is a sort of existential 'place' where other people go missing. The saying goes something like this, spend too long in the arms of an Elemental, means dying of exposure. That's not entirely true, of course, some people learn to survive, and are, arguably, better for it. As for the Elemental himself? Eh. It's all nature, after all.

Appearance: They are dangerous and beautiful or dangerous and unrelenting, but an Elemental is never repellant. He's intense, takes all the air of out the room, and when anyone else is in his presence, they're looking for exits. Not because he'd directly threatening anyone, but because in presence of an Elemental triggers all sorts of survival instincts in a person. He sets alarm bells that tells anyone else; conserve water, prepare to run, find a safe place to weather the storm. To those who like a challenge, adrenaline junkies and the like, flock to the Elemental. Everyone else just burns out, for freezes solid in their presence.

To the Changling eyes, the Elemental is an embodied manifestation of the Element they claim. He might be a man-shaped fire with wings. She may be a tree, with roots for legs who whips about, tossed by unfelt storms, a young green thing. She is a sculpture of ice who leaves foot prints of frost. He seems mostly normal, though his skin is dry and his lips parched, but when you look into his eyes, into his mouth, you see inescapable death of a hundred fifty degree sun and nothing but sand further than a person can walk in a lifetime.

Background: It can be said of those who would be Elementals, that in their first life, they could not see the forest for the trees. In mundane life, she had no peripheral vision, had no environmental awareness, both literally as well as an ignorance or innocence about cultural and social climate. As such, in many cases, she simply never saw 'it' coming. This is not to say that the Elementals are, before, innocent and wide-eyed, virtuous and guileless. In fact, most Elementals believed that he was the single most interesting person he knows. Usually, he's a big fish in a small pond, and because of his blindness, he has no idea how truly small that

pond is. Until, one day, he met someone considerably more interesting, someone amazing, someone that made him begin to realise how small his pond was, and how much he'd missed. So, he tried to make himself more interesting, more unique, the bigger fish, and somehow, this all pushed or pulled him through the Hedge.

The Escape: Maybe the Elemental-to-be stayed on course, attempting to be the most special, the most important, the most unique of all the captives at the Keeper's hand. Maybe she determined to burn the brightest, even in hell. Or maybe she went dim, fading, beginning to become nothing since she could never hope to matter anymore. And yet, at some point, brutal winds toughened her skin, or else the pain of hot steel dimmed and she felt only the sensation, not the agony. She saw, for the first time, the elements around her, and realised how big and wild nature itself was, the biggest most important thing. In that moment, she decided to release her ego, her need to be special vanished in an instant, and her heart fell out, hitting the ground, and shattering to a thousand useless pieces all at once. Quickly, she filled that hole, her heart, herself, with the raw possibility of the elements, embodying fire, electricity, ice, light, any such overwhelming force. And in making that choice, she used the element itself to escaping, becoming it's child in the real world, free of the Hedge.

Character Creation: To say that Elementals focus on survival is a bit of an understatement, and runs the risk of narrowing their focus too much. The Elemental survives in her environment, whatever that environment is. If they find that they have fallen into science or politics, the Elemental studies, learns, or learns how to fake exactly as much as they need to survive that environment. Many Elemental's are fickle, after a fashion, though, and will be content with only what they literally need to survive. No more, no less. Why waste time, in the off chance the wind changes, and his environment changes? Occasionally, an Elemental will find themselves in a literal position that ties well into the element they embraced, a water Elemental making a living as a professional surfer, an ice Elemental doing research in Alaska. In these situations, Elementals are more likely to specialise and not just survive, but thrive.

Blessing: Clarity of Forces. Elementals appear to be creatures of whim and devastation, burning bridges, throwing caution to the wind, and storming through life without a thought or concern. That's not exactly true, as the Elemental knows instinctively, their chaos has a pattern, and there's order behind the destruction. Once per story, when the player of an Elemental can bring meaning and purpose to what appeared to be an act of pure chaos earlier in the story, that character gains a point of

Clarity for free. The player did not have to be planning for this meaning at the time the character created the chaos, it can be completely reverse causality.

Curse: Burning without Ego. To Escape, the Elemental needed release his ego and become one with the force she choose to accept into herself. The freedom to be without self often means forgetting that others are still tied to tiny notions like 'me,' and 'now.' Therefore, whenever an Elemental is confronted with the damage in her wake, and sees a good example that not everyone is a raw force like she is, it's a Clarity Break. Additionally, Cold Iron, in its ability to make the etherial static, is particularly harmful to the Elemental. Any time she is injured by cold iron, she suffers an additional and specific Condition unique to her elemental nature. So, an ice Elemental may choose that her character also becomes Lethargic when hit by cold iron. An Elemental of wind might become Spooked after a cold iron injury. This Condition should be picked at character creation, but can be changed through play with Storyteller approval.

CONCEPTS

He's a party monster, he came crashing into the party like a bolt, and the air's just electric anytime he's there, rolling. The parties get more intense, more excited, more extreme with every new party, and at this trajectory, it's only a matter of time before someone dies.

She spent her life holding it in, hiding what she knew herself to be, to protect her friends and her family. Things are different now. She'll burn them all with the bitter cold inside of her. She'll create her own world of ice and snow where she's completely free, and who cares who freezes to death in the process.

His voice crashes like waves against the shore, cool and crisp and ageless. "He's not good enough for you, Laura," he tells his listener over the radio, a thousand house wives listen in, swatting away their husband's attention or anger. "No one would blame you if you left, hell, no court would convict you if you killed him, Laura." A pregnant pause. "Come down to the studio some time, Laura. I'd like to talk to you some time."

"I knew what my job was; it was to go out and meet the people and love them." - Diana of Wales

The Fairest is a brilliant, shining, idealisation. They're too bright to look at, or a mirror that reflects back to you the way you want the world to be. The Fairest struggles, every day and night, to live up to their own myth, to be the great hero that they expected to be. They made a choice to take on the responsibilities of others on to their own shoulders, and sometime they succeed. When a Fairest does fail, when the crown falls from their brow, it is to fall in flames. A Fairest may not be the leader, but fate makes them a leader time and time again. Whether they embrace that, or run from it.

Appearance: You will know the Fairest by the lines in her brow, the weight on her shoulders, and the hope in her smile. When she speaks, it's easy to believe her, and even if she's dressed just the same as everyone around her, it's as if it's the most perfect expression of what's expected, from the poorest to the wealthiest company. She doesn't put on airs, she's genuine, or as genuine as she can be, but most people will do what she said so long as it's not too unreasonable without even thinking about it.

To the Changeling eye, he can never remove the sign of leadership, often in the form of a small crown or military decoration. Whatever she does, the Fairest duty and responsibility peek through, and so when someone is in trouble. Without consideration, it's the Fairest's feet they will throw themselves down on. Fairest often have a glow or illumination about them, sparkle, reflection, or light from within varying from Fairest to Fairest.

Background: Before, many Fairest were diamonds in the rough, flowers that had not bloomed, or swords never drawn. Wasted youth, wasted life, wasted time. Minutes, hours, days, tick away and maybe she realises, or maybe she doesn't, but her life is passing by tick by tick. She could have stayed in school, or took piano lessons, or asked for that raise, or done a million things differently to make her life matter. But she just, didn't, and her potential built and built and ripped her up inside, filling her stomach with guilt of what could-be until it started to consume her. Then, a trigger, a preventable tragedy that wouldn't have happened if she'd just lived up to her potential. That's when she knew what a waste it had all been, and either she flees to the Hedge, or she accepts a well timed offer for change and goes to her Keeper willingly, if not wittingly.

The Escape: Once, he'd be a potential wasted, now, in is Durance, he was a potential suppressed. He could have been someone, he still had time, but he made a bad choice, or had shit luck. But the Fairest to be is also keenly aware that he is not alone here. With his own wasted potential stinging like salt in the eyes, he can see, know, sense, that all the others with him, were wasted potential too. It wasn't just about his own failure to grow anymore, it was about others like him who were being smothered. And so, the Fairest makes a choice, to sacrifice himself, or at least, risk his own life to see potential blossom. He won't leave alone, he offers a hand out and does what he can to help others see they can go, run, make it back home. The Fairest has a change of heart, and changes the hearts and minds of those around him, and in that moment, he escapes.

Character Creation: Fairest are, natural leaders, and of course rapidly and easily pick up the skills to go with that. Unless he actively avoids it, many Fairest show a knack for politics and law. Many Fairest as well,

end up developing specific knowledge of the logistical, if not mystical workings of Oaths. No one is exactly sure why.

Blessing: Clarity of the Crown. The truth of leadership is this: sometimes it's not about being right, it's about appearing right. It's about appearing right, even when there is no real right or wrong. It isn't pretty, and it's certainly a quick path to corruption, but it remains true regardless. Most people need to be lead, and when they're scared or desperate, they're naturally going to turn to the Fairest. It's the easy choice. And since so many are naturally going to put themselves in the hands of the Fairest, the Fairest has to do something, anything. Any time a Fairest bluffs, blusters, or shoot from the hip on her way through a call for leadership, and find her self revived by it. Once per story, a Fairest can feel her way through, and she gains a point of Clarity for free.

Curse: Weight of the Righteous. With measured response and skill, or blind luck and hope, making the right choice feels damn good. But sooner or later, failure weighs on the Fairest, and the crown on her head gets heavier and heavier. Any time a Fairest makes a call as a leader, and someone gets seriously hurt physically or otherwise, is a Clarity Break.

Concepts

They say she turned the heart of a Huntsman who sought to seduce her back to the Keeper. They say she showed him real love and changed his nature, and when he was called back to his Keeper, she went into the Hedge after him. Is it true? Who can say, but she wears a gold ring, a content smile, and gently brushes aside all suitors.

He left the district attorney's office because he believed that wasn't where real justice happened. Now he works with low income families facing foreclosure. And by suing banks and bankers, moving funds around, he's making a pretty penny off it as well. See that's real justice. A lot of people in the neighbourhoods are asking him to run for mayor. Not asking. Demanding. And who is he to argue?

A majority of people will never notice him, he blends in all the other homeless drunks and drifters. The bottom of the bottom, living in tunnels over the city. They don't see the gleaming sword he wears with honour at his side. It's better that way. It makes it easier to find the worst of the worst, the scum that kills those that the city has forgotten. He defends the defenceless, with a sword of gold and light. The prince-protector of the sewers.

Ogres

What do you want to know? Names? Dates? Locations? What food was on their breath? What color their eyes were? Want to know the last words they spoke? Want to know which ones deserved it? Or better yet, the ones that didn't? Want to know which ones begged?

Eliot Spencer, Leverage

If the Ogre is a brute, a thug, a monster, it is because it is necessary for him to be so. Of all the Changelings broken by their Keepers, none have an ending with such potential for tragedy. For the Ogre, the need for violence, for control, for consumption is a means of survival. For the Ogre, all becomes survival of the fittest. For those around the Ogre, one has to question if survival is worth it when it costs so much. The Ogre puts up stonewalls between himself and any danger, emotionally and physically, and when you dig in to why, it's hard to even blame him.

Appearance: You will know the Ogre by the scowl on her face, the clench of her fists, and the subtle sound of teeth grinding against teeth, or joints popping in anticipation of violence. Not all Ogres are physical thugs, throwing punches and beating up anything smaller. They may be small and mean, or conduct their violence emotionally or verbally rather than physically. They may even find a way to control the rage, directing it only for some greater good they cling to.

To the Changeling, the Ogre takes up more space than it seems like she should. The floor slopes toward her as if the weight of her potential violence is inevitable, a slow slide. Joists in the ceiling bend to make room for her head, if she's actually that tall or not. She's not got skin, or if she does, it's softness is hidden behind a layer of something harder. It might be patchy, or a complete shell, but by and large, any visible part of the Ogre is hidden behind tough leather, stone, mud, scales, anything but delicate human skin.

Background: Ogres can come from a lot of backgrounds, like so many Seemings, but by and large, they share one thing. Ogres were bullied. Most often, this bullying is real, brutal, constant. Bullying that's really better to call abuse. More rarely, but not impossibly, Ogres come from people who perceived bullying where it wasn't really happening, and so the abuse that drove them was mostly from their own persecution complex. Mostly, though, Ogres were first people who were pushed and pushed and hurt and hurt until they had no choice but to lash out, to respond with violence or brutality, and that moment, when they snapped, they fled, flung, or were grabbed into the Hedge. The power to snap, the

thing that pushed them over could come from within, but often, comes from the Keeper and his servants, to draw the Changeling in.

The Escape: An Ogre-to-be spends her Durance waiting. They know all about abuse before the Hedge, and all thought it's fantastic and horrific, it's just more of the same. He went in to the Hedge raw, skinless, vulnerable, but there's no way he'll stay that way. The Ogre-to-be bides his time, building up his strength and his shields, sculpting muscle and a new skin out of the violence and chaos around him. He doesn't just make himself armour, he makes himself into armour. Eventually, when things get hard, when the pain isn't just physical, he makes a choice. He reaches into his chest and pulls out his own heart, replacing it with rock or clay so that he becomes, he thinks, invulnerable. Liberated from the part of him that can still hurt, he makes a break for it. He'd been watching, you see, enduring, planning his escape, and now is the moment he goes. He destroys everything in his wake, moving with such brutality and chaos that he can't be stopped.

Character Creation: It's an easy mistake to assume that all Ogres are combat focused meat-machines with their whole character build focused on hitting and getting hit. Violence, and inflicting violence has nothing to do with fighting and combat. Some Ogres might, on the surface, eschew fighting, leaning on pacifism and that kind of morality, or out of cowardice. But the anger builds, regardless of intent, and so they manipulate and abuse violently, or protect themselves with brutal social rhetoric. Bullies happen in academics, the sciences, and anywhere there are people. An Ogre can thrive in almost any field, so long as she operates by brute force rather than finesse.

Blessing: Clarity of Violence. Suffice to say, Ogres aren't especially good at communicating with words. There are some ideas only her fists can communicate. Once per Story, if an Ogre can manage to get a message across through the use or threat of violence, she gains a point of Clarity for Free.

Curse: Hurt People Hurt People. Despite their outward appearance and instance otherwise, Ogres do feel pain just like anyone else, and so, when someone else can prove to an Ogre, or those around the Ogre, that something is causing him real pain, it's a Clarity breaking point. This Clarity break only happens once per any specific source for the pain. So, after some heavy conversation and a lot of beers, an ex boyfriend tells an Ogre that his real problem is that he never forgive his parents for dying, and it's a Clarity break. Bringing up those dead parents again won't do it.

However, pointing out that he's broken his fist in a fight about the honor of his dead mother, that's a new break.

CONCEPTS

Everyone told him someday, he'd whoop his kids the way his daddy always whooped him. He swore no. The night his wife told him she was pregnant, something else went wrong. He didn't hit her, but he put his fist in a wall, and that night, walked away. He walked into the Hedge. When he broke out, he never went back. He sends her letters and money, but never even asked what his babies name was. Better not to know.

No one ever hit her, or called her names, they just left her to herself, and a child without love and support is a child abused. She turned her anger inward, hate and violence saved for herself. When she hurt herself bad enough to go to a hospital, she went to the Hedge instead. She's whole now, and understands better what was done to her, and when she broke out, it was to get revenge.

They couldn't understand how important he was, how much smarter. They were stupid, and ignorant, and he'd been planning his revenge for years. He never realized that his mistreatment of his little sister, the way that he vented his rage at her, would mean her one day selling him out to his Keeper. When he escaped, he came back determined to make them all pay. He doesn't know that sis is still watching him, undoing him, and should he ever find out, well... It won't be pretty.

Wizened

Placeholder quote about art and shit

You can cry for the mechanical man, for the machine girl, for the person made by their own hands, but they won't cry for themselves. The Wizened doesn't know to, or care to. They've found a way to cope and live, and it works for them. Wizened are crafters, makers, creators, endless invention embodied in a body or mind that is otherwise incomplete. They're a jigsaw puzzle missing the edge pieces, and because of it, or related to that, the puzzle can go on forever, adding more pieces, moving pieces around, endlessly creating always building never complete. The tinkerer is the toy with the Wizened, and the sculpture can be the sculpture.

Appearance: You'll know the Wizened by his stiff joints and muttering. He talks to himself about high concepts of his craft that you can't possibly understand. He carries the air of the dysfunctional genius who so very close to solve a Millennium Prize Problem, but can't remember to tie his shoes. She is a violinist so perfect in her performance that must be reminded to stop practicing when her fingers start to bleed.

To the Changeling, she is incomplete, where parts of herself are replaced with parts of her craft. She is a surgeon without fingers or face, both of which having been replaced with obsidian scalpels and a mask respectively. He is a woodsman of tin and wood, limbs replaced when the axe slipped. She's a dancer with feet made of silk and leather, stuffed pointe shoes bound to her knees. The Wizened is a blend of their art and their imperfection. They are beautiful and perfect and broken.

Background: Before the Durance, many Wizened already had their craft. She had a skill or talent that drove her and made her unique and different. She excelled in this particular field, and it made it stand out. Maybe because of this, or simply connected to this, she has always had a problem connecting with people. Among normal people with normal lives she felt different, outside, and maybe even a little broken. There was something everyone around her seemed to have, and she was missing. Maybe it bothered her, maybe she didn't even know it exactly, but that missing something is what they used to lure or trick her into the Hedge.

The Escape: The Durance isn't easy for anyone, but for the would-be Wizened the change is just too much. In the hands of her Keeper, there is no pattern, no safe routine to fall back to. No time to practice her craft or rhyme and reason to escape too. Even if the Keeper brought the would-be

Wizened to perform her art, the very nature of the unreality means that pattern, order, routine are impossible. This is a natural cruelty that makes all other concerns seem secondary for the would-be Wizened who may have a strong need for comfortable repetition. The reality of the place it self breaks down the would-be Wizened, literally, they fall a part a piece at a time, unable to handle the chaos. Fingers snap off, limbs wither and drop away, her heart shrivels and a wind carries it off like ash pushed away by bellows. But for the would-be Wizened, they have something outside of themselves. As terrible as the chaos and the conditions are, there is something inside the would-be Wizened that can't be taken away. They know how to do a thing, and they are good at it, and it drives them. Even as they found themselves in pieces, the tool of their trade are a comfort, the symbols of their skill fill the gaps. And so, the with what's left of their hands, their arms, their mouths, they sew themselves back together, build from the ground up, and bind the their tools into themselves, bodily. She join with their art, rebuilding herself from the ground up. With this new body, the choice to devote herself to the thing that brings safety, comfort, and praise, she abandons the human parts that failed her, and with that choice, she escapes.

Character Creation: Naturally, any Wizened will have a decent score in the craft they have devoted themselves to. When building a Wizened, players should consider that the skills reflected on a character sheet are highly conceptual, and playing pool, for example, may require a suite of skills at two or three to reflect real skill at pool, rather than one skill at a four or five. Additionally, it's important to consider what the focus of character growth should be, if the Wizened is still perfecting their gift, or if their gift is a given and the character will focus on developing in other ways. The important thing when creating a Wizened is this; four dots in Expression does not a Wizened make. Not on its own.

Blessing: Clarity of Comfort. Her special gift has been and will always be the place she can go to in order to feel safe, to recover, to recoup. Any time she runs away from the world, avoiding problems by using her gift as a means to self comfort she gets an exceptional success on three successes rather than five. Once per Story, she can also regain a Clarity point for doing so for free.

Curse: The Problem with Perfection. The line between genius and perfection is thin, and the considerable talent that Wizened have devoted themselves to can also consume them. Any time a Wizened fails a roll related to their unique talent, it's a Clarity break.

Concepts:

"But you're a Wizeded, aren't you?" they all say. "Aren't you supposed to be good at something?" they chide. They don't know what she can do, it's not as obvious as they'd hope, but on the day they understand, truly understand, it will be like the fire of heaven, scorching the ignorant. Until that day, though, she takes their abuse quietly and devotes her self more deeply.

If only he could do it himself! His vision is clear, his tools are perfect, its the models that keep failing! Why can't they hold still longer? Why can't they smile just the right way?! He's considering alternative paths to the perfect tableau. Desperately.

She can't hear your words, and while she can read lips when she's paying attention, she's almost never paying attention. The music is in her head, and she doesn't need hearing to confirm if it's correct. She just knows. All other concerns are secondary.

Contracts

The oldest Contracts hail from the dawn of Arcadia, when the True Fae bargained with the world to let them move beyond the laws that constrain mere mortals. While the Gentry care little for the other citizens of Faerie, their omnipresence is such that these bargains also apply (albeit to a lesser extent) to their subjects. Any citizen of Arcadia, including changelings, may claim the benefit of a Contract as her right. This claim requires conscious effort, represented by finding a teacher, a tome detailing the Contract, or meditating extensively upon the nature of the deal. It also requires acknowledgment of her status as denizen of Arcadia; something a changeling might find empowering as she takes back her fate, or which might serve as a painful reminder that she is no longer human.

Once a changeling claims a Contract as her own, it forever changes her. A Contract isn't just something the changeling uses; it's part of what she *is*. Entering a Contract with smoke makes the world seem a little bit darker, while entering a Contract with stone gives her skin a mottled gray appearance. When the changeling invokes a Contract, she can *perceive* the power it was bargained from, be it as whispers in flames, faces in stone, or another effect.

In addition to the ancient deals bargained for by the Gentry, a changeling can also enter Court Contracts and Goblin Contracts. Like Universal Contracts, Court Contracts are initially made by a third-party, the Court, and a changeling can buy into them if she is a member of that Court. Each Court has its own Contracts and requirements for membership, and most changelings find the benefits of joining worthwhile. A changeling can also circumvent Universal Contracts and Court Contracts altogether, by entering a new Contract of her own. These are called Goblin Contracts and, as the name implies, are struck between a changeling and a goblin. Though powerful, Goblin Contracts carry a risk since they require the changeling to leave part of herself with the goblin. No one knows if the goblin empowers the Contract directly, or simply brokers it on behalf of another entity, which could leave the changeling connected to an unwelcome partner.

Universal and Goblin Contracts are shaped through Wyrld as the changeling uses her fae heritage to alter the world around her, and these Contracts increase in power when her Wyrld rises. Court Contracts, on the other hand, are shaped through Mantle. Contracts exact a further payment in Glamour, though the Gentry dislike being pinned down and every Contract has a loophole – a catch – through which payment can be avoided.

How Contracts work

Each Contract has a dot rating which costs one experience per dot. Most have no prerequisites and can be bought immediately. Every Contract also has favored seemings that invoke effects in addition to the basic Contract. If a changeling is of that seeming, she gains the effect for free upon purchasing the Contract. Otherwise, she may learn the effect from a teacher and pay one experience for it. A player can purchase as many favored effects per Contract as she wishes and can activate none, any, or all of them, as long as she pays all their costs (if any) regardless of using the Catch.

Seeming effects are flavored to fit that Seeming. A Contract that allows an Elemental to create lava traps in her path, lets a Wizeden rapidly craft small clockwork monsters to attack pursuers. Players are encouraged to further tailor a Contract's effects to her character. When *your* character invokes Light-Shy, does she hear her Keeper's raspy whispers, or see her doom spelled in the f?

Some Contracts have multiple dot ratings, with the higher version having greater effects. If your character has the lesser version, she can improve her Contract rating by paying the *difference* in experience; she doesn't have to purchase the greater version as a new Contract altogether.

If a Contract lists a resisted or contested trait for the target, the target can choose to abandon resistance if he's willing, and either understands the Contract, or is aware the changeling is conducting some form of magic on him.

Unless otherwise noted, Contracts, last for the current scene. A changeling can end a Contract's effect before its full duration. Negative effects and Conditions gained through Contracts, cannot be shed by ending the power prematurely. The Storyteller decides when any granted Tilts or Conditions (positive or negative) end.

Catches

Contracts have "catches", which are specific conditions in which the Contract has no cost. The character can also choose to fulfill the catch and still spend one Glamour, to make that Contract reflexive if it would normally take an instant action. She can activate any given Contract reflexively only once per turn, but may activate multiple Contracts if she can spend the Glamour and fulfill all their catches.

Clash of Wills

Occasionally, two supernatural powers oppose each other. This is resolved in a Clash of Wills. Both players roll an Attribute + Wyrd. If the power employs a Finesse Attribute, use that one in the Clash of Wills. Otherwise, the Storyteller decides which is appropriate. Contracts of a longer duration grant a dice bonus: +1 if the Contracts lasts until sunrise/sunset or a day, +2 if the duration is a week, +3 if the duration is a month, and +4 if the duration is a year or longer. The effect invoked by the winning player resolves as normal, while the conflicting power doesn't affect her.

If the opposing creature is a different type of supernatural creature, her player rolls a Clash of Wills using a dice pool dictated in her respective book. For example, vampires use Blood Potency + Discipline dots, and werewolves use Primal Urge + Renown. Since each game uses different rules for supernatural powers, this system is meant to abstract struggles between wildly different abilities.

Universal Contracts

The following are available to any character.

One Dot Contracts

Bite of the Wooden Fang (•)

You have escaped Faerie, but your flight through the Hedge remains with you forever. You call on the Hedge to empower a blunt wooden weapon, and dozens of thorns erupt on its surface.

Cost: 1 Glamour

Dice Pool: Dexterity + Brawl + Wyrd

Action: Reflexive

Roll Results

Dramatic Failure: The thorns bite back, causing the changeling to drop her weapon. This instills one lethal damage, and the Arm Wrack or another appropriate Tilt.

Failure: The weapon gains no bonus.

Success: Thorny growths appear along the length of the weapon (intended, or improvised), granting an additional +2 to the weapon's damage rating for the scene.

Exceptional Success: As per success, but any successful strike with the weapon causes an appropriate Tilt, depending on the nature of the weapon and blow.

- **Elemental:** The Elemental sprouts tendrils of her element from her weapon, granting three additional dice to grapple and ensnare her target.

- **Ogre:** The Ogre's weapon comes down with such force, that she strikes the ground and causes the Earthquake Tilt with a rating equal to her Wyrð.

Catch: The weapon is made of a piece of Hedge.

Changeling Fate (• to ••)

Being abducted was the worst of luck; escaping the best. Living through both extremes, you can sense and manipulate the strands of fate.

Cost: 2 Glamour

Dice Pool: Wits + Occult + Wyrð vs. Resolve + Wyrð

Action: Instant

Duration: One turn

Dramatic Failure: The Contract turns against the changeling as per Success.

Failure: Fate remains unchanged.

Success: The changeling can add or subtract two dice from the target's dice pool, or lower or raise his exceptional threshold by one, per Contract dot.

Example: With Changeling Fate ••, you can add or subtract four dice from his dice pool, *or* lower or raise his exceptional threshold by two, *or* add or subtract two dice while also lowering or raising his exceptional threshold by one.

Exceptional Success: The changeling sees beyond luck, and into skill. The Storyteller reveals your target's worst and best dice pools, though not their dot ratings.

- **Ogre:** The target suffers from the Shaken Condition whenever he uses the cursed dice pool, until the sun next crosses the horizon.

- **Wizened:** After seeing the target's roll, you may direct them to reroll. The second roll stands.

Catch: The changeling deliberately botches (take a dramatic failure) one of her own actions this scene.

Ban: *Changeling Fate* can be on a given target only once a day. Attempting to use this Contract on the same target more often, results in the changeling herself becoming cursed.

Cloak of the Elements (• to •••)

The changeling cloaks herself in one element, granting her protection and allowing her to cause harm with the element.

Cost: 1 Glamour

Dice Pool: Stamina + Occult + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The character takes damage from the element equal to one half her Wyrd, rounded down.

Failure: The Contract fails to work.

Success: The character surrounds herself in one element for a number of turns equal to successes. She gains immunity to natural instances of the element, and suffers only half damage (rounded down) from magical sources. The element forms an armor around the character, affording her 1/1 armor per dot invested in the Contract to all incoming attacks, either mundane or based in her element. Additionally, the armor damages anyone who comes in close, dealing one lethal damage per turn to anyone the character could reach with her hand.

Exceptional Success: The elemental armor deals two lethal damage per turn instead.

- **Elemental:** Elemental characters can cloak themselves in two elements at the same time.
- **Fairest:** The changeling gains a +1 bonus per dot invested in the Contract to all Intimidation rolls.

Catch: The changeling is touching the element when she invokes the Contract.

Elements as Contracts

Just like the Elemental Seeming in the terms of Contracts, elements refer to broad categories of environmental factors, not exactly elements from the periodic table. Examples include fire, water, wind, earth, wood, metal, darkness, light, and any refinement of those that make sense.

Creeping Dread (•)

A changeling can use this Contract to make people more susceptible to fear and intimidation. Her victim initially feels a light touch of fear that grows quickly into a state of jumpiness and paranoia.

Cost: 1 Glamour/target

Dice Pool: Manipulation + Empathy + Wyrd vs. Resolve + Wyrd

Action: Contested; resistance is reflexive

Roll Results

Dramatic Failure: The changeling's Contract turns against her giving her the Spooked Condition.

Failure: The Contract fails and has no effect on the target.

Success: The victim's ability to resist fear and intimidation is impaired, and he suffers a penalty equal to the changeling's Wyrd to resist fear or intimidation. The changeling spends one Glamour per victim she is targeting with this Contract. She must be able to see her victims to use this power.

Exceptional Success: The target also suffers from the Shaken Condition.

- **Darkling:** The changeling also applies the Spooked Condition to her target.

- **Fairest:** The changeling can choose to instead make her targets trust her implicitly, giving him a penalty equal to her Wyrd to resist persuasion from the changeling.

Catch: The changeling uses this Contract while in the shadows.

Fang and Talon (• to •••)

The character takes on aspects of the beast, allowing him to move and perceive as the beast does.

Cost: 1 Glamour

Dice Pool: Wits + Animal Ken + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The character's senses are muddled and he suffers a -3 penalty to all perception rolls for the rest of the scene.

Failure: The Contract fails to function.

Success: This Contract can invoke three different effects. The changeling chooses *one* when she purchases this power at one dot, and the second and third as she invests in the second and third dots. Each time this Contract is activated, the character benefits from each effect has access to.

- The character gains the senses of a beast, giving her a +1 bonus per success gained to all perception-based rolls for the rest of the scene.

- The character gains the mode of transportation of a beast, increasing her Speed by +2 per success rolled for the rest of the scene.

- The character gains the attack of a beast, allowing her to treat her Brawl attacks as a weapon with a rating of 0 lethal damage for the rest of the scene.

Exceptional Success: The effects of the Contract last for 24 hours.

- **Beast:** Beast characters gain a +2 to her perception rolls per success, or +4 to Speed per success gained.

Catch: The changeling sees or touches an animal as she invokes the Contract.

Inanimate Communion (• to •••)

By touching an object or device, the character can communicate with its spirit and learn its secrets, such as when it was last used and by who, as well as any damage or weak points.

Cost: 1 Glamour

Dice Pool: Wits + Crafts + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The character misinterprets the object's information and suffers a -2 penalty when attempting to use or repair the device for the next scene.

Failure: The character gains no information from the object.

Success: The character learns the object's secrets, giving her an advantage when working with the device. This Contract can invoke three different effects. The changeling chooses *one* when she purchases this power at one dot, and the second and third as she invests in the second and third dots. Each time this Contract is activated, the character benefits from each effect has access to.

- She knows how the object is constructed and all its weak points. Halve the object's Durability (round down) for any attack she makes against the object. Add her Wyrd to rolls to repair or modify the object.
- She gains an instinctive knowledge on how to use the device to its utmost effect. Add her Wyrd to dice rolls to wield, utilize, or employ the device.
- She gains an impression of the last time the device was used. She has a vision of the person (or persons) that last touched the object as well as the circumstances of the scene. She sees anyone within 3 meters who is interacting with the person touching the object, but nothing beyond that.

Exceptional Success: The effects of the Contract last for 24 hours. Either the character can repair, destroy, or gain his bonuses for that time, or she sees scenes from the object's use for up to 24 hours. If the object had not been handled for a full 24 hours, then the changeling can view the previous time it was used as well as the last time.

• **Wizened:** Wizened characters gain the Informed Condition about the device upon activation of this Contract.

• **Darkling:** Darkling characters can spend a Glamour to summon a shadow representation of whatever object she last used this Contract on, which lasts for a scene. The object functions exactly as a mundane version of whatever the device is, with its normal equipment bonuses, but it is clearly a shadow representation of the object. The changeling cannot replicate an item with a Size higher than her Wyrd.

Catch: The object is owned by a close friend of the changeling, but does not belong to the changeling.

Know the Competition (•)

Living at the whim of the mercurial Fae, you see behavioral patterns in the slightest minutiae and can take a rival's measure by playing a game against him.

Cost: 1 Glamour

Dice Pool: Wits + Socialize + Wyrd vs. Composure + Wyrd

Action: Instant

Duration: One week or until used

Roll Results

Dramatic Failure: The changeling misreads her opponent, and suffers the Misinformed Condition on her next action against him.

Failure: The Contract yields no insights.

Success: After playing a game against her target (win or lose), the changeling gains insight to his mind and adds a +4 dice bonus on any one roll against him.

Exceptional Success: The changeling knows her opponent so well, that she can invoke the Contract again without the need for an additional game. All costs and rolls still apply.

- **Beast:** If this Contract is successful, the Beast's rolls twice against her target (not the invocation roll). The best roll stands.

- **Darkling:** The Darkling invokes this Contract after observing her target in a game, rather than playing him herself.

Catch: Her opponent challenged the changeling to the game.

Mask of Superiority (• to •••)

The use of this Contract allows the changeling to convince a single subject that she is a member of his organization, or a person of some importance to this individual.

Cost: 1 Glamour per target

Dice Pool: Presence + Intimidation + Wyrd vs. Resolve + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The subjects of the Contract take umbrage with the changeling's obvious lies and immediately becomes hostile towards her.

Failure: The Contract fails to work.

Success: The changeling convinces her subject that she is a respected member of whatever organization he belongs to, as though she had a number of dots in the Status Merit equal to the number of dots invested in this Contract. The changeling can spend Glamour to have this Contract affect multiple targets (and each individually contests the original activation roll), but her new Status must be in an organization or group common to all of her subjects. The effect of this Contract lasts for a scene (and she may add new targets as the scene progresses).

Exceptional Success: Instead of convincing the subject she has Status in a similar organization, she convinces him that she is a trusted Ally, as though she had the Ally Merit equal to the number of dots invested in this Contract.

- **Fairest:** The use of this Contract serves to open a single Door per dot invested in the Contract as though the character had successfully completed a Social Maneuver on the targets.

• **Ogre:** An Ogre appears as security within an organization, adding her Contract dots to Intimidation rolls against the subjects.

Catch: The changeling is wearing an article of clothing that could be perceived as part of a uniform or normal mode of dress within the organization.

Pathfinder (•)

Mingling practical navigation with omens and divination, you find Hollows, trods, local goblin fruit and dreams spawned in the Hedge.

Cost: 1 Glamour

Dice Pool: Wits + Survival + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The Contract yields inaccurate information, leading the changeling into danger while she explores the Hedge and giving her the Hunted Condition.

Failure: The changeling learns nothing useful.

Success: The changeling gleans the following things: whether a particular feature exists in the local Hedge, what the general direction of that feature is, and its distance from the changeling's current position. Only information about the Hedge itself is yielded, not about the creatures lurking within.

Exceptional Success: As success, and the changeling gains the Informed Condition while dealing with this part of the Hedge.

• **Beast:** The Beast's finely honed instincts yield information about nearby creatures.

• **Elemental:** The Elemental automatically knows if goblin fruits grow nearby and if they are beneficial or detrimental.

Catch: The changeling has plucked a thorn from the local Hedge and left a drop of blood while doing so, within the last day.

Read Lucidity (•)

Innately familiar with the ebb and tide of lunacy, you can read another Lost's mental stability at a single glance.

Cost: 1 Glamour

Dice Pool: Manipulation + Empathy + Wyrd vs. Composure + Wyrd

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The changeling misreads the target, and the Storyteller tells you a random Clarity rating (which your character believes). Additionally, she take the Misinformed Condition.

Failure: The changeling can't read her target.

Success: The changeling gains a sense of the subject's Clarity. While this translates to your Storyteller telling you a dot rating, your character interprets this organically. The changeling also knows from which Clarity-related Conditions her target suffers.

Exceptional Success: The changeling uncovers the circumstances of the target's last drop in Clarity.

- **Darkling:** With an exceptional success, the Darkling makes the subject immediately undergo a Clarity breaking point.

- **Fairest:** The Fairest grants the Acuity Condition to a changeling once per story.

Catch: The changeling touches the target, skin-to-skin.

Reflections of the Past (• to •••••)

Arcadia and the Gentry are but empty reflections of dreams and nightmares. Embracing this nihilism in yourself, you look beyond a reflective surface and into the past.

Cost: 1 Glamour per dot used

Dice Pool: Intelligence + Occult + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The reflection shows a false event, and the changeling takes the Misinformed Condition.

Failure: The changeling doesn't see the past.

Success: The changeling states a time, and sees that moment as it originally reflected in the surface (it might be blurry or obscured). Anyone watching sees the same vision. The changeling sees further back by invoking more dots of this Contract, with one dot equaling a week, two a month, three a season, four a year and five a decade.

Exceptional Success: The reflection is clearer than the original. The changeling can look around the edges of the pool, seeing more of the vision.

- **Wizened:** The Wizened commands the surface to show a specific object without stating an exact time. She states the Contract dots she wants to spend; if the object's reflection didn't pass within that time, it fails.

- **Fairest:** The Fairest commands the surface to show a specific person without stating an exact time. She states the Contract dots she wants to spend; if the person's reflection didn't pass within that time, it fails.

Catch: The reflective surface belongs to someone to whom the changeling has a close emotional connection.

Trivial Reworking (•)

The changeling can temporarily change and reshape a small object. She can change the shape of an object as well as the image on the object, but these changes are always minor.

Cost: 1 Glamour

Dice Pool: Wits + Crafts + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The object is broken and cannot be used for any purpose.

Failure: The Contract fails and the object remains unchanged.

Success: The changeling can take any object of Size 1 and reshape it into a similar object. The basic shape of the object remains the same, though it is changed to a new purpose. For example, a changeling could change the image and information on a driver's license to have her picture and say anything she wants, but she couldn't turn the ID card into a credit card. Careful examination via specialized equipment or professionals trained to find such things can identify the objects as fake, but otherwise appear real to the casual observer. The changes last for a scene.

Exceptional Success: Changes to the object lasts for the next 24 hours.

- **Wizened:** The character can change the image on any two-dimensional object of any size, though he cannot change the object's form.

- **Ogre:** The character can use this Contract on an object Size 3 or smaller.

Catch: The character is changing an object that she has owned for a least one year.

Two Dot Contracts

Boon of the Scuttling Spider (••)

This Contract allows the changeling to move across any solid surface strong enough to support her weight.

Cost: 1 Glamour

Dice Pool: Dexterity + Athletics + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The character stumbles and falls prone and loses her next action.

Failure: The Contract fails to work.

Success: The character can walk or run along walls, ceilings, or slick surfaces that would normally be treacherous to attempt to cross. The surface must be solid enough to carry the character's weight, even if she is clinging to it, such as a ceiling. She can move at normal Speed, and can act without hindrance while moving in this fashion.

Exceptional Success: The character is not only able to move across her chosen path, but she is so deft at her movements that she gains a +2 to her Dexterity while using this Contract.

- **Darkling:** The character is surrounded by a shroud of darkness that extends 5 meters from her body. Anyone else acting within the shroud or attempting to attack someone within it suffers the Blind Tilt.

- **Beast:** The changeling exudes a gossamer film which defends her from pursuers. As an instant action, she may attack with this web using Dexterity + Athletics. If successful, the victim is

grappled. The web itself may only use the Immobilize maneuver, and its effective Strength + Brawl is equal to your character's Wyrd.

Catch: The changeling is following the path of an actual spider along the surface she is traveling.

Changeling Hours (••—••••)

Time means nothing to Faerie, where years pass in less than a single night in the mortal realm. You call upon this temporal fluidity to rewind, freeze or speed a non-living object in time.

Cost: 2 Glamour

Dice Pool: Intelligence + Crafts + Wyrd – object's Size

Action: Instant

Duration: One day

Roll Results

Dramatic Failure: An item carried by the changeling, chosen by the Storyteller, begins to age rapidly. Steel becomes nothing but rust, clothes turn into tattered rags, and food is riddled with maggots.

Failure: The object is unaffected.

Success: This Contract can invoke three different effects. The changeling chooses *one* when she purchases this power at two dots. A second and third power are bought at three and four dots respectively.

– Rewind the clock: The item becomes as if it were newly made. Any damage done not by age remains, nor are missing parts replaced.

– Speed the clock: The item begins to corrode, suffering one damage per turn which ignores Durability, up to a total damage equal to the successes rolled.

– Freeze the clock: The item is frozen in time and place, making it impossible to move and immune to damage.

Exceptional success: The changeling can choose to make the effect permanent.

• **Elemental:** The Elemental also affects flora, though not people, with this Contract.

• **Fairest:** The Fairest affects people, including Changelings, with this Contract.

Catch: The changeling knows the name of a former (not current) owner of the object.

Dreamsteps (••)

You step into the dreams of a nearby sleeper, to travel from the mortal world to the Hedge and back. While you physically travel through the dream and might encounter creatures there, the journey takes place at the speed of thought – meaning no time passes in the mortal world.

Cost: 1 Glamour

Dice Pool: Intelligence + Occult + Wyrd

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The changeling becomes trapped, allowing the Storyteller to run a dream-sequence. The changeling is expelled into the mortal world near her starting position when the dream ends. Any injuries sustained in the dream, remain.

Failure: The changeling cannot enter the dream.

Success: The changeling enters the dream, and travels from the mortal world to the local Hedge, or vice versa. She emerges in the general area of her choice, and can stipulate one additional condition for each success rolled (e.g. where no one sees me, or under the old willow).

Exceptional Success: The changeling sees a glimpse of the dreamer's soul, granting her the Informed Condition.

- **Fairest:** The Fairest gains one free reroll as the sleeper's mind bends to her presence. The best roll stands.

Catch: The changeling brings a physical object that she crafted herself, and leaves it behind in the dream. The sleeper feels drawn to the changeling as long as the item remains, though the Storyteller determines whether this affection is positive or negative. The item can be retrieved and used by other dream walkers.

Glimpse of a Distant Mirror (••)

Mirror space is a kin to Arcadia and you can bend it. Looking into one reflective surface, you see out of another in which your face has been reflected before.

Cost: 1 Glamour

Dice Pool: Manipulation + Subterfuge + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The effect is reversed, and anyone looking into the receiving surface sees the changeling. The changeling is unaware of this.

Failure: The changeling sees her own reflection.

Success: The changeling, and anyone watching with her, can see out of the receiving surface. The medium must have reflected her face before and the vision is only as clear as the surface allows. The changeling is visible in a corner of the reflection, and astute observers may see her.

Exceptional Success: The vision is clear regardless of the medium. Furthermore, both the changeling and anyone on the other side can hear sounds transmitted through the medium.

- **Beast:** Harking back to the legend of Beauty and the Beast, Beasts have a special affinity for this Contract. She may look out of any surface reflecting a person who is currently under an oath to her or invoking her name, even if the medium hasn't previously reflected the Beast.

- **Darkling:** The Darkling's image in the receiving surface is obscured and yields no details to her identity.

Catch: The owner of the mirror the changeling looks into has sworn enmity against her.

Light–Shy (••)

You become as ephemeral as a dream, and shadows cloak you in the obscurity of forgotten memories.

Cost: 1 Glamour

Dice Pool: Dexterity + Stealth + Wyrd

Action: Instant

Roll Results

Dramatic Failure: Shadows retreat from the changeling and she gains the Shadowless Condition.

Failure: The changeling remains visible.

Success: The changeling cloaks herself in shadows, gaining a +3 to all Stealth–based dice pools. Additionally, witnesses suffer her Wyrd as a penalty to all rolls to notice her.

Exceptional Success: The changeling becomes truly invisible; even recording technology no longer detects her.

- **Darkling:** The Darkling spends a Willpower, and the target suffers her Wyrd as penalty to notice her for the remainder of the week.

- **Wizened:** Preferring to observe rather than be seen, the Wizened maintains this Contract as long as she remains motionless.

Catch: The changeling has told a significant lie about herself to someone she cares about. This lie must be great enough to harm the relationship if discovered. The lie need not be recent, but the threat it poses must still be viable.

Might of the Terrible Brute (••)

The character temporarily gains the ability to use her strength more effectively.

Cost: 1 Glamour

Dice Pool: Strength + Athletics + Wyrd

Action: Reflexive

Roll Results

Dramatic Failure: The character strains her muscles and suffers the Arm Wrack Tilt for the remainder of the scene.

Failure: The changeling's Strength is unaffected.

Success: The character adds her dots in Wyrd to her dots in Strength for a number of turns equal to successes. This can bring her over her normal dot limit dictated by her Wyrd.

Exceptional Success: The bonus Strength lasts for a scene.

- **Ogre:** Ogre characters always exceptionally succeed when using this Contract.

- **Beast:** Beast characters may add her dots in Wyrd to her dots in Dexterity instead.

Catch: The character is fighting multiple opponents.

Murkblur (••)

You call on the myriad deceptions and distractions of Arcadia to obscure another's vision.

Cost: 2 Glamour

Dice Pool: Manipulation + Subterfuge + Wyrd vs. Resolve + Wyrd

Action: Instant and contested

Roll Results

Dramatic Failure: Light and color painfully enhances the changeling's sight. She gains the Stunned Tilt for one turn, and the Blinded Tilt for the rest of the scene.

Failure: The target is unaffected.

Success: The target gains the Blinded Tilt for the scene.

Exceptional Success: As success, but the changeling also dulls her target's other senses, instilling the Deafened Tilt.

- **Fairest:** The Fairest overwhelms her target's senses, instilling the Insensate Tilt for one turn.
- **Ogre:** The Ogre cuts her target's senses off so completely, that he takes the Stunned Tilt for one turn.

Catch: The changeling swallows the eye of an animal or person while invoking the Contract.

Nevertread (••)

Your passage is as ephemeral as a dream, and you leave only tokens and emptiness in your wake.

Cost: 1 Glamour

Dice Pool: Dexterity + Stealth + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The changeling's footmarks stand out, giving her the Marked Condition.

Failure: The changeling's passage is unchanged.

Success: The changeling changes her footsteps, leaving a trail of hooves, broken twigs, or whatever else she desires, and inflicting a -4 dice penalty to track her. Footmarks changed with this Contract, remain altered after the scene ends.

Exceptional Success: The changeling's footmarks disappear altogether, inflicting the Lost Condition on anyone tracking her.

- **Beast:** The Beast places her mark on a number of people equal to her Wyrd. Everyone marked, gains the benefit of this Contract while traveling with the Beast.
- **Elemental:** The Elemental leaves patches of ephemeral elements in her wake, effectively setting traps as per the Safe Place Merit equal to her Wyrd.

Catch: The changeling leaves a note, bloody fingerprint or other clue of her passing. This can be hidden, but must provide a clue to her identity if found.

Night's Subtle Distractions (••)

This Contract allows the changeling to heighten the physical conditions that limit perception, cloaking herself in darkness and enhancing the sounds and smells of the night to cover her passage.

Cost: 1 Glamour

Dice Pool: Dexterity + Stealth + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The targets are unaffected and instead the changeling and anyone she attempts to exclude from the effect suffer from the effects of the Contract.

Failure: The Contract fails to affect anyone's perceptions.

Success: The changeling is able to distract her opponents. For the rest of the scene, targets suffer the changeling's Wyrd as a penalty to notice or spot her. The changeling can affect a number of targets equal to her successes on activating this Contract within a 50 ft. area.

Exceptional Success: The changeling affected by this Contract may use Stealth-based actions as reflexive actions.

- **Darkling:** Darklings only require three successes to achieve an exceptional success on this Contract.

- **Elemental:** Elementals may inflict an Extreme Heat or Extreme Cold Environmental Tilt within the area.

Catch: The Contract is invoked outdoors at night.

Thorns and Brambles (••—••••)

You summon part of the Hedge to ensnare your enemies. You can use this Contract within the Hedge itself – if you dare.

Cost: 2 Glamour

Dice Pool: Wits + Survival + Wyrd

Action: Instant

Roll Results

Dramatic Failure: Brambles cling to the changeling, draining one point of Glamour. They establish a grapple (see p. XX) and use the damage maneuver with a rating equal to your character's Wyrd. A dramatic failure in the Hedge, also instills the Lost Condition.

Failure: The Contract has no effect, or – if used in the Hedge – brambles erupt as per dramatic failure.

Success: This Contract invokes three different effects. The changeling chooses one when she purchases this power at two dots. A second power and third power are bought with a third and fourth dot respectively. The brambles spread three meters in diameter, or smaller if the

changeling desires. Additional Glamour spent upon activation add meters to the diameter, at a rate of one for one.

– *Leechweed*: Brambles drain anyone they prick of one Glamour per turn, up to the changeling's Wyrd per victim. Targets can avoid being pricked by reducing their Speed to 2 or less.

– *Briarpatch*: Brambles growing in the changeling's wake, entangle her enemies. Targets have their movement-related dice rolls reduced by the changeling's Wyrd.

– *Field of Thorns*: Brambles form around the changeling, attacking anyone who tries to break through and using the changeling's Wyrd as dice pool. They inflict lethal damage and ignore Defense (though Armor still applies). The brambles attack any given character only once per turn. *Field of Thorns* does not move with the changeling.

Exceptional Success: You invoke two effects, even if you haven't purchased a second power. The summoned Hedge also sprouts a beneficial goblin fruit of Storyteller's choosing, which grows for a single day.

• **Darkling:** If the Darkling uses *Briarpatch*, her pursuers become stuck; they cannot move until they've used an instant action to break free.

• **Ogre:** The Ogre adds her Strength to her Wyrd for determining *Field of Thorns'* effects.

Catch: The changeling litters a handful of Hedge thorns behind her.

Touch of the Workman's Wrath (••)

The character can disable or seriously damage a device or vehicle with a mere touch.

Cost: 1 Glamour

Dice Pool: Manipulation + Crafts + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The Contract takes effect on an unintended object, causing something nearby to cease functioning or break.

Failure: The Contract fails and the device is unharmed.

Success: By touching the device, the changeling deals 1 level of damage to the object for each success on the activation of the Contract. This can be in addition to an attack or other attempt to normally break it.

Exceptional Success: The changeling deals damage directly to the Structure of an item, ignoring its Durability.

• **Wizened:** Wizened are capable of damaging a device by simply looking at it and concentrating. The character must be able to see the object she wishes to disable.

• **Elemental:** The changeling changes the substance of the device, making it brittle, reducing the object's Durability by one-half her Wyrd rating (rounded down).

Catch: The Contract is used on a device that belongs to someone who owes the Changeling. This could be because the person made a deal, borrowed or stole something from the changeling.

Vainglory (•• to ••••)

The changeling temporarily abandons her Mask, but does not actually scour it away. She shows her Mein to onlookers which can dazzle, terrify or confuse humans.

Cost: 1 Glamour

Dice Pool: Presence + Intimidation + Wyrd vs. Composure + Wyrd

Action: Contested; resistance is reflexive

Roll Results

Dramatic Failure: The character appears clumsy and harmless causing her to suffer a -2 penalty to all actions for the rest of the scene.

Failure: The character's appearance is unchanged.

Success: The character appears in her true form to humans, but does not actually scour away her Mask. Cameras record her Mask, and people remember her as impressive, but not supernatural. Supernatural creatures still remember the changeling's true form, but this act does not open Hedge gates or call Huntsmen to the character, but neither does she benefit from the Exceptional success rule normally associated with scouring her Mask.

This Contract can invoke three different effects. The changeling chooses *one* when she purchases this power at two dots. A second may be bought when she invests in a third dot, and she gains access to all three when she has invested in four dots of the Contract.

Splendor of the Envoy's Protection: Onlookers are awed by the changeling. Anyone looking at the character gains the Swooning Condition. In addition, as long as the changeling does not brandish a weapon or attempt to harm anyone, ordinary humans cannot actually harm her except by accident. If the character personally threatens or attacks someone, the Contract's effects immediately end.

Mantle of Terrible Beauty: Onlookers are driven insane by the presence of the changeling. A single contested roll may be made reflexively for a crowd based on the highest Composure present. Those affected gain the Delusional Condition. This power affects anyone who sees the changeling for its duration, not just those present for its activation.

Words of Memories Never Lived: The changeling's mien confuses those who see her, making them pliable to suggestion. The changeling can implant a new memory on the group, or remove a single shared memory, which lasts for 24 hours. The memory — either implanted or removed — must be a concise memory, or an event lasting no longer than ten minutes. For example, the changeling can remove the memory of exactly where the group is located, or the last ten minutes of the meeting they were in, but cannot implant a complex memory about a shared childhood friend.

Exceptional Success: The duration of *Splendor of the Envoy's Protection* is persistent until the target gains or loses Clarity/Integrity and the duration of *Words of Memories Never Lived* becomes permanent. Those affected by *Mantle of Terrible Beauty* are also affected by the Insensate Tilt.

- **Fairest:** When using *Splendor of the Envoy's Protection*, the changeling can additionally impart the Inspired Condition on those who see her, by asking them to perform a single task for her.

- **Darkling:** When using *Mantle of Terrible Beauty*, the changeling gains a +3 bonus to activate the power.

- **Wizened:** When using *Words of Memories Never Lived*, the changeling may gain the Informed Condition in regards to information gleaned from a single individual in the group.

Catch: This Contract is invoked in a room with at least a dozen people.

Three Dot Contracts

Blessing of Perfection (•••)

By handling and making small adjustments to a weapon, vehicle or other device, the changeling can bless the object, making it easier to use and more efficient. The Contract may also be used to bless a crafting action, such as repairing, creating, or even treating an injury.

Cost: 2 Glamour

Dice Pool: Dexterity + Crafts + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The changeling accidentally curses the device permanently, causing it to malfunction and stop working at random times. Additionally, anyone attempting to utilize the object suffers a -2 penalty.

Failure: The Contract fails leaving the device unaffected.

Success: The object gains a bonus equal to the changeling's Wyrd to all die rolls made using it for the next full scene.

If the changeling uses this Contract to augment an appropriate Crafts, Medicine, or Computer action, she can add her Wyrd to the rolls involved in that specific action.

Exceptional Success: The blessed object retains its bonus to all die rolls made to use it until the sun next rises or sets (whichever comes first).

If the changeling is using the Contract to augment her crafting action, the player gains the Informed Condition about the project.

- **Wizened:** Wizened require only four successes to achieve an exceptional success on this Contract.

- **Fairest:** The fairest may use the Contract to augment her ability to seduce, persuade, and endear herself to others. She may apply her Wyrd to appropriate Expression, Persuasion, and Socialize rolls.

Catch: The Contract is used on a device that belongs to someone the changeling has only recently met — either just now or once before — in exchange for a small favor.

Control Elements (•••)

The changeling can summon and control an element, causing it to act and move in a directed fashion.

Cost: 2 Glamour

Dice Pool: Manipulation + Persuasion + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The element reacts in a wild and dangerous manner for the next scene.

Failure: The character fails to control the element.

Success: The character successfully calls forth an element and can control it. She can speak with it and direct it to act, or learn information from it. She can choose to inflict one of the following Environmental Tilts on an area with a 5 meter diameter per success in size — Blizzard, Earthquake, Flooded, Heavy Winds, or Inferno.

She can move her element at a rate of 5 meters per dot of Wyrd per turn. She can shape the area, allowing the element to form a wall or barrier between herself and others. She can control solid elements and have them move about or roll around, including mechanical devices primarily made up of the chosen element. If she is controlling electricity, she can use it to power electronic devices. Material has an effective Strength equal to your character's Wyrd for tearing away from bindings, or making attacks on others.

Exceptional Success: The changeling adds +3 to her Wyrd for determining all effects of this Contract.

- **Elemental:** The character can control two elements at the same time.
- **Darkling:** Summoned elements have a darkness around them and anyone caught in the area of her Environmental Tilts suffer from the Blindness Tilt as well.

Catch: The character is calling an element to show off.

Discreet Conjunction (•••)

The character can remove a small object from a pocket or a drawer or any other location where the object could be — even if the object wasn't there before this Contract's use.

Cost: 2 Glamour

Dice Pool: Manipulation + Larceny + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The character retrieves an item that is completely useless or exceedingly awkward to have at the moment.

Failure: The Contract fails and the character finds nothing new in the location.

Success: The character reaches into a small location she cannot see into, such as a handbag or a drawer and pulls out an item no larger of Size 1. This item can be anything the character has seen or handled before. The item is the most basic of its kind, but fully functional and ready to use —

a camera takes pictures, a smartphone can make calls and access a wi-fi connection, and a gun shoots bullets from its fully loaded clip. Objects created this way cannot have special qualities, such as a gun having special types of ammunition loaded in, or water that has been blessed. No matter what item the character conjures forward, it cannot carry a value higher than what could be purchased with Resources 3.

The object vanishes after one scene or as soon as it leaves the character's hands or the character stops paying attention to it, whichever comes first.

Exceptional Success: The item conjured can be of Size 5 or smaller, and can be of a value purchased with Resources 5.

- **Wizened:** Items created by this Contract by Wizened remain until the end of the scene, regardless if the character is holding the object or paying attention to it.
- **Darkling:** A Darkling may pull an object out of any dark space or shadow that she cannot see the end of.

Catch: The changeling is pulling an object from a location belonging to, or guarded by, an enemy.

Flickering Hours (•••)

Selecting the right trods, you alter the passage of time for yourself and any companions while in the Hedge.

Cost: 2 Glamour for the changeling alone, 2 Glamour + 1 Willpower for a group

Dice Pool: Wits + Occult + Wyrd vs. Resolve + Wyrd

Action: Instant

Duration: Until exiting the Hedge

Roll Results

Dramatic Failure: The changeling finds that far more, or far less time (Storyteller's choice) has passed than she hoped.

Failure: Time remains unchanged.

Success: The changeling changes the passage of time for herself and any companions traveling with her, *or* for herself and a number of people equal to her Wyrd traveling separately. This Contract is activated when entering the Hedge, but extends to any companions you pick up on the way if using the first application. Time is either slowed by half, or sped up by two for everyone affected.

Exceptional Success: Rather than speed *or* slow time for everyone, the changeling chooses who is quickened and who slowed. Anyone quickened gains the Fleet of Foot merit, with dots equal to the changeling's Wyrd, until the sun next crosses the horizon.

- **Elemental:** The path becomes nearly impassable in the Elemental's wake, and suffers the mechanical effects of the Ice Tilt.
- **Fairest:** The Fairest ages or rejuvenates herself and/or her subjects by one year when using this Contract. This effect is permanent.

Catch: The changeling smashes an antique clock or other old timekeeping instrument as she activates the Contract.

Mirror Walk (•••)

You step into one mirror and, instantly traversing mirror space, out another.

Cost: 2 Glamour

Dice Pool: Dexterity + Athletics + Wyrd

Action: Instant

Duration: One turn

Roll Results

Dramatic Failure: The changeling becomes lost in mirror space. You roll each hour to return her to her original position. If she was reaching for an object, she drops it in mirror space and it becomes lost (though it can be retrieved with powers that reach into mirror space).

Failure: The mirror remains solid.

Success: The changeling steps into one reflective surface and out of another. Both surfaces must be large enough for her, and she must have physically touched them before. She can bring another person by holding hands, at a surcharge of one Willpower. The changeling can also reach through the mirror, allowing her to take an object from the other side. She can see through the surfaces while this Contract is active.

Exceptional Success: The mirrors remain portals for this scene, and anyone may pass through freely (without the changeling's permission) in either direction.

- **Beast:** After a dramatic failure, the Beast powers through and escapes to the target destination, rather than the original.

- **Darkling:** The Darkling becomes mirror-like after exiting the portal, only reflecting what is already in the room. This renders her invisible to the naked eye for a number of turns equal to her Wyrd.

Catch: A blood relative is currently reflected in the receiving surface.

Game Master's Table (•••)

War is just another game to the Fae. Using any game, you glean the tides of battle and direct your troops.

Cost: 1 Glamour + 1 Willpower

Dice Pool: Presence + Expression + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The changeling relays false information to the army, inflicting the Lost Condition on the troops.

Failure: The battle is unaffected.

Success: The game moves on its own to represent the battlefield, granting the changeling the Informed Condition. She can change the game to represent her wishes (e.g. moving a pawn to capture a knight). Doing so lets a suitable warrior or unit leader know what she wants, though he is under no compulsion to comply (if he refuses, the change resets).

All information gained is global. If a piece falls, the changeling knows which warrior is incapacitated, but not whether he was captured, injured or killed. Likewise, she can let a warrior know that she wants him to take a bridge, but not that he needs to do so stealthily. The changeling decides whether the selected warrior is the only one aware of the order, or if other warriors do too, allowing her to hand out secret or supported missions as needed.

- **Fairest:** The Fairest extends the duration until the next sunrise or sunset.
- **Ogre:** The Ogre grants her troops a bonus die to all actions.

Catch: The changeling uses a game piece that once belonged to the opposing commander.

Pipes of the Beastcaller (•••)

The changeling can talk to and command animals of a specified type. The character determines the animal she wishes to call when she enacts the Contract.

Cost: 1 Glamour/species of animal

Dice Pool: Manipulation + Animal Ken + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The animal either attacks the character, or completely misunderstands her commands.

Failure: The character cannot communicate with the animal.

Success: The character sends out a call to summon all animals within a radius equal to her Wyrd in miles. She can speak and communicate with these animals for a scene. With the expenditure of glamour she can call and speak with an additional species of animal. She can give commands to the animals, which attempt to obey to the best of their abilities. Hostile or unwilling animals may attempt a Resolve + Composure to resist the call and commands of the changeling.

Exceptional Success: The character can control the animal for 24 hours.

• **Beast:** Beast characters gain an empathic link to the animals she is commanding, allowing her to give commands from a distance. She is also aware of its location and general physical condition.

• **Ogre:** The character can command two animals per Glamour he spends.

Catch: The changeling is requesting the animal to guard or watch his dwelling.

Portents and Visions (•••)

Time is malleable to the denizens of Arcadia, and you can see the past or future.

Cost: 1 Glamour

Dice Pool: Manipulation + Subterfuge + Wyrd vs. Composure + Wyrd if contested

Action: Instant, or instant and contested

Duration: Instant

Roll Results

Dramatic Failure: The changeling sees a false event, gaining the Misinformed Condition.

Failure: You gain no visions.

Success: You state if you want to see the past or future. Your character must see her target, and can invoke this on herself by looking into a mirror.

Past: The changeling has a vision of the most impressive event that happened to the target. This is not contingent on the target's memories: she might see a forgotten or suppressed event.

Future: The changeling sees the most important event in the target's next few days. The future is not set in stone, and the changeling's involvement can alter it. The changeling (and the target if she tells him) gains the Informed Condition.

Exceptional Success: The changeling may evoke emotions associated with the event in her target; e.g. if the event was a night of passion, she reminds her target of his lover. The Storyteller is encouraged to give the target a Tilt to represent this.

- **Ogre:** The Ogre lends her strength to the target for a violent event to come. He gains the merit Giant during the scene when (if) it comes to pass.

- **Wizened:** The Wizened sees a traumatic past, and instills the Fugue Condition in her target until the sun next passes the horizon.

Catch: The changeling has a childhood picture of her target.

Riddle–Kith (•••)

Calling upon the roiling chaos that is Faerie, you mold any mien into that of a kith of your choosing.

Cost: 1 Glamour for a scene, or 1 Glamour + 1 Clarity until reversed

Dice Pool: Manipulation + Subterfuge + Wyrd vs. Resolve + Wyrd if contested

Action: Instant, or instant and contested

Roll Results

Dramatic Failure: The changeling sheds her own kith, but fails to assume another. Her body becomes non-descript and she has no kith benefits this scene.

Failure: The changeling's mien is unchanged.

Success: The changeling alters her own or another changeling's features, to emulate a different kith. Forcing a new kith upon an unwilling subject constitutes a breaking point, as she is perpetrating the cruelty of the Gentry. This Contract cannot copy a specific changeling.

Exceptional Success: The changeling gains the benefits of the Dual Kith merit (her original and the Riddle-Kith). She may purchase and keep the merit after the Contract ends.

• **Elemental:** The Elemental's fluid nature allows her to copy a specific changeling. This copy passes visual inspection, but matching her target's mannerisms and behavior requires a Social action

• **Fairest:** The Fairest grants her subject a number of appropriate Merit dots equal to her Wyrld, e.g. the Iron Skin merit to represent the physical resistance of a Draconian's scales.

Catch: The changeling has shared a meal with the kith she wishes to copy, within the last day.

Shared Burden (•••)

Calling upon stories of parents dying to protect their children, or lovers exchanging places in the underworld, you make another's pain your own.

Cost: 1 Glamour + 1 health level per 2 health levels healed.

Dice Pool: –

Action: Instant

Duration: Instant

Effect: The changeling negates 2 wounds on another's body. The most grievous of these injuries (aggravated first, lethal next, then bruised) appears on her own body, and a second is lost to the Contract.

Example: If the changeling's companion has suffered two lethal and one bruising damage, the changeling transfers a lethal damage to herself. Her act of sacrifice compels the Contract to negate another lethal damage. The beneficiary now has one bruising damage, and the changeling one lethal. If the beneficiary has one aggravated, one lethal and one bruising damage, the changeling takes the aggravated wound, the Contract negates the lethal, and the target is left with the bruising.

• **Ogre:** The Ogre's Contract heals 2 health levels per 1 absorbed.

• **Wizened:** Skilled in the art of healing, a Wizened takes the lesser of the injuries rather than the greater onto her own body.

Catch: The changeling holds a strip of skin, one foot or longer, of the creature that inflicted the injury. This only removes the Glamour cost.

Ban: Injuries gained through *Shared Burden* cannot be alleviated through this Contract, nor can their healing times be sped up by non-mundane means.

Skinmask (•••)

You harvest shards of human dreams and nightmares trapped in the Hedge, to change your mask or aspects thereof.

Cost: 1 Glamour

Dice Pool: Presence + Subterfuge + Wyrld

Action: Instant

Roll Results

Dramatic Failure: The changeling becomes a misshapen, broken copy of the intended mask. This instills either the Blind or Disabled Condition, as her face melts or her bones crumble.

Failure: The changeling's mask remains unchanged.

Success: The changeling assumes the desired mask. If she copies an existing mortal, it passes visual inspection by anyone, but copying her target's mannerisms and behavior still requires a Social action.

Exceptional Success: The changeling has perfectly mastered this particular mask and need not roll to assume it again later. The cost for the Contract still applies. She can purchase the Alternate Identity Merit to reflect this mask, and if so, can shift at will and free of cost.

- **Beast:** The Beast shines with primal magnetism. She distributes two extra dots over the mask's Presence and Manipulation.

- **Fairest:** If the Fairest copies a specific mortal, she automatically mimics his behavior too. She can take actions that he wouldn't, possibly alerting his friends that something is wrong, but the Storyteller warns her before she does.

Catch: The changeling changes her appearance to match that of an existing human and holds an object belonging to him or her.

Temporary Lucidity (•••)

Showing an understanding that only a fellow survivor can, you temporarily increase your own or another Lost's mental stability.

Cost: 2 Glamour

Dice Pool: Manipulation + Empathy + Wyrd vs. Resolve + Wyrd

Action: Instant and contested

Roll Results

Dramatic Failure: The changeling, absorbing her target's ailing, loses a dot of Clarity.

Failure: The target's Clarity is unaffected.

Success: The target gains two dots of Clarity for the duration of the scene. All Clarity-related effects are at the higher rating.

Exceptional Success: The target gains three dots of Clarity instead of two. Furthermore, he receives +3 dice on any breaking point rolls made this scene.

- **Fairest:** The Fairest's soothing presence extends the effect while she remains with the target, or until the end of the day – whichever comes first.

- **Ogre:** An Ogre causes the opposite effect, striking her target and causing him to lose a dot of Clarity, or two with an exceptional success.

Catch: The target faced a breaking point within the last twelve hours.

Four Dot Contracts

Armored Clarity (••••)

The Gentry do many things that mortals consider beyond the pale. Changelings have a similar fortitude, allowing you to do what you need to survive.

Cost: 2 Glamour + 1 Willpower

Dice Pool: Resolve + Composure + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The changeling gains a Condition (Storyteller's Choice) upon her next Clarity roll, even if it was successful.

Failure: The changeling's Clarity receives no protection.

Success: For the next scene, the changeling takes any actions without suffering breaking points. Instead, she rolls a single breaking point at the end of the scene based on the most loss-inducing action taken (see p. XX). This roll and any consequences are resolved normally. This does not affect actions which would cost Clarity without a roll.

Exceptional Success: The changeling makes the breaking point roll at +3 dice.

- **Ogre:** An Ogre gains the rote quality on her breaking point roll.
- **Wizened:** A Wizened not only forestalls her breaking points, but seeks to gain. If she succeeds in the breaking point roll, she gains a dot of Clarity.

Catch: The changeling suffered Clarity loss in the last day.

Ban: This Contract can be used only once per story.

Cheater's Gambit (••••)

Winning by cheating is preferable to losing fairly. Using a game to represent a battlefield, you wreak havoc on the opposing forces. True to the nature of Faerie, your opponent need not be aware that a game is afoot, though they might see the titled battlefield afterward and realize magic is at play.

Cost: 2 Glamour

Dice Pool: Manipulation + Socialize + Wyrd vs. enemy's leader Composure + Socialize + Wyrd

Action: Instant and Contested

Duration: One turn

Roll Results

Dramatic Failure: The Contract works against the side the changeling supports, giving them the Frightened Condition.

Failure: The gambit has no effect.

Success: By knocking over game pieces, deflating the ball, or playing with marked cards, the changeling curses the opposing army. On the next turn, the opposing side suffers a –4 penalty to all rolls as bad luck besieges it. The enemy leader knows that someone turned fate against his troops.

Exceptional Success: The subject doesn't realize that a Contract was used, no matter how skewed the battle becomes.

- **Beast:** The Beast's troops gain the Steadfast Condition.
- **Fairest:** The Fairest's troops gain the Inspired Condition.

Catch: The changeling has played this game with an individual who died within the past week.

Cloak of the Bear's Massive Form (••••)

The character can physically transform into an animal's shape. She chooses up to two animals (between Sizes 1 and 7) when she purchases this Contract to transform into. Once chosen, animal forms cannot be changed. After purchasing, the changeling may invest in an additional two dots of this Contract to buy additional forms.

Cost: 2 Glamour

Dice Pool: None

Action: Instant

Duration: One Day

The changeling transforms into one of her chosen animals, and stays there for one full day, though she can choose to return to her normal form at any time. In animal form, she takes on the beast's Physical Attributes, its Size, Speed, and Health. She can move and sense and attack in any way that the animal can. She gains some of the animal's instinctual motor controls and she can run, fly, and swim normally. While in animal form, the character can speak any language she knows, as well as communicate with other animals sharing her form. She can also use her other Contracts while in beast form.

- **Beast:** The character can choose two additional animals when she purchases this Contract.
- **Ogre:** The character can choose animals up to Size 12 to transform into.

Catch: The changeling is in the natural habitat of her chosen animal and is near enough to touch at least one of the animals.

Elegant Protection (••••)

The changeling appears elegant and poised as weapons seem to swerve away from her, deliberately avoiding dealing damage.

Cost: 2 Glamour

Dice Pool: Dexterity + Athletics + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The character suffers a -2 penalty to her Defense for the rest of the scene.

Failure: The Contract fails to work.

Success: Any character attacking the changeling suffers her Wyrd as a penalty for the scene. This is not Defense; it applies even if the changeling is completely unaware or denied her Defense, and applies to firearms attacks.

Exceptional Success: Additionally, add her Wyrd to her Initiative and Speed for the scene.

- **Fairest:** Fairest characters always seem to be moving with grace and can dance away from danger or dodge blows without spilling her drink or wrinkling her clothes. The character also only requires three successes to achieve an exceptional success on this Contract.

- **Ogre:** In addition to the Defense bonus, any weapon successfully striking the Ogre suffers her Wyrd as damage.

Catch: The character is fighting a duel against a sworn enemy.

Hidden Reality (••••)

The changeling can create or change one innocuous feature of her surroundings. As long as the feature could reasonably exist before the changeling uses this Contract, she can make it a reality.

Cost: 3 Glamour

Dice Pool: Wits + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The character fails to change her surrounding, and instead loses a point of Willpower.

Failure: The Contract fails, and her surroundings stay the same.

Success: The character changes some feature of her surrounding that was not previously obvious and so might have been present naturally. For example, she may create a hidden latch on a box to allow her to open it, a wall outlet behind a table, or a window or door behind a curtain. In all cases, the change must be reasonable and relatively minor in scope. A new door in a wall must lead to the other side of the wall, and not to the outside. Anything she creates or changes must be considered a part of an object, such as a lock on a door, a door in a room, or a window to a car. All changes vanish after one scene or if no one is paying attention to it.

Exceptional Success: The changes last for 24 hours, or until the changeling chooses to dismiss them.

- **Wizened:** Wizened characters may create objects that could reasonably be found in a room or building, as long as she cannot see into the room or building she is performing this Contract in. She may find a set of keys on a nearby table, or a car parked in the garage.

- **Fairest:** The character can choose to instead change the disposition of someone in her vicinity, changing a guard from stalwart to gullible, or a politician from honest to corrupt. She can only affect one person with this power at a time.

Catch: The changeling is using this power to escape a location where she has been confined against her will.

Luna's Bedlam (••••)

You take the shards of dreams, nightmares, and lunacy that is Arcadia, and instill them in others.

Cost: 2 Glamour

Dice Pool: Presence + Empathy + Wyrd – target's Resolve + Wyrd

Action: Instant and contested

Duration: One scene (if delayed, counting from the trigger)

Roll Results

Dramatic Failure: The changeling gains one of the Conditions listed below (Storyteller's choice) for the remainder of the scene.

Failure: The target is unaffected.

Success: The changeling knows if the target is suffering from the Amnesia, Fugue, Lost, Madness, or Obsession Condition.

She can also invoke one effect per success:

- Instill one of the Conditions above in the target for the Duration of the Contract.
- Increase the Duration of this Contract to one day. Conditions fade afterward.
- Select one additional target. The changeling rolls the Contract again for free and, if successful, her second target suffers the same effects as the first.
- Delay the effect of this Contract until a specified trigger is met.

Exceptional Success: The target gains the Shaken Condition if he is a changeling, or the Spooked Condition if he is a mortal. This lasts beyond the duration of this Contract, until resolved.

• **Fairest:** The Fairest excel at inciting passions. Add these Conditions to the ones listed above: Inspired, Swooning, Wanton.

• **Ogre:** The Ogre instills fear as well as lunacy. Add these Conditions to the ones listed above: Bestial, Broken, Frightened.

Catch: The changeling herself suffers from one of the listed Conditions.

Stealing the Solid Reflection (••••)

Harking upon the power by which the Gentry create fetches, you steal a reflection and turn it into a solid object.

Cost: 2 Glamour + 1 Willpower

Dice Pool: Strength + Larceny + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The reflection shatters and the original object sustains a point of damage (bypassing Hardness) as cracks erupt on it.

Failure: The reflection cannot be stolen.

Success: The changeling removes the image of an object from a reflective surface. The surface must be clear enough to show *some* detail, and the object must fit through it. The stolen reflection is mirrored, e.g. a car with the steering wheel on the 'wrong' side, or a book written in

mirror text. The stolen object has no supernatural properties. Neither the stolen object, nor the original casts a reflection while this Contract lasts.

Exceptional Success: The stolen reflection remains solid until the sun next passes the horizon.

- **Elemental:** The Elemental retrieves the reflection of a living being. The stolen reflection is imperfectly made, with at least one mark of the supernatural. Its traits equal the original's, or the changeling's Wyrd, whichever is lower (i.e. if the original has Strength 3 and the changeling Wyrd 2, the reflection's Strength becomes 2).

- **Wizened:** The reflection retains any mystical properties of the original. For example, the Wizened can use this to steal a normally working goblin fruit.

Catch: The owner of the reflected object, is indebted to the changeling.

Tatterdemalion's Workshop (••••)

The changeling is able to cobble together whatever pieces and spare parts she has lying around to make just about anything she can imagine. This crafting occurs quickly and with the most unlikely of tools and equipment. The finished product must be reasonable and the parts must be physically capable of being used in this manner.

Cost: 4 Glamour

Dice Pool: Wits + Crafts + Wyrd

Action: Extended (1 minute per roll, the target number is variable)

Roll Results

Dramatic Failure: The changeling fails to make the device, breaks the component parts, and nearly destroys her workspace, preventing her from using the space again for a full day.

Failure: The Contract fails, the device is not formed and the various parts are unaffected.

Success: The character creates a device from vaguely appropriate parts, such as a rocket launcher out of a flare gun and a canister of compressed gas. The Storyteller sets the number of successes required to create the item, which varies from 5 to 15 depending on the complexity of the device and the quality of the available materials, and the device cannot be larger than Size 10.

The device functions for one scene as well as a normal device of the type being duplicated. After which, the item falls to worn and unusable pieces.

Exceptional Success: The crafted item functions for the next 24 hours, and can be as large as Size 15.

- **Wizened:** Wizened achieve exceptional success on three successes instead of five.

- **Ogre:** Ogre characters do not need to find pieces and parts that would reasonably fit together to make the item in question, instead they simply pull and stretch any object into fitting their desire and gain an additional die to each roll.

Catch: The Contract is used to craft an approximation of an object the changeling is personally familiar with, and has used in the past month.

Five Dot Contracts

Animate Device (•••••)

The changeling animates a device, allowing it to function on its own. Cars can drive themselves, doors and cabinets open or close, bolts move, a gun can fire itself.

Cost: 2 Glamour

Dice Roll: Manipulation + Crafts + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The device briefly malfunctions and cannot be used in any fashion for the next scene.

Failure: The device remains still and unaffected.

Success: The object comes alive for a full scene, following a single simple command given to it by the Changeling. A door closes and remains closed, a car drives away, or a gun shoots until it runs out of bullets. Anyone attempting to change the action of the object must make a Strength + Resolve roll and achieve at least as many successes as the changeling netted to activate the Contract.

Devices cannot move in any way outside their normal range of motion. If a device's natural movement would inflict damage, form a dice pool using the changeling's Wyrd for Dexterity, her Manipulation for the appropriate Skill, and the object's Size for its Strength. A changeling can control any device she can see within 50 meters of her.

Exceptional Success: The object can remain permanently animated. The changeling may purchase the construct as a one dot Retainer. If she does not, the enchantment expires in 24 hours. Either way she can change the object's commands without rolling or reactivating the Contract.

- **Wizened:** The changeling can cause an object to move outside its normal range of operation by giving it a single instruction. The object moves as though it was wielded by the changeling and can be used as weapons by the changeling.

- **Beast:** The changeling can imbue a modicum of animal-like intelligence into the device, allowing her to give the device multiple commands for it to follow for the scene.

Catch: This Contract is being invoked on a device the changeling has never encountered or handled before, and is owned by a stranger.

Chrysalis (•••••)

The Gentry are fluid, changing from story to story as befits them. You have a similar adaptability, and can alter your body until it is no longer human.

Cost: 2 Glamour + 1 Willpower

Dice Pool: Stamina + Survival + Wyrd

Action: Instant

Roll Results

Dramatic Failure: Stuck between forms, the changeling is a misshapen mass and suffers a -3 penalty on all rolls. This lasts until reversed, or successful transformation achieved.

Failure: The changeling remains unchanged.

Success: The changeling assumes the shape of an animal, or unmoving object, with normal physical stats for its kind. She chooses an additional benefit per success, such as:

- Claws add +1 lethal damage
- Hard skin adds 2/1 armor
- Animal gains +3 Speed and +2 Initiative
- Object gains limited mobility (she rolls herself as a rock, or uses chair legs to walk)
- Add or subtract one Size (this can be taken multiple times)
- Other effects can be chosen with Storyteller approval

Exceptional Success: The changeling may purchase the form as an Alternate Identity (see p. XX). If she does, she can adopt the form reflexively for a single point of Glamour. She changes as if she achieved five successes.

• **Beast:** The Beast selects one free benefit when assuming animal shape. He also gains the Giant merit.

• **Wizened:** The Wizened selects one free benefit when assuming object shape. He also gains the four-dot version of the Iron Skin merit.

Catch: The changeling travels into the Hedge, and finds a representation of her chrysalis form.

Hedgewall (•••••)

A massive castle of hedges, thorns and brambles forms around you.

Cost: 3 Glamour + 1 Willpower

Dice Pool: Intelligence + Crafts + Wyrd

Action: Extended (5 successes necessary; each roll represents 1 turn)

Roll Results

Dramatic Failure: The castle turns against the changeling and her allies, giving them the Lost Condition. Dramatic failure in the Hedge also alerts the Huntsman, and instills the Hunted Condition.

Failure: The fortification doesn't appear, or – in the Hedge – it erupts to give the changeling and her allies the Lost Condition.

Success: Hedge walls form a castle around the changeling, sprawling out in a diameter of ten yards per dot of Wyrd (though space constraints and the changeling's wishes can make it smaller). The castle grants full concealment against ranged attacks (p. XX). The walls prevent anyone from passing without a hacking tool, and have Durability 3, Structure 6. They can be climbed, but any character touching the brambles suffers one lethal damage per turn. The changeling determines the lay-out of the construct, but its passages must be wide enough for a Size 4 character.

Exceptional Success: The changeling chooses one effect from *Thorns and Brambles* (see p. XX) to add to the castle for free.

- **Elemental:** The Elemental's *Hedgewall* lasts until the sun next passes the horizon.

Catch: The changeling plants a living sapling from the Hedge immediately before using this Contract.

Ban: This Contract cannot be used inside a human building. The hedges form a single unbroken wall.

Leaping Toward Nightfall (•••••)

You call on Faerie's fluid time to send a person or object forward in time.

Cost: 4 Glamour + 1 Willpower

Dice Pool: Intelligence + Occult + Wyrđ vs. Composure + Wyrđ if contested

Action: Instant, or instant and contested

Roll Results

Dramatic Failure: The changeling slows herself, halving her Speed and Initiative (rounded down).

Failure: The target is unaffected.

Success: The changeling sends an object up to Size 10, or any person or supernatural being forward in time. She must touch her target, which instantly vanishes and reappears at the predetermined time in the same location (if another object is occupying that spot, the target appears next to it). No time passes for the target. People and supernatural beings can resist this Contract. The changeling determines how far in the future she sends the target, to a maximum of her Wyrđ in days.

Exceptional Success: The changeling chooses whether her target reappears prepared for what comes next (granting one free action), or dazed and confused (invoking the Stunned Tilt for one turn).

- **Wizened:** The Wizened's target remains suspended between present and future when reappearing, granting him the Twilight Form Condition for one turn. He rolls Wits + Composure to see the material world and prepare for what awaits there (granting him the highest Initiative next turn).

Catch: The changeling uses this ability when the target is touching, or moving through, a gateway into the Hedge.

Ban: Once invoked, this Contract cannot be ended prematurely.

Paralyzing Shudder (•••••)

The changeling causes her victim's body to freeze up and shudder in terror. Her victim is unable to move, completely frozen in his terror.

Cost: 2 Glamour

Dice Pool: Presence + Intimidation + Wyrđ vs. Resolve + Wyrđ

Action: Contested; resistance is reflexive

Roll Results

Dramatic Failure: The target is unaffected and instead, the changeling takes a -2 penalty to all Strength and Dexterity related dice rolls.

Failure: The target is unaffected by this Contract.

Success: The changeling must be able to see her victim, and he must be able to see her for this Contract to take effect. The victim is overwhelmed by a terror of the changeling. He suffers from the Insensate Tilt for the rest of the scene, and suffers from the Shaken Condition. This contract creates a terror so strong that it constitutes a breaking point.

Exceptional Success: The victim is so captivated by his fear that he also suffers from the Immobilized Tilt for the rest of the scene.

• **Darkling:** Darkling characters gain a +3 bonus to activate this Contract.

• **Ogre:** An Ogre character may add his Strength instead of Presence when activating this Contract.

Catch: The victim is alone and the changeling is touching him.

Phantom Glory (•••••)

The character is able to make herself completely incorporeal. In this state she is weightless and is immune to all physical attacks and can pass through all physical barriers.

Cost: 3 Glamour

Dice Pool: Presence + Occult + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The character does not only remain corporeal, but she becomes heavy and slow. She suffers a -2 penalty to her Initiative and Defense.

Failure: The Contract fails and the character remains corporeal.

Success: The character turns intangible, and cannot touch anyone or be affected by any physical attack for the rest of the scene. The character exists in a state of Twilight, much like a ghost, and can attack or be attacked by ghosts or other ephemeral entities as though they were both solid. Everything the character is wearing and handheld items change with her. Characters who can see into Twilight may see the changeling, otherwise she is invisible to the naked eye.

Exceptional Success: Also, the character can pick up Size 1 objects which then turn intangible as she holds them. When she lets go of the item, she can choose to leave it in the Twilight realm, or return it to the material world.

• **Fairest:** The character can choose to make one other person intangible instead of herself, by touching them when activating the Contract. If unwilling, the subject can contest with Stamina + Wyrd.

• **Elemental:** The character can choose to change into an element. In elemental form, she can attack as if her body was a 2 damage weapon. If she turns into an element that is non-solid, she

can still pass through barriers as though she were incorporeal, and is immune to physical attack. If she is a solid element, she adds half her Wyrd (rounded down) to her Strength and Stamina, but can take physical damage. She cannot interact with ghosts as an element.

Catch: The changeling carries no weapons and is wearing no armor. If she picks up or dons either while using this catch, the Contract immediately ends.

Red Rage of Terrible Revenge (•••••)

The changeling is filled with passion and fury as she turns rage into unparalleled strength and immunity to physical harm.

Cost: 3 Glamour

Dice Pool: Strength + Survival + Wyrd

Action: Instant

Roll Results

Dramatic Failure: The character's fury takes over and she cannot direct her actions. She suffers a -2 penalty to all rolls for the next scene.

Failure: The Contract fails to take effect.

Success: Each success adds one to the changeling's Initiative, Strength (which increases Speed), and 1/0 armor. Every turn, the character takes one lethal damage until she ends the power.

Exceptional Success: Additional successes are their own reward.

- **Ogre:** Also add half the character's Wyrd (rounded up) to her Stamina. This adds additional health boxes.

- **Beast:** Also add three to the character's Initiative and 1 lethal damage to her hand to hand or weapon attacks.

Catch: The character is using this Contract to gain justice for a loved one.

Thief of Reason (•••••)

Invoking memories of horrors suffered in Arcadia, you erode another Lost's Clarity.

Cost: 2 Glamour + 1 Willpower.

Dice Pool: Presence + Subterfuge + Wyrd – Composure

Action: Instant

Roll Results

Dramatic Failure: The changeling herself gains the Delusional Condition.

Failure: The target is unaffected.

Success: The rolled successes are subtracted from the target's Clarity. Clarity-related effects are at the new rating. The target suffers a further -2 dice penalty to Initiative and a -1 penalty to Defense. He rolls a breaking point roll at his new Clarity, to determine if he gains a Condition of Storyteller's choosing (though no further Clarity loss results). Any such Conditions are resolved when the lunar month ends.

Exceptional Success: The target finds it impossible to interact with the physical world. The Storyteller gains a number of dice equal to 10 – target's new Clarity, to use as negative modifiers on any dice rolls the target makes. This effect lasts until the dice are spent, or the lunar month ends.

- **Beast:** Finding her target's weak spot, the Beast instill the target with the Fugue Condition.
- **Darkling:** The Darkling pays one Willpower to postpone the effect until a trigger of her choice is met. If the trigger does not pass within a day, the effect is lost.

Catch: The subject made a statement doubting his own sanity in front of witnesses, within the last hour.

Ban: Invoking this Contract, successfully or not, requires a breaking point roll at –3.

Tying the Knots of Fate (•••••)

You rival the Gentry's mastery of fate, and can guide your target's future to a single point within the next month.

Cost: 3 Glamour + 2 Willpower

Dice Pool: Presence + Subterfuge + Wyrd – target's Resolve + Wyrd

Action: Extended. The target number is the target's Clarity or equivalent Integrity. Each roll takes 10 minutes.

Duration: Until the lunar month ends, or the fate comes to pass (whichever comes first).

Roll Results

Dramatic Failure: The changeling curses herself, leading to a dramatic failure on a crucial roll (Storyteller's choice) in the next day.

Failure: The target is unaffected.

Success: The changeling names an experience, which must be reasonably probable and not overly specified, for her target. All rolls that leads to this fate (made by the target or other characters) gain a number of bonus dice equal to the successes rolled, while rolls that obstruct the fate suffer the same as penalty. This Contract only creates an experience, not the outcome thereof.

A changeling may have this Contract pending a number of times equal to her Wyrd.

Exceptional Success: The target gains the Informed or Misinformed Condition (your choice).

- **Fairest:** The Fairest gains +3 dice when invoking a positive fate. She herself gains the Inspired Condition when furthering it.
- **Ogre:** The Ogre gains +3 dice when invoking a negative fate. She herself gains the Steadfast Condition when furthering it.

Catch: The changeling uses this Contract to bless or curse an infant.

Vision of Fortune's Favor (•••••)

Sensing the winds of fate, you see your own immediate future.

Cost: 3 Glamour (paid when the scene ends) + 1 Willpower

Dice Pool: –

Action: Reflexive

Duration: Instant

Roll Results

Dramatic Failure: Reality and (false) visions bleed into each other, and the changeling gains the Insensate Tilt and acts as if she rolled the lowest Initiative this scene.

Failure: You see nothing.

Success: The changeling sees the future. In game terms, the last turn is re-played and the changeling may change her action. All other characters, except those who experienced a similar vision, re-take their original actions.

Example: Your character gets hit with an axe and takes deadly damage, prompting her to activate this Contract. This time, she steps out of battle and into safety. Her would-be killer still swings the axe (and misses), as he did not expect her to step back.

Exceptional Success: The changeling's vision was exceptionally clear and she gains 9 again on any rolls the 'new' turn.

- **Wizened:** Acting with impossible precision, the Wizened gains one surprise attack against any viable target. She rolls Initiative as normal afterward.

Catch: A friend or ally betrayed the changeling in the last day.

Ban: This Contract can be used only once per story. If the changeling cannot pay the owed Glamour cost after the scene ends, she suffers one Aggravated wound per unpaid Glamour. If a changeling uses this Contract to prevent her death, she gains the Soul Shocked Condition.

Sanctity of Merits

While Merits represent things within the game and your character, they're really an out-of-character resource, a function of the character creation and advancement mechanics. These Merits often represent things that can go away. Retainers can be killed. Mentors can get impatient and stop dispensing wisdom. So while Merits may represent temporary facets of your character, Merit points continue to exist. At the end of any chapter where your character has lost Merits, you can replace them with another Merit. For example, your character has three-dot Retainer, a loyal dog, and an eldritch horror eats that dog out in the woods. At the end of that chapter, you may re-allocate those Retainer dots. You may choose to purchase Safe Place, to reflect your character's choice to bunker down from the monster, and perhaps Direction Sense (one dot) so your character is less likely to get lost in those woods in the future. When the character leaves his Safe Place, you can replace those two dots with something else. When replacing a Merit, consider what makes sense in the story. Pursue the new Merit during the course of the chapter if possible, and make the new tie something less superficial than a dot or two on a sheet. With Storyteller permission, you may "cash in" a Merit voluntarily and replace it with Experiences. This should not be used as a way to purchase a Merit, take advantage of its benefits, and then cash it out for something else. If a Merit has run its course and no longer makes sense for your character, however, you may use those points elsewhere. Merits such as Ambidextrous, Eidetic Memory and the various Fighting Style Merits reflect abilities and knowledge that your character has and therefore shouldn't be cashed in or replaced. Then again, if an Ambidextrous character loses his left hand....

Arcadian Body ••••

Effect: Your character's transformation from human to changeling was more drastic than most. Whether by your Keeper's design, the rigors of Arcadia, or some combination thereof, one Attribute in particular was made significantly more potent. She gains an additional dot in that Attribute, and the maximum number of dots in that Attribute increase by one above the normal maximum -- usually from five to six, unless she has an advanced level of Wyrd (p. XX) or a bonus from her kith.

This Merit can only be taken once.

Arcadian Metabolism •••

Effect: Your character is particularly well-suited to time in Arcadia and the Hedge. Maybe he was abducted at an early age and knows more of Arcadia than Earth, or he gluttoned himself on rare goblin fruit for the entirety of this captivity. In any case, the duration and healing effects of goblin fruit are doubled. A goblin fruit effect that lasts a scene now lasts for two scenes, an effect that covers a single roll covers two rolls, and so on. Effects measured by anything other than amount healed or duration do not change.

In the Hedge, natural healing is increased by a similar factor. Bashing heals at a point per minute, lethal damage at one point a day, but aggravated damage continues to take a week to heal.

Drawback: A side effect of this affinity for Arcadia and its fruits is much slower healing time outside of the Hedge. Bashing heals at one point an hour, lethal at point every week, aggravated

at a point every two weeks. Additionally, because of the subtle but unusual changes to body chemistry, Medicine rolls incur a -2 penalty when used to help him.

If a changeling doesn't sup on goblin fruit or visit the Hedge for a week, he loses the Merit's benefits (but not the drawbacks) until he can jumpstart his metabolism with a meal of faerie fruit.

Brownie's Boon •

Effect: Like the shoemaker's elves, your character completes mundane tasks with a casual disregard for time. Any extended actions made when she isn't being watched are finished in half the required time. Glamour may be spent to half the time again, for a total of 1/4 the normal speed.

Exceptional success on any given roll can decrease the time for that individual roll of the extended action to 1/8 the required time.

Court Goodwill • to •••••

Effect: Court Goodwill represents a changeling's influence and respect in a court that isn't her own. While Mantle is a changeling's supernatural allegiance to a single, specific court, she may only bear the Mantle of one court. Court Goodwill allows a changeling to have serious ties to as many courts as are present in her life, in addition to the one she is magically sworn to. This isn't to say Court Goodwill is a purely social construct, as few things in the lives of the Lost are. This Merit covers both the mundane networking required of being a part of a large social group and the fickle favor of whatever pla

ys patron to a specific court. It's in this way that a changeling of the White Rose Court can use the benefits of the Red Rose Court's Mantle, the Red Rose Court is privy to the Blue Rose Court's magics, vis-versa, and so on.

Each instance of Court Goodwill must be tied to a specific court, but the merit may be taken as many times as there are courts available. For instance, a Lost may have Mantle: Ivory Court ••, Court Goodwill: Jade Court •, Court Goodwill: Silver Court •• and Court Goodwill: Ruby Court ••• all on the same character sheet. A character may not take Court Goodwill in a court in which she has dots in Mantle.

Outside the court in which she has a Mantle rating, each dot in Court Goodwill must be equal to the level of the Mantle the changeling would like to access plus 2. Access to the abilities of Blue Rose Court Mantle •• requires Court Goodwill: Blue Rose Court •••• for any changeling without Blue Rose Court Mantle. This means the effects of Mantle •••• and ••••• are only attainable by making a court the one to which you swear yourself.

Dots in Court Goodwill function like dots in the Allies Merit (see p. XX), except that attempts to block another character's use of Allies, Contacts, Mentor, Retainer and Status fail automatically when used against a character with even a single dot of Mantle in the same court. If Court Goodwill is used to block a character with a Court Goodwill rating in the same court, the rating of the blocker and blockee both drop by one until reparations can be made to the court in question. This usually entails a gift of rare goblin fruit or an oath of some kind.

Finally, each court in which a character has Court Goodwill comes with a single dot of Mentor. This character, which should be detailed by the player and storyteller together, is a changeling that serves as translator of between the character and the court itself. On her own, a changeling with one court's Mantle has about as much of a chance of understanding the magic of another

court as a student with a single semester of high school Spanish has of understanding the untranslated works of Cervantes. Though this isn't specifically matter of language, it can be just as difficult to understand the rituals, customs and magics of a changeling court.

Seasons Change

If a changeling wishes to join a new court instead of simply relying on its goodwill, shedding the Mantle of one court and adopting the Mantle of another, the rituals and requirements vary drastically between courts. She may have to make amends to one she's left or suffer a dangerous ban for weeks to follow. Joining the new court may require an offering of a Token or Goblin Fruit, or a quest that proves her worth to her new peers.

Mechanically, this is represented by her dots in the existing Mantle being reduced by half (rounded down) and transforming them into dots of Court Goodwill for the court she left behind. Any dots in Court Goodwill that were associated her new court are halved (rounded down) as well, and those become dots in the adopted court's Mantle. A character with zero dots in Court Goodwill for the court she's trying to join is going to have a hell of a time at the lowest ranks. She begins with a single dot of Mantle and a whole lot of skeptical looks.

Merit dots lost in this way are subject to the Sanctity of Merits (see, p. XX).

Dual Kith ••

Effect: Your character's kith is a unique combination of two different kiths. Whether she's a flamesiren-windwing who takes the form of a brilliant phoenix, or an elemental who combines airtouched and waterborn in a body of living mist, she benefits from the Blessings of both kiths. If she identifies as one kith, both, or a new kith altogether, the benefits of the Merit do not change.

Taking this Merit after character creation can be as dramatic or casual as desired. The addition of a new kith can be triggered by a change in identity, ideals, goals, even a negative or traumatic event. It's a meaningful change, but whether or not the change itself stems from a meaningful source is entirely up to the player. The magic the Keepers use to bend body and mind is highly unstable -- who can say what might spark that volatility anew?

When taking this Merit, choose one kith as your primary kith. When calculating your kith advantage, your character's effective Wyrd has one fewer dot, to a minimum of one. The secondary kith's Wyrd is considered two dots fewer, to a minimum of one as well.

Dull Beacon • to •••••

Effect: Your character's Mask is far less obtrusive when she drops it. Reduce her Wyrd by her Dull Beacon dots when determining the distance at which she alerts Huntsmen and opens Hedge gateways when dropping her Mask (see p. XX). If this would reduce her to zero Wyrd effectively, she no longer opens gates and alerts the Huntsmen until her Wyrd increases.

Enchanting Performance •••••, Style

Prerequisites: Presence •••, Expression •••

A character with Enchanting Performance can touch upon whatever font makes all things fae so captivating. He brings a little of that magical obsession from beyond the Hedge and puts it to use. Whether he does so for cruelty or kindness depends on the changeling.

- **Harpy:** Your character knows how to aim an audience for maximum humiliation. At least, to make a target perceive things that way. He can use Expression as Hard Leverage and adds her Wyrd to the roll to do so.
- **Siren:** When your character has successfully opened a Door using performance (Expression, Craft) he may spend a Glamour to open another Door immediately.
- **Muse:** Your character encourages a fearsome self-confidence with a performance unlike anything her audience has ever seen. He may spend a Glamour to give the rote quality to his next performance-related Expression roll. If successful, a target in the audience gains the Inspired Condition (see p XX) for a Skill of the performer's choice. If the roll is an exceptional success, everyone viewing the performance gains the Inspired Condition for the same Skill as the target.

Fae Mount • to •••••

Effect: You have discovered, befriended and convinced a creature of the Hedge to serve as your steed. It is statistically identical to a horse, with knowledge of the Hedge or its trods, and no supernatural talent other than the ability to come when called. Either through a special song or gesture, the mount will come to its master anywhere in the Hedge, except for the Hollow of a changeling that prohibits it.

Additionally, each dot of this Merit allows the creature one of the following special abilities:

- **Manyleague:** With a body of screaming wind or quicksilver, the steed's Speed is doubled and it gains the Merit's rating as a bonus to Initiative.
 - **Chatterbox:** Many creatures in the Hedge are more intelligent than their appearance would let on. The steed can speak to and understand its owner clearly, and can relay simple messages in its master's tongue to other changelings, though complex words and metaphor are beyond this special ability.
 - **Actormask:** Like your changeling, the mount has a Mask. This allows the mount to leave the Hedge in the same manner as a changeling, albeit for a limited time, and in a shape a great deal more mundane. An armored spider mount might become a VW Beetle, a horse of steaming blood might become a sporty red motorcycle. Any abilities it receives from this Merit still apply and whatever form the Mask takes should bear that in mind. It may remain outside the Hedge for as many hours as dots in this Merit, fading into nothing shortly thereafter. A Fae Mount that disappears will reappear in the Hedge after a day and a night.
- For each hour spent manifesting a Mask, the Fae Mount must remain in the Hedge for that many days before it can leave again.
- **Armorshell:** Plates of thick chitin or stone cover the beast. It gains 3/2 armor and provides cover equal to half the Merit's rating (rounded down) to anyone currently riding.
 - **Burdenback:** The mount in question is massive, with broad shoulders or a pearlescent coach that grows from its haunches. The changeling's mount can carry a number of individuals equal to the number of dots in this Merit. It receives an additional two dots of Stamina.
 - **Dreamspun:** Some creatures in the Hedge exist only as long as they're acknowledged. When the mount dies, it returns to life with the next time a character gets a full night's rest, with no knowledge of perishing. Add the dots in Fae Mount to the mount's Stealth.

•• **Thornbeast:** Many fanged monsters hunt in the Hedge and your mount shares several traits with these faerie predators. Add two dice to all attacks the mount makes, and these attacks cause 2 additional damage. This can represent everything from natural claws to grotesque metal sawblades.

••• **Hedgefoot:** Many faerie creatures aren't earthbound. They swing from trees, claw their way up walls and even fly. Your character's mount is no different. It can either run across water as fast it moves on land, move up buildings at three times normal speed, or fly once a scene at twice its Speed for turns equal to the dots in this Merit.

Faerie Favor •••

Effect: The Gentry are bound by their promises to a greater degree than the Lost and, by whatever method, your character has such a promise in possession. She is entitled to a favor by one of the True Fae. The means by which such a favor was obtained could be anything from a knowing a clever riddle to a dark deed done at the cost of another changeling's freedom. However it was earned, the favor is represented by a bauble, song, or phrase, and when broke, sung, or uttered the True Fae in question will appear.

The favor can be many things: the capture of a rival the changeling has tracked to her Hollow, a week of freedom from a Huntsmen on the changeling's heels, safe passage to somewhere in the Hedge or mortal world. For something more permanent, the dots in this merit can be exchanged for dots in Merits appropriate to the power of the Gentry, per the Sanctity of Merits (see p. XX).

Drawback: There's nothing about summoning an Other for aid that can be easily explained to another changeling. Few Lost aware of such an interaction will conclude anything good has happened, and words like loyalist and conspirator may become associated with your character's name.

Fair Harvest (• or ••)

Effect: Your character favors a specific flavor of Glamour. Choose a specific emotion when taking this Merit. Any harvesting rolls (see p. XX) to harvest that emotion enjoy the 8-again quality. Harvesting any other emotion means harvesting rolls do not benefit from the 10-again quality. At two dots, harvesting the favored emotion instead uses the rote quality, and ignore one success rolled when harvesting other emotions.

Forever and a Day (•)

Effect: Your character is even less affected by the ravages of time than other Lost. Double her Wyrd for the purposes of determining her lifespan (see p. XX). This cannot take her effective Wyrd beyond ten dots.

Faerie Healing •••

Effect: You can use the healing properties of Goblin Fruit on others, including those incapable of eating faerie fruit. How you manage this is a matter of personal taste, but it always happens the same way once it's been decided. You might need to ingest the fruit yourselves and place a sweet kiss on the brow of the wounded, or squeeze the pulp from the juice into something a human being can imbibe. Only one such healing can be prepared ahead of time. Whatever the method, the healing works the same way: one point of lethal damage, all bashing damage, or one point of aggravated damage converted to lethal per fruit consumed.

Gentrified Bearing ••

Prerequisite: Wyrd ••

Effect: You were molded in the image of your Keeper, stole some essential spark of their fire, or learned to emulate their otherness. Regardless of how you obtained this mixed blessing, Huntsmen, hobs and even the Gentry themselves tend to mistake you for a Keeper -- if only for a moment.

When dealing with hobs, any rolls to Intimidate add a character's Wyrd in dice and successful Hard Leverage always opens to two Doors. While most hobs won't look too closely at a potential Other, a wise changeling will show caution with her demands. Even a simpering, cowed hob does not take kindly to being fooled.

Facing Huntsmen and the Gentry, this aura of authority serves to hide the Lost just long enough for her to escape. So long as the True Fae don't get too close, touch, smell, or speak with a Lost, she remains hidden in plain sight.

Unfortunately, a lurking Huntsman isn't likely to ignore the presence of a True Fae on earth, regardless of how convincing it seems. They aren't likely to recognize an imposter as easily as their masters, but they're far more likely to investigate. The changeling gains her Wyrd in dice to convince a Huntsman of her status as a Keeper.

Even successful, the ruse is unlikely to fool the same Huntsman twice.

Harvest • to •••••

Effect: You are well-skilled in the art of hunting Glamour. Each dot of Harvest counts as an equipment bonus when harvesting Glamour from a specific source. Harvest (emotion) makes it easier to drink in the sorrow of a spurned lover, while Harvest (dreams) makes the raw, unfiltered font of onerous Glamour a smorgasbord for enterprising Lost.

Additionally, a character's rating in Harvest can be used in place of an ability, so long as it's in direct pursuit of Glamour. This replacement can only happen once per story.

Hob Kin ••

Effect: You have established a kind of kinship with the vaguely-humanoid hobgoblins known as hobs. It may be a matter of resemblance to a Keeper they fear, or something about your kith that encourages this behavior, but they treat you with a respect generally unheard of by the Lost. It isn't much like the respect of friends or peers, but they treat you less ruthlessly than they do outsiders. For the purposes of opening Doors with Soft Leverage, impressions with hobs are always treated excellent.

Additionally, if the character has a Hollow, she may take the enhancement Hob Alarm.

Hob Alarm (-): A group of somewhat friendly hobs have taken refuge in the character's Hollow. They react poorly to any sign of intruders. While within her Hollow, a character cannot be denied her Defense due to surprise and adds her Hollow to the dice pools all actions during the first turn of combat. Maintaining the presence of these hobs requires a frequent quid-pro-quo that errs on the surprisingly honest side of hob deals.

Drawback: Have you smelled a hob?

Hollow • to •••••

Effect: While Safe Place (pg. XX) represents a mundane-but-secure lair *outside* the Hedge, Hollow is your character's secret, private bit of real estate *inside* the Hedge. It may be something as simple as a closet door that opens into a quiet, hollowed-out tree, or as elaborate as a knock that opens any unlocked door into a lavish, gothic mansion. These locations can be as varied as the Hedge itself.

These pockets of personal or inherited reality have been trimmed of any thorns that might cause their owners trouble. With few exceptions (see below), these faerie safe houses are tied to a single, consistent physical entrance into the Hedge, but being part of the Hedge means they don't need to conform to available space. In any case, the Hollow belongs to your character or her motley and has some innate protection from intrusion.

While a changeling is inside her Hollow, the Merit's rating is subtracted from any attempts to learn her personal information, as if she had the Anonymity merit at an equal rating. Attempts to pursue or track her, both supernatural and mundane, are hindered by the same penalty. Should she be discovered, the entrance to the Hollow can only be forced open by an entity whose Wyrd exceeds the Merit's rating. Even then, one of the Hollow's owners (even if no one is present) can resist intrusion with Resolve + Hollow versus the intruder's Wyrd. A day and a night must pass before the intruder can try again.

Each dot in Hollow can be used to buy one of the following enhancements:

- **Luxury Goods:** The Hollow is filled with a variety of mundane supplies and Hedgespun treats that allow a changeling to hold out for the long haul. Few modern conveniences work in the Hedge, but it's not uncommon to find crystalline televisions that play unaired, unrecorded episodes of cancelled TV shows, or jukeboxes that play music only a Cleareyes can hear, or iceboxes overfull with coke off-brands that never saw the light of day. Whatever the case, a changeling can spend twice as much time in her Hollow before suffering a breaking point.
- **Shadow Garden:** The Hollow has a patch of trembling soil, a deceased nightmare's fertile belly, or a Lewis Carroll rose garden of painted flowers. Any goblin fruit consumed in the Hollow will appear in the garden an hour after the fruit is consumed. The resulting fruit provides none of the benefits of a goblin fruit, but resembles the goblin fruit to all senses. Any hunger sated by these shadow fruits returns in full force an hour after consumed. A week of staving off hunger in this manner results in a breaking point.
- **Phantom Phone Booth:** The Hollow has an ancient PacBell phone booth, mounted boar head, or singing pool that allows the owner to make calls outside the Hedge. Any phone with a public listing can be called without knowing the exact digits of the number, and attempts to trace the call or read phone records show the call as coming from the recipient's line. The phantom phone booth has no number for incoming calls, though it will occasionally receive calls meant for lost, or out of service numbers.
- **Route Zero:** A length of road bisects the Hollow. It juts awkwardly from a wall, plunges down a tunnel of impenetrable darkness, or disappears over a foggy bridge. Its beginning and end are troublesome to determine. Traversing the lonely road in its entirety takes one hour, during which a changeling cannot be contacted, seen, or interact with anyone who didn't begin the journey with her. At the end, anyone who makes the journey ends where they began, and gains a point of Willpower. This journey can only be taken once a day.

If purchased in two or more different Hollows, Route Zero begins in one and ends in another. All owners must agree to this at the time of purchase, but once done it cannot be undone without serious alterations to a Hollow.

••• **Size Matters:** Without purchasing this enhancement, the Hollow is only big enough for two changelings to sleep comfortably. With one purchase, a motley of five to six changelings has enough room to exist without immediate cabin fever. The second purchase turns the Hollow into a vast estate or small town, and members of a motley might not even see each other for the duration of a stay.

••• **Escape Route:** While there may be a single entrance into the Hollow, with this enhancement there's a second, emergency egress out of it. Whether a Hollow is invaded, or a clever Huntsman waits for a Lost at the entrance to her den, sometimes it's important to be able to bug out. The one-way exit is a secure place (determined ahead of time) the Merit's rating in miles from the entrance, and may only be used by the owner and her motley. At two dots, the Escape Route is access reflexively from anywhere in the Hollow.

•• **Hidden Entry:** When all members of a motley are inside a Hollow, the entrance evaporates. The difficult to be found increases by 2. As does the Wyrd requirement of forced entry. The entrance reappears when one or more members of the motley depart. While the entrance is visible, these bonuses do not apply.

•• **Easy Access:** The Hollow has no permanent entrance, and can be accessed by spending a single Glamour. This usually takes the form of a particular whistle or knock, but it works on any unlocked door. When a changeling exits her Hollow, it happens at the same location she entered.

•• **Home Turf:** Either the changeling has spent long enough in her Hollow that she knows its every secret, or she simply resonates well with it. The changeling gains the Merit's rating to Initiative and Defense against any intruders that manage to make it into her Hollow.

Unlike most Merits, multiple characters can contribute dots to a single Hollow, combining their points into something greater. An individual can purchase as many points in Hollow as she can afford, but the Merit's rating is never considered higher than five for the purpose of determining effects.

Lethal Mien (••)

Effect: Some element of the mien warped by Arcadia and the Hedge has left your character with wicked nails, sharp teeth, or some other offensive trait. Whatever aspect of the appearance has been weaponized, the changeling can inflict lethal damage innately. If something already gives your character the capacity for lethal blows, this adds 1 to the weapon rating of that damage.

These claws, fangs, spurs, or whatever dangerous element this Merit takes the form of can be turned on and off at will. This merit does not prevent the changeling from doing anything she could've done before.

Long of Days (••)

Effect: Some portion of the Gentry's agelessness has rubbed off on you, and you not feel time's passage as a mortal might. Whether this is a side effect of a kith cleaved that too far from human, part of an eon-long stay in Arcadia, or the result of an backfired oath, he will never suffer infirmity due to age. However, without the ticking clock of mortality hammering in his ear, the character has trouble understanding the flow of time. This can manifest in constant lateness, long

pauses in conversation, or an inability to grasp urgency outside truly dire situations. In some Lost, this manifests immediately. In others, it waits until a specific age and either slows, or ceases entirely.

With an already lengthy lifespan, a changeling with Long of Days begins each chapter with the Informed Condition (see p. XX) for any single, reasonable topic of his choosing. This represents a fuzzy grasp of yesteryear's experiences. If this Condition is not resolved by the end of the session, it goes away without resolution.

Many Mask (•••)

Prerequisites: Wyrd ••, Manipulation •••

Effect: A changelings is usually stuck with the same Mask they left the Hedge with. An immutable combination of remembered human traits and the drastic anatomical changes of being Lost. Some changelings develop control over the appearance of their Mask, either through intense mental gymnastics or some quirk of seeming, kith, pledge or Contract.

For a Glamour, a character with Many Mask may make a change per dot of Wyrd to one of the following: eye color, hair color, facial structural, skin tone, or remove any notable scars or abnormal features. At Wyrd 5+ he may create an entirely new Mask for a Glamour, mostly un beholden to his existing features. While he can even change the sex of his Mask, height and build remain immutably tied to the shape that lies beneath.

Market Sense (•)

Effect: Understanding the value of a product is hard enough in the mortal world, but in the Hedge relative worth is even more in question. How does one weigh the importance of a dozen cherished memories against a music box that only plays near ghosts? Is the restoration of a best friend's loyalty worth forgetting the crimes of the Vermin King? If it weren't enough that the price of these things varies wildy from dealer to dealer, not every hobgoblin trades fairly. New changelings in particular have to worry about being cheated by wily hob.

Your character is at old hand with hob merchants, and knows the cues and vagaries of the Goblin Market well enough to understand when fair is fair. He can tell a fair deal on sight, and any mundane attempts to make him believe otherwise fail. Any magical attempts at the same subtract the your character's Wyrd.

Potent Kith (• to •••••)

Effect: Your character manifests her kith in a more potent way than most of the Lost. Add your Potent Kith dots to her Wyrd for determining the effects of her kith Blessing.

Rigid Mask (••)

Prerequisite: Subterfuge ••

Effect: For you, the protection of the Mask extends far beyond the usual mortal camouflage. Perhaps you can sense the subtle magic that turns your smile into your Mask's smile, or there isn't a very good connection between your true face and the one that lets you interact with mankind. Unless you want them to, no one fooled by the Mask knows when you're lying or what you're feeling. Mortals automatically fail roll to know when you're lying or what emotions you're feeling, as do polygraphs and other lie-detecting devices. Other changelings, and beings that can see through the Mask, still have to contend with your knowledge of those ticks and tells

that give a liar away. a suffer -2 from any roll to know you're lying, or what you may be thinking.

Drawback: Intentionally dropping your character's Mask causes a level of lethal damage in addition to the normal rules (see p. XX).

Hedgebeast Companion (• to •••)

Effect: Through friendship or circumstance, the changeling has earned the trust of a creature of the Hedge. These hobgoblins are intelligent enough to converse, but generally don't stray too far in behavior from the mundane animal they most resemble. This relationship is one of mutual respect or obligation, but isn't assumed to be bound by pledge. While a pledge is possible, these Hedge Beasts are cunning enough not to enter such a deal by accident.

The Hedge Beast starts with the stats of its closest animal counterpart. By default, it can speak but not read, it has a Mask that allows it to follow the changeling into the mundane world, and it can use trods with the same efficiency as one of the Lost. The supernatural benefits of the beast are built by the following guidelines:

- Wyrd 1, up to Size 2, Merits up to five points, two dots of Contracts.
- Wyrd 2, up to Size 4, Merits up to seven points, three dots in Contracts.
- Wyrd 3, up to Size 6, Merits up to ten points, four dots in Contracts.

Note: You can find example animals in the **Chronicles of Darkness Rulebook**, p. XX.

Pledges

Beware making deals with the fae.

Much of human understanding with the fae — including changelings, Huntsmen, the True Fae, and everything in between — comes down to that platitude. And yet, note the phrasing. “Beware making deals” is cautionary, not proscriptive. It isn’t that people *can’t* bargain with the creatures from the Hedge, it’s just dangerous and usually unwise.

Pledges, though, are an integral part of life for changelings, for a simple reason: They are attuned to the Wyrd, and the Wyrd takes statement of intent very seriously. How many times a day does a person say “I promise” or “I swear” or “so help me,” but with no real belief behind those words? The Wyrd refuses to accept casual use of such phrases, and the fae are empowered to make such statements binding.

Changelings also make promises to one another, swearing oaths of loyalty, love, enmity, or simply friendship. Such oaths are made using the same power that gives the Wyrd the ability to seal statements of intent, but with very different purpose. An oath between changelings is taken with free will and full consent. To do otherwise is grave insult.

Finally, the fae can make promises of service, favors, or magic to others. The benefit to doing so is concealment — a changeling performing services to others ingratiates herself to the Wyrd, thus hiding effectively from Huntsmen (this is true in reverse, though; a Huntsman who stoops to performing a service to a third party might be demeaning himself, but he’s also a much more effective hunter because he’s harder to spot). Breaking the terms of the service, likewise, doesn’t tend to have world-shattering consequences, but it does leave the oathbreaker exposed.

Sealing

The simplest form of a pledge, a *sealing* requires that a fae being see or hear someone make a statement of intent. The intent doesn’t have to be sincere, and the fae have been taking advantage of promises made in haste or exaggeration since human beings first started using language. A man who says to his son, “I swear, next time you come home late, I’m kicking you out” probably doesn’t mean it — but to the Wyrd, that doesn’t matter. A fae being can seal that promise, and the unfortunate father will be forced to either make good on his word or suffer the consequences.

Any fae creature can seal a promise. Changelings generally do it to give themselves leverage with human antagonists or cement a bargaining position. Huntsmen do it for similar reasons, though their end goal might be to steal the hapless subject away for the Gentry.

Creatures of the Wyrd (including changelings) are, for the most part, immune to the effects of sealing. That is, other fae creatures can attempt to seal their words, but since the fae know what to look for and can detect the slight fluctuations in the Wyrd needed to seal a statement, they can undo the sealing as quickly as it’s done. A changeling *can* allow her statement to be sealed; this is usually done in order to demonstrate that a changeling has every intention of keeping her word on a minor matter. A serious declaration of intent or honesty merits an oath (see below), but a promise of something comparatively mundane (“I promise, I won’t leave until we dance”) or a promise made if

time is a factor (“Yes, truce, I’m not going to hurt you, now *get in here*”) can simply be sealed.

Most Courts don’t place any stigma on attempting to seal a statement, even if the other party undoes it immediately. To changelings, attempt to seal a statement isn’t so much an attempt to bind the other party with magic as a tacit statement that the sealing party is paying attention and expects the other changeling to keep her word. Likewise, undoing the seal isn’t necessarily a blatant declaration that the character *will* break her word, just that she doesn’t wish to be held to it magically.

Benefits

Sealing has very little benefit to the person making the statement. For the most part, the subject is simply locked into his words, forced to follow through on what he has promised or suffer the consequences. If the character follows through on what he has promised, without complaint or attempt to wriggle out, he comes through the experience wiser and fulfilled. Sealing provides no material or magical benefit, however.

For the character doing the sealing, the benefit is mainly in being able to hold something over the subject’s head. The sealer can release the effect at any time, unbinding the promise, freeing the subject from his words.

Consequences

A sealing is simple, quick magic, and breaking it has an immediate, annoying effect. Sometimes the oathbreaker feels tired or develops a sudden headache. Sometimes he experiences a brief run of bad luck. Extreme effects might include nosebleeds or subtle supernatural effects; the character’s reflection is reversed for an hour, for instance, or cream curdles in his presence.

The sealer can, however, increase the severity of the consequences by investing a bit more magic into the process. By doing so, the subject might be forced to suffer minor injuries or endure the sealer’s magic with no hope of resistance.

Systems

To seal a statement, the changeling needs to hear a subject make a statement of intent. This includes any phrase that expresses a pledge, promise, or plan to undertake a course of action. The statement doesn’t have to be something that the subject could actually complete, however.

The changeling cannot seal a statement unless she is present when the subject makes it. If the changeling were to see a person type or write a statement, she could seal it. She cannot, however, scroll through a social media feed and seal every statement of intent she sees, nor can she seal a statement if she only sees or hears a recording.

To seal a statement, the player simply spends a point of Glamour. If the subject is another changeling, she can undo the sealing by countering with a point of Glamour of her own. Both parties are aware of what happened. If a player’s changeling allows her words to be sealed, she takes a Beat.

The player can decide upon a penalty for breaking the seal when the seal is made, or when it is broken. As stated under Consequences, the penalty is fairly minor. The player

can choose from:

- Loss of one point of Willpower
- One point of bashing damage
- A -1 penalty to all rolls for one scene
- A -2 penalty on a specific Skill for one scene
- A -3 penalty for one specific roll
- A minor supernatural effect (character's reflection faces the wrong way, character causes milk to spoil, cats scratch or bite the character, etc.) for one scene

When creating a seal, the changeling can also strengthen it. Doing so requires that the player spend a point of Willpower as well as a point of Glamour. If the character does this, the player can levy a more stringent penalty for breaking the seal, including:

- Loss of ability to regain Willpower for one day
- Suffering one point of lethal damage
- Suffering three points of bashing damage
- Loss of ability to spend Willpower for one scene
- A -2 penalty on all rolls for one scene
- A -3 to all rolls with a specific Skill for one scene
- A -5 to one specific roll
- Use of one of the changelings Contracts on the target, activated when the seal is broken (player rolls for the Contract and notes the successes; effect is applied when/if the subject breaks the seal)

A seal is broken when the subject either *attempts to fulfill the promise and fails* or *becomes incapable of doing so*. For example, someone saying "I'm going to kick his ass" would fail to fulfill this promise if he picks a fight with the other party and loses, or if the other party were to die before the fight happens. If the subject had said, "I'm going to kick his ass *if he doesn't leave my sister alone*," the subject is under no compunction to start the fight if the other party does, in fact, stay away from the sister. If, however, the other party dates the sister and the subject makes no attempt to fight the suitor, the seal is broken and the consequences apply.

Sealing a Huntsman: A changeling can attempt to seal the statement of a Huntsman, but doing so requires the player to spend a point of Glamour and roll Presence + Wyrd vs. the Huntsman's Resolve + Wyrd.

Roll Results

Dramatic Failure: The Huntsman sees and notes the changeling, and can follow her. She gains the Marked Condition.

Failure: The changeling fails to seal the Huntsman's words.

Success: The changeling seals the Huntsman's statement. Huntsmen, being closer to the

Wyrd than changelings or humans, are bound more strongly by their words. The changeling can levy a heavier consequence, just as if she had strengthened the seal (see above). The changeling takes the Marked Condition.

Exceptional Success: As above, and the changeling does *not* take the Marked Condition.

Sealing in Play

Changeling players can use sealing to bind characters to their word, but without the effort required to make a bargain or an oath. Of course, the benefits are commensurately small, but the subject of a sealing doesn't necessarily know that the consequences are minor. If a character knows that the changeling is a supernatural being, capable of impressive magical feats, and understands that she is bound into a promise "or else," the changeling wields some considerable psychological power over the subject. The Storyteller should consider this kind of power to add bonus dice to Social Maneuvering attempts (probably through Hard Leverage, see p. XX).

Changelings can seal each other's words, and can gain Beats for allowing their words to be sealed. A changeling can't gain more than one Beat per chapter this way, however, and if the players are abusing the privilege ("OK, let's all go around the circle and promise to buy each other a burger so we can all get a Beat"), the Storyteller should probably disallow this use of sealing. Better yet, the Storyteller might rule that the constant minor fluctuations in the Wyrd attract Huntsmen, or that breaking such a frivolous seal carries a much harsher penalty due to the insult to the Wyrd.

Oaths

An oath between two changelings is at once a commonplace and very special occurrence. Oaths are a kind of currency to the Lost, because all of them understand that any temporal reward — money, tokens, property — could become meaningless at any moment. When everything falls apart, all a changeling has is her word, and to give that away is not to be undertaken lightly. If two (or more) changelings are willing to exchange oaths, they know — and the Wyrd knows — that they are serious about their feelings.

Oaths can *only* be sworn by, and to, changelings. Human beings and Huntsmen can make bargains with the Lost, but these are defined by what the bargaining parties will *do*, not what they *feel*. Oaths are sworn with heart, soul, and blood. Following an oath can be observed by the action the swearer takes. The same is true for violating an oath.

Changelings have a wide variety of formal oaths, used for a number of different situations. Common oaths include joining a Court (the changeling swears an oath before another member of that Court, and receives that Court's Mantle); joining a motley (motley oaths are infinitely varied, but usually include a pledge to do no harm to the other members); forming or joining a freehold (a larger-scale version of a motley oath); and declaring a duel (both changelings agree on the terms, weapons, and win conditions).

Swearing an oath binds changelings together. That binding is permanent — though a changeling can "break" an oath, doing so merely changes the parameters of the oath,

rather than erasing it. A changeling can leave a motley, but he can't take back the time he spent with the other changelings or the oath he made. A changeling might leave his lover, but he can't obviate the relationship. By making an oath, the character chooses to define himself, at least in part, by that oath.

Benefits

Swearing an oath has many potential benefits, but which ones the changeling enjoys depends on the nature of the oath and the language employed. Oaths that bind multiple changelings together, such as the oath a changeling swears when joining a motley, Court, or freehold, usually grants magical effects or bolster a changeling's relationship with the Wyrd in some way. Oaths that bind two changelings together harmoniously, such as a marriage vow or a pact of friendship, allow the sworn to bolster or support one another, and, often, to find each other wherever the other might roam. Oaths that bind changelings together in enmity, though, such as duel oaths, change both characters' destinies in sinister and fatalistic ways. The Wyrd, it seems, repays discord with discord, and harmony with harmony.

Consequences

Violating an oath is a dangerous proposition, in large part because a changeling *cannot* escape from an oath. An oath, once, sworn, defines her relationship with the other party forever. As such, if a changeling swears a motley oath, then violates that oath and betrays his motley, his relationship with them is "former motley member and traitor." He can never not have a relationship with them; their fates are entwined. The specific consequences of violating an oath are usually laid out in the language of the oath itself, but some overly optimistic changelings don't bother specifying what happens to an oathbreaker. These unfortunate changelings suffer terribly; without the words of an oath to direct its power, the Wyrd has free rein to punish the offender.

Specific consequences for violating an oath include disruption of magic (if the changeling isn't going to honor his contracts, why should the Wyrd?), sickness, a temporary dip in Clarity, or increased attention from Huntsmen. The larger problem, though, is that the changeling's status as an oathbreaker follows him. It is possible for an oathbreaker to be forgiven, but this requires him to make recompense to all offended parties...including the Wyrd itself.

New Condition: Oathbreaker (Persistent)

The changeling has violated an oath, and receives this Condition in addition to any other effects breaking the oath carries. Other changelings instinctively distrust the character. He suffers a -1 on all Social actions with other changelings, and cannot use Glamour to seal their statements. As a known liar, however, he is also immune to having his own statements sealed.

Beat: Once per session, the player can choose to automatically dramatically fail a Contract roll, or a Social action with another changeling, and take a Beat. The choice must be made before rolling.

Resolution: The changeling undertakes a sincere attempt to make restitution for his betrayal. This includes finding all other changelings

involved in the oath and undertaking whatever task they assign. It also includes receiving forgiveness from the Wyrd itself; this is sure to be the focus of a story, and the particulars are up to the Storyteller.

Systems

Any number of changelings can swear an oath. Some oaths are closed (meaning that once sworn, no new participants can be added), while others are open (meaning that new changelings can swear the same oath and receive the same benefits).

All participants must speak the oath aloud (or write it out, if for whatever reason speech is not an option), and seal it with a point of Glamour. Oaths also involve a physical gesture; two changelings swearing an oath of camaraderie might cut their hands and mingle the blood, while changelings swearing eternal love usually kiss. A changeling joining a Court might clasp hands with a ranking member of that Court, while a changeling joining a motley could embrace each of the other members in turn.

Once the oath is sworn, the benefits become available. The specific benefits to an oath vary, but can be broken down into three rough categories: societal, personal, and hostile.

Societal oaths include oaths sworn when a changeling joins a motley, Court, or freehold. The changeling gains the benefits of being part of that group. For a Court, this means that character gains a dot of the Mantle Merit and is bound by whatever restrictions that Court usually levies. For a freehold, the changeling becomes a recognized part of the local supernatural landscape; the player receives a +1 to all rolls to navigate the Hedge. For a motley, the changeling enters into a pact with his fellows. The nature of the pact varies — some motleys are made of bosom companions, some merely agree to come together when an outside force threatens them all — but the members can choose from a number of game effects (or create a new one with the Storyteller's approval):

- Once per chapter, they can treat a Contract roll as a teamwork action (p. XX). All participants must possess the Contract for this to work.
- Members of the motley can meditate for one turn, and distribute their collective Glamour evenly among the members (any leftover Glamour is consumed as a tithe to the Wyrd).
- Once per chapter, when representing the motley, a member can use the highest relevant Social Skill possessed by any member *and* apply the effects of any Merit or kith blessing present in the group. The character doesn't need the motley's permission when representing the motley...but any consequences for that character's action come down upon the motley as a whole.

Personal oaths are sworn between two changelings in support of one another; lovers, blood brothers, friends, or protectors. Changelings that swear these oaths while maintaining membership in a motley had best beware — the Wyrd doesn't care if the changeling must break one oath in service to another (and in fact, such situations seem to come up regularly for the Lost).

Changelings bound by a personal oath gain a Beat whenever they suffer a setback or inconvenience in the course of living up to the oath (maximum of once per chapter). However, a changeling expressing the emotion that inspired the oath in some obvious and

effortful manner can regain all spent Willpower, just as if he had fulfilled his Virtue. In addition, the oath-mates can choose one of the following effects (or create a new one with Storyteller approval):

- Once per chapter, one member can suffer an injury on behalf of the other. The changeling doing so suffers *all* damage that his partner would have, and cannot reduce this damage through armor, magic, or any other means.
- One member can suffer a Condition or Tilt meant for the other. This has to be decided when the Condition or Tilt is levied (if an attack blinds a character, that character's oath-mate can't take the Blind Condition the next day), but the two changelings don't have to be in the same place for this effect to happen.
- Once per chapter, the changelings can choose to swap their Glamour or Willpower pools. This doesn't affect their Willpower dots, merely the points.
- Changelings bound by a personal oath can always find each other. If one is in the depths of the Hedge, hiding in a new city, or even, some say, among the dead in the Underworld, the other party can seek him out. Having the oath doesn't change the time required or the trials endured to seek out the other member, but the oath allows unerring tracking.

Hostile oaths indicate undying enmity between two changelings — literally, they can never not be enemies once the oath is sworn. Hostile oaths usually don't last very long, as the changelings swearing them often fight to the death shortly after doing so. Hostile oaths don't carry much in the way of mechanical benefit, except that a changeling involved in one gains a Beat when his enemy wounds or inconveniences him (once per chapter). A changeling gains a point of Willpower during any scene in which he wounds or inconveniences his enemy.

Bargains

Human tales of the fae are replete with accounts of faeries performing tasks for people — spinning straw into gold, crafting shoes or other goods, cleaning houses, cooking fantastic meals, or otherwise using their supernatural acumen on behalf of humanity. The humans in these tales sometimes have to repay the faeries' kindness, and sometimes are taken aback by the price.

In truth, though, changelings make bargains with people because doing so disguises them. If a changeling has an agreed-upon function within human society, Huntsmen have a much more difficult time finding her. Of course, she has to keep up her end of the bargain — and in order to reap the benefit of the bargain, that bargain must be ongoing.

Changelings make bargains with human beings for another reason, though, quite apart from the increased ability to hide from the Huntsmen. Bargains make changelings feel like they belong. Ripped away from their families, forced into servitude and escaping through a nightmare of thorns, changelings are, as their sobriquet implies, Lost. A bargain with people requires *contact* with people, and forces the changeling to rediscover and interact with a world she thought forever taken from her.

In order to make a bargain with a person, the changeling has to reveal her true nature. She doesn't have to be honest with the mortal about the particulars of her situation, but she has to appear to the person without her Mask and propose the terms of the agreement.

She can promise anything she wants to the person, but in order to gain the benefits of the bargain, she has to be capable of making good on her promise. Changelings should therefore take care to bargain for services they have the Skills or Contracts to provide, though it's not unknown for a changeling to bargain with one person to provide a service that another person she has bargained with is actually going to provide (changelings should beware, though — it just takes one misstep for the whole web to break).

Benefits

By making a bargain with a human being, the changeling gains a kind of camouflage with respect to the Huntsmen. This protection extends beyond the Mask — all changelings have *some* degree of concealment, but the magic that makes human beings see them without their fae features only extends so far. A bargain gives the changeling a place among mortals, and tricks the Wyrd into assuming that the changeling *should* be there. Huntsmen, therefore, see the changeling not necessarily as human, but as a natural part of the landscape, a faerie feature that is and has always been. A bargain isn't foolproof, of course — Huntsmen are persistent and powerful, and have many ways to ferret out the Lost.

Consequences

Breaking a bargain with a person doesn't carry a heavy consequence for the changeling in question, at least in comparison to breaking an oath. The changeling simply loses the benefits of the bargain, meaning that she is once again exposed to the Huntsmen. This is, of course, a potentially fraught situation, depending on who's looking for the character at the time.

Depending on the scope of the bargain in question, the changeling might also gain the Notoriety Condition (p. XX).

The human participant in the bargain needs to live up to his end, as well, or suffer the wrath of the Wyrd. The most common punishment for a human being failing to honor his part in a bargain is being snatched away by a Huntsman. This isn't because of specific wording in the bargain (most changelings wouldn't wish being taken by the Gentry on their worst enemies, much less some hapless person who just forgot to set a pie on his windowsill), but because of the nature of the bargain. Just as a kept bargain shields a changeling from the Huntsmen, a broken one shines a harsh light on whoever would be caught cheating the Wyrd.

Systems

Changelings cannot swear bargains with other changelings, and prefer to do so with human beings. Magical beings unaffiliated with the Wyrd can agree to bargains, but doing so sometimes has strange side effects. No matter the nature of the other party, the changeling must appear to him without her Mask, and propose the bargain. Most changelings observe human beings for days or weeks, discerning simple tasks that they can perform in order to strike a bargain. The bargain is usually an ongoing task — a changeling might offer to clean the human's house once a week, or sew her a dress once a month, or grant her pleasing dreams three nights a week.

Once per story, when the changeling devotes time and energy (at least once scene) to fulfilling a bargain, the player takes a Beat. The main benefit for a changeling, though, is

that Huntsmen have a more difficult time tracking them down — to the Huntsmen's sense, the changeling appears human. In game terms, for every active bargain that the changeling enjoys, all hunting or investigation rolls to find her suffer a cumulative -1 penalty. This penalty has no upper limit (though of course, the changeling needs to be careful not to overextend herself).

The subject agrees to provide something in return, but it doesn't have to be commensurate with the service the changeling is providing (since the point of the bargain, from the changeling's perspective, isn't what the human can provide anyway). Some changelings simply ask for money or valuables, while others ask for goods they can sell or trade. Clever changelings word their bargains so that the subject has to provide a seemingly innocuous service sometime in the future, and build up a bank of favors. The game mechanics of such favors, if any, are up to the Storyteller, but an appropriate use would mimic the effect of a one- to three-dot Merit, once per story.

Goblin Pledges

Goblin Pledges are an additional type of pledge that Storytellers may use in their games. By taking this Merit, characters gain a connection with specific aspects of the Wyrd in a similar, though much weaker version of the innate connection the Others have. Changelings with this connection are able to craft pledges with aspects of the Wyrd directly, without needing another being to act as witness or go-between as normal. While neither Seeming- nor Court-specific, certain aspects will be more or less attractive to different types of Changelings, and it is not unheard of for motleys, Courts, or even entire freeholds to have a connection with the same aspect of the Wyrd.

Goblin Vow (• to ••••)

Your character has the ability to craft pledges with an aspect of the Wyrd itself, negotiating with it directly as though it was an individual. For each dot she has in this merit, she has a connection with one purview of the Wyrd. These purviews are specific subsets of larger aspects, similar to the way Skill Specializations are a narrower focus of a broader skill. “Time” is too broad of an aspect to have a connection with, as is “evening”, but “high noon”, “rush hour”, “the witching hour”, and “the eleventh hour” are all acceptably narrow aspects. Similarly, “love” is too general of a purview, but “unrequited love”, “jealous love”, “broken hearts”, and “true love” are appropriate purviews.

Benefits

As the character is making a bargain with an aspect of the Wyrd itself rather than a mortal or another changeling, the favor granted by a Goblin Vow can be much more flexible than from other pledges. The benefit asked for must still make sense given the purview of the Wyrd the character is dealing with however. Animal purviews could grant the senses, reflexes, locomotion method, or defenses of the specific animal the character has a connection with. Making a deal with Earthworms for example could allow the character to squeeze through small cracks, dig at an increased rate of speed, give them the ability to “see” by detecting vibrations, or even grant the ability to consume soil as sustenance. The purview of “Roses” could cover a changeling’s limbs in tough, waxy thorns, improve their climbing ability, surround them with a pleasant perfume, or allow them to remain upright in the face of a violent windstorm. It could not grant the ability to see in the dark or breath underwater however. Using Goblin Vow to make a pledge with the Wyrd does not cost any Glamour, making it an attractive choice for changelings who are low on resources or have run out of options.

Consequences

Just like a sealing made with other changelings, a character who breaks a pledge made with an aspect of the Wyrd suffers an immediate, negative effect. As the entity being dealt with is the magic itself, rather than someone channeling a trickle of that magic, the consequences for breaking a Goblin Vow are more severe than normal. The completely inhuman nature of the Wyrd also means the punishment levied for a broken or unfilled promise rarely make sense. For this reason, many changelings stick to the relative safety of Contracts and pledges made with other Lost, rather than bargaining with the Wyrd directly.

Systems

A changeling with the Goblin Vow Merit can craft a pledge with any aspect of the Wyrd they are connected to, just as if they were making a sealing (**see p. XX**). In this case however, the character promises to take a course of action in exchange for a favor granted by the Wyrd, and then spends a

point of Willpower to signal their sincerity. The entity sealing the changeling's promise must be present to witness the promise as normal, but as the character is dealing with an aspect of the Wyrd, only in extreme circumstances could that prove to be difficult. A changeling walking along a city street would have no problem making a pledge with the purviews of Electric Lights, Cockroaches, or Cement, for example, but getting the attention of Candle Flame while struggling across a snow field in the midst of a raging blizzard would be more difficult. Note that unlike a normal sealing, players do not take a Beat when they allow their promise to be sealed by the Wyrd.

When making the promise, the player states the benefit they desire from the purview of the Wyrd they are connected to, the duration of time they wish to receive the boon for, and the task they will perform in return for the favor. Asking for a smaller favor or gaining the benefit for a shorter time allows the changeling to promise a less demanding task, while asking for a larger favor or gaining the benefit for a longer duration requires them to promise a particularly dangerous or taxing task.

Minor favors require the changeling to promise to perform an action that is relatively easy to accomplish. This could be frequently doing something that requires practically no time and effort, or performing a one-time action that takes only a little time to complete and involves no risk of harm. Minor tasks can almost always be performed as part of a normal daily routine and don't require any change in behavior. Always jumping over a certain pothole that lies along the way to work, placing your shoes so that they point towards the door after taking them off, or delivering a package to someone in another part of town are all examples of minor tasks. The benefit granted in exchange for the promise of minor tasks include:

- A +1 bonus to all rolls
- A +2 bonus to all rolls with a specific Attribute
- A +3 bonus to all rolls with a specific Skill
- Gain a new Merit at one dot, or increase an existing Merit by one dot
- Gain a new one dot Contract, or increase an existing Contract by one dot

Medial favors require the changeling to promise to perform an action that will take some effort to accomplish. This could be some regular and constant activity that forces the character to expend a small amount of time and resources, or a single task that will be difficult to achieve and may result in physical harm. Medial tasks often require changes to a character's daily routine and usually force them to alter their behavior in some small way. Providing a warm meal to any and all who ask it of you, keeping the street you live on clear of garbage, never using an elevator, or accompanying someone on a trip through rival gang territory are appropriate tasks. The benefit granted in exchange for a promise of medial tasks include:

- A +2 bonus to all rolls
- A +3 bonus to all rolls with a specific Attribute
- A +5 bonus to all rolls with a specific Skill
- Gain a new Merit at two dots, or increase an existing Merit by two dots
- Gain a new two dot Contract, or increase an existing Contract by two dots

Major favors require the changeling to promise to do something that can only be achieved through constant effort and attention, or by performing a one-time action of extreme difficulty or danger. Major tasks force the character to completely rearrange their lives to accommodate the promised action and often require a noticeable change in behavior. Caring for a bedridden friend, making nightly patrols around a neighborhood known for frequent violent crimes, never stepping on a

shadow for any reason, or transporting something across an ocean are examples of major tasks. The benefit granted in exchange for a promise of major tasks include:

- A +3 bonus to all rolls
- A +5 bonus to all rolls with a specific Attribute
- A +7 bonus to all rolls with a specific Skill
- Gain a new Merit at three dots, or increase an existing Merit by three dots
- Gain a new three dot Contract, or increase an existing Contract by three dots

The duration of a Goblin Vow's benefit is normally one day for a minor favor, one week for a medial favor, and one month for a major favor. This is also the length of time the changeling must perform their promised action for (or the amount of time they have in which to complete their one-time action), as well as the duration of the sanctions applied by the Wyrd if they break their promise. Just like other pledges the Wyrd does not differentiate between a character choosing to not follow through a promise and being unable to; all that matters is that the promise was not kept. If a changeling breaks a pledge made with an aspect of the Wyrd, the character gains the Oathbreaker Condition, as well as suffering a penalty equal to the level of favor they received. So a minor sanction could be a -1 penalty to all rolls, a medial sanction could be decreasing a Merit by two dots, and a major sanction could be a -5 penalty to all rolls with a specific Attribute. Note that the nature of the sanction does not have to be related to the nature of the benefit granted; only the level needs to be the same.

Reducing the duration of the benefit allows the changeling to increase the level of the favor without increasing the duration or of the promised action, to reduce the amount of time they must perform their promised action for, or to reduce the level of the sanction if they break the pledge. Increasing the amount of time the changeling must perform their promised action for allows the character to increase the duration of the benefit. The time steps are: one action, one scene, one day, one week, one month, and one season.

Example: *Shandra Silverscales, a Waterborn who has the Goblin Vow Merit ••• (Eels, Murky Water, and Sewers) is trapped in the bathroom of an unfamiliar house after a meeting with a rival court went sour. She's out of Glamour and can hear the tread of at least three pairs of heavy boots outside the door. Desperately, she turns on the tap, spends a point of Willpower, and whispers a promise to the water swirling down the pipes to the sewer: "Flood this house with water to let me escape, and I'll keep every storm drain and gutter I see clear for the next week." Her player tells the Storyteller she wants to use Control Elements, a three dot Contract the character does not have. The player decides she only needs to use the Contract for a single scene, which is three steps away from the normal duration of one month, allowing her to reduce the duration of the promised task to one week (one step) and the level of the sanction to minor (two steps). The player gets an exceptional success on their Contract roll, water floods the first floor of the house, and Shandra, now in her element, easily escapes. For the next week she dutifully clears away the debris from every storm drain and gutter she comes across.*

The Hedge

Some people say that pain makes you stronger.
Anybody who said that has never really been hurt,
or they're lying to themselves. Anybody who said
that has never walked the Hedge.

The Hedge is both a place and a path. Or more appropriately, a series of paths. A hub of paths. If you walk the paths, you can find yourself somewhere wondrous, somewhere terrifying, somewhere a little bit of both. If you stray from the path, you find pain. Like every literal hedge, the Hedge is a place of thorns and brambles. But in many cases, those thorns and brambles are figurative.

The Hedge is mostly a path between the human world, and Arcadia. The Hedge eschews rules, both human and fae alike. In the Hedge, time and space are dramatic devices at best, utterly warped at worse. Mass is a treat to be savored sometimes, but not always. The Hedge has its own rules, and you enter and leave according to those rules, or you find yourself trapped and shredded by the thorns.

Every one of the Lost traversed the Hedge at least once, on her escape from her Keeper. The Hedge is of course a dangerous place, and doubly so for the Lost. Relative proximity to Arcadia means a very real risk of capture, of a return to dread captivity. That said, clever Lost find great function in the Hedge – it can make for relatively safe travel, it provides wondrous goblin fruits, and some even take haven in little hollowed-out Hedge dwellings. Almost every one returns at some time or another, some with alarming frequency. Also, humans can enter, under the right (or wrong) circumstances. This almost always means the person's life is in grave danger. Leaving is often a more complex proposition for humans, while paradoxically easier for the Lost.

Metaphysics of the Hedge

Imagine a place built from the insecurities, fears, and wants of everyone nearby. Imagine that as new people enter and leave, the place mutates and warps to amalgamate new ideas with old. Picture strong ideas consuming weaker ideas, picture existential dread consuming disquiet, and all-consuming lust devouring subtle curiosity. Picture all of that, and then make those ideas solid, solid and physically painful.

In the Hedge, jealousy doesn't sting, it pricks and snags your skin like an outturned corner of sheet metal, like the one you'd cut yourself on in your dad's toolshed, the one that made your mom rush you to the hospital over because she was worried you had tetanus. Take a dark alleyway, and line it with thousands of that little metal spike, and toss a few hundred on the ground, and you're starting to understand the Hedge. Now mix those spikes with all the little nicks and cuts and bruises experienced by everyone that wanders through that alley. The bits that hurt the most jut out the furthest. The ones people will never get over, those block the path so you have to climb over them or duck under them.

What hurts you will always come back to hurt you and your loved ones again. That's the Hedge.

Pain and the Hedge

Let's talk just a little about pain. There's a rule in the Hedge: If something stops hurting, the Hedge stops embodying it. Some read this rule to suggest that literally everything in the Hedge causes pain. That's completely false, and a simplified view of the place. It'd be more appropriate to say that everything in the Hedge *could* hurt.

Let's explore an example. You know that boy in high school who you really wanted to ask you out? It doesn't hurt when he finally musters the courage to ask you out. In fact, you eagerly look forward to that day. You dream about it. You run circles, practicing what you'll say to him when he finally confesses his feelings for you. Then he asks you, and your heart falls to your stomach. You cry a little the first time he holds your hand. It's beautiful and perfect and you want nothing else. The Hedge can be that. Don't you want that?

But what about afterward? How does it feel when your father threatens to disown you for taking a boy home? How does it feel when he flirts with the guy who bullied you in grade school? How does it feel when he gets drunk and calls out someone else's name? How does it feel when you wake up one day and he's not there, and he's never there again? It fucking hurts. It hurts more than any spike, any thorn, any car crash. The Hedge can be that, too. What? You don't want that, too?

So, the Hedge isn't all spikes and whips and rust and blood. Some of it is smokey-eyed come-hither looks. Some of it is the pie your mom made you before she died. Some of it is the feel of silk, or the weight of gold in your hand. Some of it is the childish wonder of magic made flesh, of sorcery and enchantments and quests and dragons and eternal adventure. But some of it is spikes. All of it could hurt. And if it starts hurting, it goes away once it stops hurting.

Much of the time, that hurt comes from facing the reality. It's empowering to don yourself in mirror-finished platemail, charging into the cave to slay the dragon for your beloved. It's the dragon your foster mother told you about growing up. It has scales of brushed and polished platinum. It sits atop a pile of treasure, including but not limited to the lost texts of the Library of Alexandria and the magical trident held by the king of Atlantis. But at the end of that tunnel, there's a dragon, and it's very real, and its teeth are very deadly. Just because it's beautiful and wondrous doesn't mean it can't eat you alive. The Hedge can be beautiful, but make no mistake, it can eat you alive.

Rules of the Hedge

In a direct, literal sense, the Hedge is thought and feeling given shape and life. It's like one of those little plastic fish that curl and contort based on your body temperature, but it responds to pain and trauma, or more importantly, the things which could potentially cause pain and trauma. There aren't a lot of hard rules in the Hedge. But these few things are always true:

- It's always easy to get lost in the Hedge.
- The Hedge will never stay the same, unless reshaped masterfully.
- If something stops hurting, the Hedge stops embodying it.
- The Hedge loosely corresponds to a real-world analogue.
- The technology and trappings of the human world are never reliable.

The Hedge is consistent from person to person. If I see a jagged spire of bone, you see a jagged spire of bone. If that spire mutates into steel because your father died

impaled on a hay hook, I see that as well as you do even if I don't know why. But if something is relevant to a given viewer, he knows. Even if he doesn't want to admit it, or even if he doesn't remember the pain in question, he knows it's his pain.

While in the Hedge, one can usually see hints and evidence of a human world analogue. If she wanders the Hedge of Detroit, she'll see hints of buildings, cars, and factories even as they're consumed and lost under brambles. Some of these objects will even directly correspond to things on the other side. But more appropriately, objects in the Hedge are iconic, essential examples of things that appear in local dreamscapes and feelings. Things deeply ingrained in the human zeitgeist will have direct references within the Hedge, but never the right size, shape, or location. In fact, size is more likely to correspond to the concept of size that many people hold for the object, than the object's actual size. For example, the Mona Lisa is quite a small painting, but most people think it's a large painting. In the Hedge, an example of the Mona Lisa would be much larger than the real thing.

This is also to say, so long as the trappings of civilization exist, a changeling can be relatively certain they're still in space corresponding to civilization, and likewise with wilderness. Places truly forgotten simply cease to exist. Places that feel like they take too long to traverse, like the New York City streets, tend to feel longer in the Hedge. But not everything in the Hedge is along a path. Many things remain off the path, in the brambles. This means risking harm, if one wishes to travel through.

Time has a similar bend. Every little place, every path, every room, has a different concept of time. In some places, it passes quickly. In some, it doesn't pass at all.

The Lost can enter the Hedge through any door in the human world. They must leave through established entrances and exits, though. Humans can only enter and exit through very specific rituals and entrances. Every door has a "key", a method for opening that particular path into the Hedge. Finding a key from the human world to the Hedge is far from impossible. But most humans don't realize that a key is not a two-way affair – a door may have a separate ritual for returning. This usually means dealing with the denizens of the Hedge, or often being lost forever.

Within the Hedge

The Hedge can be a very dangerous place for anyone. But for lost, it's particularly bad. The Hedge puts them closer to their keepers, and closer to enslavement. Time in the Hedge erodes one's clarity. Just entering the Hedge is only a definitive concern for the highest clarity changelings. However, remaining in the Hedge weathers even the strongest mind. Also, when in the Hedge, a changeling cannot hide her true appearance. The mask simply ceases to work within the Hedge. The mask requires human logic and the power of human minds to work. The Hedge does not abide by these rules. In fact, if a human sees a changeling stepping through a gate to the Hedge, he sees her true form. This has caused many humans to pursue changelings into the Hedge. No amount of glamour or power will allow the mask to persist within the Hedge. This also means that Huntsman will have no trouble identifying a changeling within the Hedge.

On the other hand, the hedge offers quick passageway between points in the human world. As well, changelings are known to carve out a little safe places for themselves in the Hedge.

Integrity in the Hedge

The hedge weathers ones clarity because it's a place that does not make sense. It does not hold itself to consistent rules, and human thinking and logic simply do not exist here. So, a changeling trying to maintain a grasp of normal reality cannot manage in the hedge for long without beginning to question her understanding of the universe. Maintaining the semblance of a normal human life is not possible in a place where the rules of human existence do not apply.

Clarity erodes in accordance with the Clarity rules on p. XX.

This problem is not restricted to changelings alone, however. Humans also risk their mental Integrity when traveling the hedge. Not only is the hedge a physically dangerous place for them, with supernatural threats and thorns all around, it also makes one question their very existence. The hedge is a place of pain, of suffering, and these very pure human feelings are typically hidden behind a patina of civility and rational thought. Not so in the hedge. In essence, people in the hedge see human emotion in its rawest form, and nobody is really prepared to handle this.

Integrity erodes in accordance with the Integrity rules on p. XX.

Other supernatural creatures are not immune to the draw of the Hedge. Their equivalent traits to integrity and clarity erode similarly. This is too complicated a topic to deal with in this space, but if your chronicle has other supernatural characters in it, and the traverse the hedge, Storyteller discretion should be used to determine erosion of equivalent traits. Use Integrity and Clarity as a baseline – characters with more “human” systems should favor rules like Integrity, whereas more mystically-inclined or inhuman systems should favor rules closer to Clarity.

Reshaping the Hedge

As noted, the Hedge is a psychoreactive place. The Hedge responds to thoughts and feelings. Changelings, and those experienced with the hedge realize this fact, and can manipulate the shape of the hedge accordingly. This means thinking the strong things necessary, or feeling the strongest sensations necessary toward the thorns and brambles. This of course is a dangerous proposition, as emotions that one forces upon oneself are very real, despite being artificially inspired. A character wishing to manipulate the hedge with pure, unadulterated rage must feel that rage, and let it seethe through her. In a place of limited logic and reason, this is doubly dangerous. Letting emotions rule one self can be the end of a changeling lost in the hedge.

This is not an ability limit it to changelings, however. Self-aware humans can quickly come to realize the hedges malleable nature, and how it corresponds with their feelings and thoughts.

Invoking Emotion: A character wishing to manipulate the hedge must draw and emotion deep within himself. This does not require a dice roll if the emotion is already being represented with a Condition. Otherwise, drawing upon such an emotion requires a Composure + Empathy roll, with a penalty for weak or irrelevant emotions, or extra dice for strong or contextually relevant emotions. Glamour can be spent for additional dice on this roll, on a one-for-one basis. Essentially, your character “swallows” the Glamour, absorbing it as raw emotion to fuel the feeling she wishes to inspire within herself.

When making the dice roll, choose or craft a Condition to adopt.

Roll Results

Dramatic Failure: As with failure, but the Condition becomes Persistent.

Failure: The Storyteller may pervert the Condition toward a negative aspect. Love might become obsession. Make the Condition negative, and give -2 on relevant dice pools related to the Condition.

Success: Your character gains the desired Condition. However, if it's a purely positive Condition, you do not gain a Beat when it's resolved.

Exceptional Success: Your character gains the desired Condition.

With exceptional success, your character gains that Condition. With success, the Storyteller can choose a similar Condition, but one reflecting a similar emotion. With failure, the Storyteller chooses a magnified form of that Condition, doubling all negative effects, or adding negative effects equal to a selective -2 penalty where there might not have been. On a dramatic failure, not only does the Condition pervert toward the negative, but it becomes Persistent.

Warping the Hedge: Manipulating the Hedge requires a roll, either Manipulation + Empathy + Wyrd, or Dexterity + Crafts + Wyrd. The Dexterity + Crafts form requires actual, physical manipulation of the space with hands, or with tools made from the Hedge. As with the other roll, Glamour can be spent to add dice. This can be done quickly and roughly as an instant action, or slowly over time as an extended action, with each roll representing an hour's work. And because changelings possess a Wyrd rating, they'll always be superior to humans attempting to shape the Hedge.

As well, the Storyteller should apply additional dice or penalties depending on the circumstances. As a rule of thumb, if the change would grant a dice bonus to other actions, or cause damage, apply that modifier or damage rating as a penalty to the warping dice pool. For example, if you wish to make a pitchfork that adds a +1 equipment modifier, and does 2 lethal damage, that would deliver a -3 penalty to the roll. If the character has been near that point in the Hedge for a day or more, add a die. After a week, add two. A month adds three, a year four, and two years or more gives five additional dice.

Characters with the Hollow Merit working within their Hollow add their Merit dots to the dice. Characters in another character's Hollow subtract that Hollow Merit from their dice pool. That level of identity, of ownership makes stronger, more permanent modifications easier, while resisting others' manipulations.

Roll Results

Dramatic Failure: Your character pushes against the Hedge, and it snaps back like a vicious rubber band. It warps and grabs her with its thorns, causing 1 lethal damage and holding her in place. For the purpose of the hold, this is considered cold iron. Escaping capture requires a combined five successes on actions to break captivity, such as Strength + Athletics or similar actions. Each roll causes 1 lethal damage to your character, regardless of whether she or someone else was attempting to break the hold. If any Huntsmen are in the area, they become immediately aware of her location.

Failure: The change does not take place. Further attempts require a point of Glamour, which prohibits most human characters from attempting in the same place, on the same things.

Success: Successes go toward reshaping the Hedge, as noted below. Every day that passes, one success's effect fades as the Hedge becomes something else again. Note that with an instant action, the same object cannot be warped again by the same changeling until it fades back into its original shape. Note that this means any significant reshaping requires an extended action.

Exceptional Success: Not only do successes go toward reshaping the Hedge, but your character makes a very rare permanent mark on the space. Her adjustments cannot be undone, even by another reshaping the Hedge again. These spaces or things may be destroyed, but never reshaped.

Successes can be used for the following adjustments to the Hedge. Note that affecting 1 Size is "free" and does not require successes. This is a very abstract system, both for space, and because the Hedge is a largely abstract place. Storyteller discretion is paramount. Always favor dramatic appropriateness.

Adding the Semblance of Sentience

Characters with a knack for changing the Hedge, those who have invested at least 25 successes into crafting and changing their space and who have spent at least a week in the Hedge can imbue spaces with a bit of emotion, and thus a semblance of sentience. This doesn't create true, living things, but instead creates simple autonomous behaviors in otherwise inanimate objects. For example, a flower imbued with a sense of rage might lash out at passers-by, or the same flower imbued with lust might gently caress those walking through its path. The character never truly knows what an object will do when infusing a space with an emotion.

New Merit: Master Shaper (•, ••, or ••••)

Prerequisite: Empathy ••, Crafts ••

Effect: Your character can not only imbue a semblance of sentience into an object or space in the Hedge, but can give it a spark of intelligence and independent animation. By spending a Glamour (or Willpower for a human character), she can infuse her reshaped, semi-sentient creations with a Mental or Social Attribute. This Attribute has one dot with the one-dot version of this Merit, two dots with the three-dot version of this Merit, and three dots with the five-dot version of this Merit. With a point of Willpower, she can also infuse a single Skill into an item. A single purchase of the Merit applies to all Attributes – you can give Presence •• and Manipulation •• to an object with Master Shaper ••• for instance – but each Attribute must be applied with a separate warping action.

A thing with Mental and Social Attributes can react to stimuli, and can achieve limited communication depending on which Attributes it has. For example, a book with Intelligence but no Presence can impart knowledge, but might have no discernible personality. The object is still influenced greatly by the governing emotional Condition which created it.

Objects with granted Skills can increase those Skills over time, with practice, communication, and teaching. This typically takes at least a year of active, part-time study per dot desired. So, for example, if a

changeling wishes to teach a book Science at four dots, this would be a ten year task (the first dot coming with the Merit immediately, then two years, three, and four years).

CHART ME

Successes Adjustment

- 1 Affect +1 Size worth of the environment
- 2 Add an Environmental Tilt to a space
- 1 Change a minor physical property
- 2 Change a major physical property
- 1 Minor aesthetic modifications
- 2 Major aesthetic modifications
- 3 Making the space sensually indistinguishable from its previous form
- 1 Add or subtract 1 Size
- 1 Add or subtract 1 Durability
- 1 Add or subtract 2 Structure
- 1 Imbue with a semblance of sentience (see sidebar)

END CHART

Over time, the successes in a warping fade except in the case of an exceptional success. This fading brings the object back to its previous state. Objects can be reasonably moved, permitting the object could otherwise be moved. For example, a knife crafted of the Hedge's thorns could be carried elsewhere in the Hedge. However, outside the Hedge, these objects decay rapidly. Instead of reverting to an original form, they become desiccated waste. A shield made of a metal grate from the Hedge might fall into a rusty, brittle grid when brought into the human world. Characters can use a point of Glamour each day to delay this decay.

The Freehold's Hedge

Another way the Hedge can be reshaped on a semi-permanent basis is by freeholds. The ruler of a freehold manipulates the nearby Hedge, which subtly twists and bends to suit the freehold's identity. These are an amalgamation of the freehold's tale, and the ruler's own personality. These changes remain so long as the ruler remains in power. Often, rulers use this as a sort of defense mechanism for the local Hedge. In some cases, it's served as an "early warning system" for those freehold members in the Hedge, as they knew when their ruler was deposed and could avoid going back to the freehold.

In game terms, a freehold ruler has access to a number of effective successes equal to the number of freehold members with Mantle 5 for the purposes of reshaping the Hedge with Tilts, physical properties, aesthetic properties, or minor sentience. These pseudo-successes do not need to be spent on Size, as this phenomenon affects the entirety of the space. She may reshape the Hedge beyond this point, but those changes are temporary as any.

Travel in the Hedge

Of course, the Hedge is a dangerous place. Why would anyone want to go there? How does travel occur? The reasons are as numerous as the visitors, but certain trends emerge. Travel is dangerous, but can be made far less dangerous with a little knowledge.

Why Changelings Delve

Changelings have many reasons to risk the Hedge. Here are a few of the most common:

- **Icons:** The Lost leaves a piece of themselves behind when escaping Arcadia, that piece is lost in the Hedge. If she finds that Icon, she can help keep the Huntsmen away for some time. However, with time, Icons fade back into Arcadia. See p. XX for Icons, and see The Mark of the Hunt for the effects of a Huntsman finding an Icon, on p. XX.
- **Hedge Duels:** With fast, clever reshaping, the Lost can battle within the Hedge using environments as weapons. See below for details.
- **Hollows:** With time and reshaping, changelings can carve out their own little niches of the Hedge. Many use these to safely grow goblin fruits or to avoid the rest of the world for a time. This is represented with the Hollow Merit (p. XX).
- **Travel:** Sometimes, a path between point A and point B in the human world is faster in the Hedge. Sometimes, it's simply less obtrusive. Or, if a changeling knows the whereabouts of a Huntsman in the human world and wishes to pass by undetected, the Hedge is an invaluable resource.
- **Goblin Fruits:** Goblin fruits are a very palpable, very real benefit of the Hedge. These strange foods have mystical effects, you can find more on p. XX.
- **Changing Seemings:** When a changeling flees Arcadia, her method of escape defines her Seeming. However, she can change this with a quest through the Hedge, to the gate of her Keeper's realm. This is a trip not taken lightly, but it happens sometimes. This is particularly important to the rare changelings without Seemings, or Loyalists (p. XX) who wish to redeem themselves and claim a Seeming.
- **Personal Reasons:** The Lost may traverse the Hedge for any or no reason at all. Motleys may simply wish for adventure. Some just wonder if they can. Some seek to find escaping changelings, and aid their flight.
- **Dreams and Dream Bastions:** Changelings travel through the Hedge to access dreams. While this is a very common reason for visiting the Hedge, you can find more thorough discussion of the topic on p. XX.

Why Humans Visit

Most of the time, humans accidentally visit the Hedge. They walk into a circle of mushrooms and use a random word that happens to allow entrance. At 11:59pm, they look into an ancient clay vase found at an antique store. They stumble upon an old skeleton key when cleaning out their late grandfather's house. These things happen. But sometimes, humans choose to visit the Hedge. This is often because they visited once, managed to escape, and realized they could use the same method to return.

- **Curiosity:** The Hedge is a strange and wondrous place, if dangerous. If you could travel to another world, where nothing worked the way you expected, where you saw

monsters and fairies and stranger things, would you go? Enough people would say yes to that question.

- **Knowledge:** Some people in the **Chronicles of Darkness** know a little too much for their own good. They know fairies exist. They know that eldritch rituals can take them to their home. So, they pursue.

- **Blood:** Some humans are tied by family to the fae. Some learn that their relatives are fetches. Some find out their loved ones have been abducted by alien forces. These people often find themselves in the Hedge.

These are just some of the reasons a person might end up in the Hedge.

Why Others Visit

Other creatures visit the Hedge. For example, curious, overconfident mages might find the realm enticing. Vampires might relish the idea of another world where time doesn't pass, so they don't have to drink blood. These are all rare, fringe cases, each worthy of their own stories.

Entering the Hedge

Changelings can enter the Hedge in many, many places. Any opening, arch, doorway, or even mirror or other reflective surface can serve as a gateway to the Hedge, if it's big enough for the traveler to pass through. A single point of Glamour and a touch does the trick. For a number of turns equal to the changeling's Wyrld, the gate will stay open after she passes through. Once she's opened a given gateway, it closes but still remains a gateway indefinitely. Other Lost do not need spend Glamour to open that particular gateway in the future. Lost and fae creatures see that place as a gateway, unmistakably.

Leaving the Hedge occurs by the same means. Simply find a gateway, and open it up.

Humans, however, have a harder time. They can use the following methods to enter the Hedge.

Following Others: Lost leave gateways temporarily opened once they step through. Humans can pass through behind them.

Keys: Legends of lost and haunted places, of fairy circles and other paths from this world are often Keys, methods for opening gateways into the Hedge. One common, popular legend is that of alien abduction.

Vice: Any time a human indulges her Vice (see p. XX) near a gateway, roll Wits + Composure with a -5 penalty. With success, she sees the gateway for what it is, and on the other side, she sees something that appeals perfectly to her Vice. If she crosses through the gateway, it slams shut. Usually, but not always, the object of her desire turns out to be an illusion. When it doesn't, the story goes much, much darker.

Other supernatural creatures can follow fae creatures into the Hedge, or use Keys to access gateways. Vices do not trigger for the supernatural. Some rumors suggest otherwise, but if true, it's immensely rare.

Leaving the Hedge

Leaving the Hedge works the same way as entering. A changeling can open a door, or find an active gateway. In dense areas, like urban spaces, she can find an active gateway with an extended Intelligence + Investigation + Wyrld action. Normally, each roll takes ten minutes. In less populated areas, it takes an hour per roll. In mostly

uninhabited wilderness, it takes a full day per roll. The action requires twelve successes, minus her Clarity. A loss of Clarity warps her perspective, making potential gateways look like nothing at all, or covered space.

Navigating the Hedge

Navigating the Hedge is always complicated, usually dangerous, and never boring. As the paths change and warp, even relatively familiar paths are always something of an adventure.

In your chronicles, navigating the Hedge is as easy or difficult as you see fit. If your players use the Hedge to expedite travel, and you just want to move on with the story, they can make it through, glossed over. If you want to make a random trip through the Hedge the focus of a multi-story arc, you can do that as well.

Also, the time between points in the Hedge is malleable. When players leave the Hedge, determine how long has passed. This should always be decided for dramatic appropriateness, never as a “punishment”.

As a Storyteller, the Hedge is a perfect opportunity to try out experimental and creative storytelling techniques. Do you have an utterly fucked-up soundtrack playlist in mind? Here’s your chance. Do you want to pull off an Alice in Wonderland style surreal fantasy story? This is a great place for that. Do you want to tell a classic American road trip story but twisted like Fear and Loathing: The Lost? Perfect, go ahead and do that. This clearly shouldn’t be every single Hedge travel scene, but it can be a great way to break up tension and pacing. Do you feel like your players are maybe progressing too quickly through a plot you haven’t finished planning out? Great, use the Hedge for a “monster of the week” story to give yourself some time and breathing room. Is everything always high drama to the point where you’re almost fretting Saturday’s game session? Tell everyone their characters had better wear their hiking boots. The Hedge works well as a setting, or even as a character. But it functions best as a weird sort of multi-tool.

Navigation Systems: Navigating the Hedge doesn’t have one particular dice pool, if you’re resorting to rolls. Most Hedge navigation should occur as an extended action, with Wyrd determining the intervals. Dice pools should change to suit the shifting circumstances – every dice roll should be a slightly different scenario, and the characters may meet those changing needs with different approaches which define the Attributes and Skills used.

Characters with higher Wyrd travel much faster through the Hedge, as their movement becomes more and more intuitive, and the Hedge bends to their particular wants and needs. Traveling in groups, higher Wyrd characters help speed travel, but lower Wyrd characters drag the trip down. So take the average, rounded up, of all applicable Wyrd ratings. Humans are considered to have a Wyrd rating of a single dot for this purpose.

The successes required depend on the rough real world distance. This paradoxically can mean shorter distances take much longer – particularly for low Wyrd characters – and longer distances can take substantially less time.

CHART THIS SIDEBAR – YOU CAN PUT THE TWO CHARTS NEXT TO EACH OTHER IF YOU WANT.

Hedge Travel Times

Wyrd Rating	Travel Intervals
1-2	Six hours
3-4	Three hours
5-6	One hour
7-8	Ten minutes
9-10	One minute
Real-World Distance	Successes required
1 kilometer or less	3
1-5 kilometers	5
5-25 kilometers	8
25-100 kilometers	10
100-500 kilometers	12
500-1000 kilometers	15
1000+ kilometers, same continent	20
Different continent	25

Trods

Trods are the tamped down, sometimes even slightly paved sections of the Hedge. Changelings, hobgoblins, and Gentry passing through manipulate the shape of the Hedge to make a path from point A to point B, and thanks to the Glamour invested in warping the Hedge, the path remains at least somewhat intact and reusable.

These paths speed travel through the Hedge. Anyone can use them, and that's both beneficial and risky. Changelings pushing through these roads minimize travel time, which means less time being threatened by fae monstrosities. On the other hand, these roads attract the Gentry and the Huntsmen, which can make for inopportune encounters.

Trods are rated 1-5. The lowest ratings represent tiny walking paths that move through dense areas with little patchwork, incomplete trails. The highest represent long-standing highways with clear and unambiguous markings. Add the trod's rating to each traveler's effective Wyrd rating for determining travel times. However, every failure in traveling a trod becomes a dramatic failure.

Additionally, Hollows work well along trods, and goblin fruits are often easily cultivated along their roads. These facts lead to many freeholds securing a network of trods. This is reflected by the Stable Trod Merit (p. XX).

Off the Path

Off the trods, characters must risk the Hedge's proverbial thorns. Off of trods and Hollows, the Hedge is at least a Rank 1 Extreme Environment (p. XX). In denser areas, this can be greater, but is only rarely above Rank 3. This is all in addition to the Clarity and Integrity losses. By moving slowly (half Speed during action scenes, or double interval times during distance travel), characters may reduce the effective Extreme Environment Rank by 1.

Hollows

Hollows are tiny safe places within the Hedge. They break the mold, offering respite and sanctuary in a place where respite and sanctuary are not welcome. Any fae

creature can technically create a Hollow. This takes time and energy, as the character must warp and bend the space with her Glamour.

Goblin Fruits

Goblin fruits grow along the paths and thorns of the Hedge. They're a common currency among the fae, and very valuable resources for the Lost. Almost every changeling consumes them at one time or another, most with some frequency. They will not grow outside the Hedge (with very rare exceptions, such as with certain Contracts), so daring the thorns is the only reliable way of procuring them. You can find more about them on p. XX.

Hedge Duels

On occasion, the Lost find the need to duel for honor, for pride, for revenge, or for any number of other reasons. Traditionally, these duels are held in the Hedge, as it rapidly reshapes to provide advantage to the most creative changeling.

Hedge duels are serious affairs. While sometimes undertaken frivolously, the inherent danger of the Hedge means that one would have to be either serious or foolhardy to fight there. This doesn't always mean to the death, however, as most Hedge duels have appointed witnesses, ready to break things up before death comes knocking.

Dueling in the Hedge uses the normal rules for fight scenes (p. XX), and for warping the Hedge. Additionally, characters fighting in the Hedge can manipulate opponents, warping their Clarity or Integrity.

Warping the Hedge: This uses the standard rules for warping the Hedge as an instant action (p. XX). However, successes can also be added to the following effects:

- Grappling an opponent takes two successes. The environment then uses a dice pool equal to the changeling's Wyrd as a grappling dice pool on successive turns.
- A success can cause a single point of lethal damage.

Warping Clarity: Your character makes conscious effort to harm her opponent's perceptions and mental acuity. This can be done through a number of different ways, but must be done while defending oneself. Some Lost whisper every dark truth in the book. Some speak of their opponents' Durances. Some simply lay out convincing cases for abandonment, for suicide.

This uses the same basic rules for Social Maneuvering (p. XX), except the interval is every turn. And instead of the normal Doors, a character has "Clarity Doors" equal to her current Clarity dots, or her Resolve + Composure, whichever is *lower*. Once the opponent has no more Doors, every successful roll removes a dot of Clarity. This doesn't get the normal Clarity trigger roll, unless the victim spends a point of Willpower and an instant action rebuffing the mental onslaught.

Needless to say, warping Clarity can be a Clarity violation in and of itself. At the end of a scene, it's considered a Clarity trigger at the lowest level of Clarity your character's opponent sunk to during the scene, regardless of whether or not your character directly made him achieve that level. In at least one known tale, two of the Lost warped each other so far, so hard, that after their draw in the Hedge duel, they both were lost forever to their fae selves.

Note that Hedge duels can technically take place within a Hollow, but don't tend to. Because of the way Hollows are easy for their creators to manipulate, but harder for others, this builds a massively unfair "home turf advantage".

Claiming a New Seeming

Rarely, characters might wish to find a new Seeming. This happens most often with the Lost who were released by their Keepers for whatever reasons. Some Lost decide they've changed over time, and wish their Seeming to reflect that. And while highly dangerous, it's a thing that can be done. It's very rare, many freeholds don't boast a single member who knows someone who has changed his Seeming. Usually, this is a "friend of a friend of a friend" type tale, because of the immense and completely willful danger involved.

First, the would-be Seeming changer must find his Icon, and take it with him on a quest through the Hedge. Essentially, he travels the very edge of Arcadia from whence he escaped in the first place. He can goad the forces of Faerie, alerting them to his presence. Then, he escapes. He uses a new method, one befitting of the desired Seeming. And, he leaves a new part of himself behind, a new Icon. The old Icon absorbs into his body.

If he makes it out after poking the single worst hornet's nest in creation, he adopts the new Seeming. This doesn't require hard rules; the danger is in the action, in goading Arcadia. Even if it appears simple in some instances, there are always echoes, always ramifications. The Gentry do not like to be teased.

Threats

Here are just some of the more common threats in the Hedge:

The Lost Among the Lost

The Lost living in the Hedge can certainly remain relatively well-adjusted. Most don't. And those Hedge-dwelling Lost tend to have reasons to beguile or hurt others. Some of the worst exist on an economy of Tokens of Reprieve (p. XX). Some act as goblin fruit bandits. Some help run goblin markets. These Lost almost always maintain Hollows, and this can be unfortunate for wary travelers.

The Gentry

The Gentry tend to visit the Hedge only as a hunting ground, or a path into the mortal realms. The trods are never exactly bouncing with the True Fae, but they do walk the paths sometimes. They can manipulate and warp the Hedge just like any other creature, but only do so with temporary usage in mind. While the Gentry do tend toward trods, they can pass through the thorns with no ill effects. They suffer no physical or mental injury from the briars.

Hobgoblins

Things that left the mortal realm for the Hedge, or fae things which got lost or found sanctuary in the Hedge become natives to the Hedge, hobgoblins.

Arcadia

Changeling: The Lost stories don't typically take place in Arcadia. Our stories focus on what the Lost do once they've escaped. Returning is functionally a death sentence

for most changelings. But there are a few reasons to tell tales within Arcadia. Here are a few ideas about how you might use Arcadia:

- Arcadia is a realm of kingdoms, of pockets. Every one of the True Fae has her own little space, her own little realm carved out. Within that realm, her rules, her logic applies. If she thinks gravity goes up, gravity goes up. This is not dissimilar to the strangeness of the Hedge, but turned up to an exponential level.
- In Arcadia, the True Fae are all but immortal. Since they make the rules, unless the rules include the ability to die, they are all but unstoppable. Each has a weakness, a ban, or some inherent limitation they can't overcome, however. Not that these weaknesses are advertised or widely known.
- Some Lost wish to take the fight to their Keepers. They refuse to be hunted forever. This often ends badly, but sometimes can lead to powerful underdog stories. Usually, this takes clever planning, and almost always means goading the Gentry from their realms.
- Some Lost wish to liberate others. This can make for an excellent heist story, albeit a strange and dangerous one. This is doubly true if one member of a strong coupling, such as lovers, family, or childhood friends becomes abducted.
- Some Lost hear tempting tales of what Arcadia holds. Many of these stories involve potential liberation, for example of weapons that can kill the True Fae.
- In immensely rare cases, sometimes the Lost simply have a dark desire to test fate and brave the worst times of their lives again.

Dreamwalking

Dreams are a vital and unavoidable part of life. The transformation wrought upon changelings in Arcadia combined with the shredded remnants of their humanity means that when changelings dream, they do so physically and lucidly. Changelings are just as much ephemeral creatures of dreams as they are physical beings. While in the mortal world they are subject to the stories and settings around them, but through dreams changelings have the power to control and play out any story they wish. They may embody a character within the tale or act as an omnipotent god while other characters they create play out the parts for their amusement.

Dream Bastions

Dreams are integral to the Hedge's ecosystem. They literally grow among the thorns as dreamers fall asleep in the physical world. These dream bastions are always roughly the size of the dreamer and without the dreaming mind present, they wither away and dissolve into the glamour that fuels the magic of the Hedge. On rare occasion pieces of a dream survives the dissolution and become part of the Hedge itself.

Through the Looking-Glass

Dream Bastions are an individual dreamer's first line of defense and have a rating of Resolve + Wyrd and physically attacking it only destroys the bastion and wakes the dreamer. True Fae, Huntsmen, and rare hobs may use magic to pass through the bastion into the dreamscape, but a changeling is uniquely capable of entering by innate talent alone. A changeling spends a point of Glamour and rolls Presence + Persuasion + Wyrd, penalized by a dreamer's Bastion rating. In doing so, she reaches out to the dreamer's subconscious and persuades him she's a part of the dream. A changeling doesn't need to roll against the bastion rating if she shares a pledge with the dreamer or if it belongs to their fetch.

True Fae and the Huntsmen

When one of the True Fae or their Huntsmen enters the dreams of a mortal or changeling it is an act of violation. There is no gentle persuasion to convince the dreamer's Bastion to let them pass but a deliberate assault. By spending a point of Yearning, Huntsmen use a technique known as Dream Warping to maintain the stability of the dream as they roll Strength + Brawl + Wyrd vs. the dreamer's Bastion. Once within a dream the extent of their abilities match a changeling's own. In addition, if a Huntsman engages in oneiromachy with their host, they may declare inflicting the Dream Poison Condition (pg. XX) as their intent in combat.

MOVE TO CONDITIONS

Dream Poison (Persistent)

Your character suffered a serious psychic attack. Her dreams are warped and twisted into an environment that is hospitable to the Huntsmen and True Fae. While suffering from Dream Poison she is more susceptible to the Huntsmen and is at -2 die penalty to all challenges against them. Her dream's Intensity rolls become cumulative each night that this condition is suffered. When the Intensity reaches the maximum of 10 the character's dreams begin leaving infected remnants that survive the dream's dissolution and infect others that encounter them.

Possible Sources: A psychic assault by a Huntsman or True Fae, using an infected Bauble, or an infected oneiroi entering the character's dream.

Resolution: The dream's Intensity is Scoured to 0.

Beats: The character surrenders to a Huntsman's declared goal or intent.

/MOVE TO CONDITIONS

The Gates of Horn and Ivory

Changelings are creatures of myth, legend, and dreams. They are beings forged in the tales of Arcadia and as such there is no comfortable half step into dreams that mortals experience. Dreams are a gateway into the Hedge and Changelings enter them physically. As physical beings within the dream changelings have access to all normal attributes and skills, and Wyrd is added to all derived attributes including defense, health, and initiative.

When a changeling falls asleep in the Hedge a Bastion grows up around them, protecting them wherever they are. However, when a Changeling is in the mortal world they have a choice. They may choose to dream, enter the Gate of Horn, and by doing so fade from the mortal world entirely. Unensorcelled who witness the process gain the Shaken Condition (p. XX)

Alternatively, a Changeling may choose the Gate of Ivory and reject the opportunity to dream at all. She sleeps and remains present in the mortal world but the sleep is not restful and she does not regain any Willpower from it. Upon waking, the changeling returns to the Hedge or mortal world where they originally fell asleep unless they leave via the Contract of Dreamsteps or some other supernatural interference occurs.

Oneiromachy

When changelings physically engage in oneiromachy, or dream combat, mark damage on their physical health track. However, when a character would normally be knocked unconscious or killed they awaken. Upon leaving the dream, downgrade any physical damage the character has taken: aggravated damage becomes lethal, lethal becomes bashing, and bashing damage dealt in a dream causes no harm in the waking world.

Non-lucid dreamers who find their dreams under assault are at a distinct disadvantage. It's the nature of dreams to move as slow as molasses when running from a nightmare and punches thrown barely touch the foe. They can't use Environmental attacks, and any oneiromachy rolls made do not have the 10-again quality. While damage is tracked as usual during the dream it vanishes upon awakening and does not physically affect the dreamer. Non-lucid dreamers who are defeated in oneiromachy do not regain a point of Willpower for the night's sleep. If they successfully win the fight, however, they regain two points of Willpower.

Personal Attacks

A physical attack- swinging a fist or shooting a gun- is the most basic form of an attack even within a dream. Resolve the attack roll like any normal combat. Determine damage by adding the successes rolled to half the character's Wyrd rounded up, which serves as a weapon bonus.

Environmental Attacks

The second style of attack is an environmental attack using the dream itself as a weapon. Walls may close in suffocatingly tight, lightning strikes out of a clear blue sky, or shadowy figures drag

a character down into black water. Roll Manipulation + Expression + Wyrð - Defense for the attack and resolve as normal.

Magic in the Dream

The Wyrð is innately connected to the dream and changelings may use Contracts as easily within it as without. Other supernatural abilities that affect the mind or the apparent surroundings of the dream may be called upon while inside of it, though any power that relies on other supernatural factors or realms being present such as Ghosts or the Shadow automatically fail. A nightmare may feature a ghost, but it is merely the dreamer's mental representation not a real ghost.

Dream Intensity

People dream every night though they rarely remember the experience. Very rarely a dream is so vivid and intense that the dreamer remembers every detail. The dreamer rolls Wits + Resolve + Wyrð for Intensity.

Dramatic Failure: The dreamer wakes unrested and without dreaming. She doesn't regain a point of Willpower.

Failure: The dreamer does not remember the events of her dream upon waking.

Success: The dreamer remembers the dream upon waking, though details quickly fade and the entire dream is forgotten after a few hours unless recorded or something reminds them of it later. The Intensity of the dream may help or hinder various dreamwalking techniques.

Exceptional Success: The dream sticks with the dreamer in such detail that it is perfectly remembered even years later. Bolstering and Scouring Intensity

Changelings may scour or bolster the Intensity of a dream by spending a point of glamour and making a Manipulation + Occult + Wyrð roll. Successes are added or subtracted to the dream's Intensity. An exceptional success when bolstering the Intensity results in the Too Solid Flesh tilt while an exceptional success in scouring brings the Intensity to 0 immediately and the dreamer awakens.

Too Solid Flesh

Environmental

Description: Dreams are all too real and what happens while in the dream happens physically as well.

Effect: All participants in the dream gain the benefits of Lucid Dreaming and will clearly remember what occurs regardless of the dream's total Intensity. Damage is not downgraded upon transitioning from the dream to the waking world. Pieces of the dream can survive the usual dissolution into glamour, and escape into the Hedge as physical objects or hobgoblins known as Oneiroi when the dream ends.

Causing the Tilt: A changeling rolls an exceptional success when bolstering the Intensity of a dream.

Ending the Tilt: The Tilt ends when the dream ends and the dreamer wakes or dies.

Departing the Dream

The dream's Bastion acts as a barrier between the dream and the physical world no matter which way the changeling is trying to go. It may not be visually present from within the dream but a changeling attempting to return to the Hedge or a dreamer attempting to wake herself up early must still pass through it. Roll Wits + Resolve + Wyrd - Bastion in order to leave the dream.

Types of Dreams

While dreams rarely have an obvious rhyme or reason to them, the Storyteller can choose to use specific types of dreams that have an additional effect upon the dreamer. Changelings consider these dreams quite significant when they occur naturally and pay particular attention when they or a dreamer they are visiting has one. If the changeling observes a dream without disrupting it, it affects her just as if she were the dreamer.

Nightmares: Nightmares grow from very personal worries and fears, and evoke a strong emotional response from the dreamer. The dreamer gains the Shaken condition (pg. XX) pertaining to the subject of the nightmare.

Prophetic Dreams: Dreams are the domain of the Wyrd and it very offers dreamers glimpses of fate's plan and cryptic flickers of the future. The dreamer never sees the entirety of what could happen but gains the Inspired Condition. (pg. XX)

Recurring Dreams: Recurring dreams are a reflection of a character's mind dwelling on a subject, sometimes subconsciously. It may be the stress of life, personal interests, or supernatural influence, but if the dreamer isn't already suffering the Obsession condition (pg. XX), they gain it pertaining to the subject of the dream.

Wish Fulfillment: Dreams often reflect the dreamer's deepest wishes. These are can be played out literally or symbolically but they always leave the dreamer feeling more refreshed and fulfilled than normal. Dreamers gain an extra point of willpower from their rest.

Dream Riding

Dream riding is the gentlest form of dreamwalking as it focuses on learning from and taking advantage of an existing dream rather than imposing changes on the fundamental nature of the dreamscape. Changelings practice dream riding on themselves and their allies on a regular basis in order to monitor them for evidence of outside influence as well as bolster their mental defenses. Used against an enemy, dream riding techniques can be a valuable source of intelligence.

Subtle changes that don't affect the narrative of a dream do not require a roll. A changeling may will a chair into existence just to sit without any problem while creating a chair to wedge under a doorknob can affect the narrative. These larger changes require a Wits + Empathy + Wyrd roll, penalized by the dream's Intensity and any other penalties the changeling wishes to take. An exceptional success disrupts the dream and changes the nature of the dream from an expression of the dreamer's subconscious to a reflection of the changeling's will. This prevents further dream riding techniques from being used.

Analyze the Dream

By carefully observing the dream a changeling determines whether a dream is specific type or if anything not native to the dream is present. Make an Intelligence + Occult + Intensity roll. Prophetic dreams are particularly delicate and even subtle changes that don't require a roll disrupt the Wyrds influence on the dream enough to turn it into a regular dream. With an exceptional success a changeling locates any non-natives within the dreamscape. Careful changelings will always analyze the dream before making any changes.

Convince the Dreamer

It is possible to plant subliminal messages in a dreamer's mind. Roll Wits + Socialize + Wyrds - Intensity, with each roll requiring a full night's work of carefully adjusting the dream. Each roll applies to a specifically declared goal under the Social Maneuvering system (pg. XX) and a success allows the changeling to open a door or add a door to the dreamer's resistance.

Learn about the Dreamer

Dreams provide an unrestrained look into a dreamer's soul and changeling may learn quite a bit simply by observing and interpreting what they see. As long as no changes are made to the narrative of the dream, a Wits + Empathy + Wyrds + Intensity roll may be made each night. With a success, the changeling learns enough to improve their first impression two steps up on the Social Maneuvering impression chart. Achieving an exceptional success also reveals the dreamer's aspirations, virtue, vice, Clarity, a Condition they're suffering, or if any magic has influenced their mind in the past month.

Dreamscaping

Dreamscaping is a much more involved process than dream riding as it imposes large sweeping changes on the dream and allows changelings to craft new dreams out of glamour and creativity. It is limited, however. A changeling cannot dreamscape her own dream and dream riding cannot be used once a dream is changed or created by dreamscaping techniques. Changelings can begin dreamscaping a few different ways- and all require infusing a point of glamour into the dream and a successful Wits + Expression + Wyrds roll to craft the new dream.

The first method is to use an existing dream. Instead of dream riding- or if the changeling rolls an exceptional success when making a minor change- the changeling begins dreamscaping immediately. While this is the quickest method, the dream's Intensity remains and penalizes all dreamscaping rolls as the dreamer's psyche fights any changes to its subconscious agenda.

The second method is to spend the glamour to scour the Intensity of the dream to 0, immediately weave a new dream, and to raise the Intensity again. It's more demanding in terms of glamour- the changeling spends at least three points of glamour if not more but it creates a natural transition for the dreamer as one dream fades and another begins. The dream's Intensity does not penalize further dreamscaping rolls.

Lastly, a changeling can find a fallow dream. This requires entering the dream bastion when it first forms in the Hedge but before it's fully developed and a dream begins naturally. The dreamer rolls for Intensity as usual, and the changeling spends the glamour to make a dreamscaping roll to use the natural Intensity to their own ends. Intensity does not penalize the rolls, which makes it the most efficient method of dreamscaping, but it's not always possible to find a dream immediately when it begins.

Dreams are an essential part of keeping a mind healthy. Even when they aren't remembered upon waking, dreams are key to retaining long term memories, subconscious problem solving, and healing from mental and physical stress, among other benefits. Dreamscaping allows changelings to trigger these abilities by crafting one of the following types of dreams. Dreamers only benefit from one dreamscaped dream a night, and some changelings theorize that only allowing a dreamer to experience dreamscaped dreams would be actively harmful since it prevents their natural dreams from occurring.

False Memory Dream

Memory is notoriously malleable. Eyewitnesses often disagree with each other when they've seen the exact same thing, and therapists have convinced patients of events that never actually happened. Changelings take this a step further by inserting these memories directly into the subconscious. Make a Dreamscaping roll vs. the dreamer's Wits + Composure + Wyrd. On a success the dreamer takes the False Memories Condition (pg. XX)

MOVE TO CONDITIONS

False Memories (Persistent)

The way you remember things doesn't match up with how they happened. You might remember a son who didn't exist, your alcoholic father abusing you despite being raised an orphan, or never getting married. You believe your memories to be true no matter what; even conclusive proof has a hard time getting through to you. Being faced with proof that your memory is fake is a breaking point for you at a level set by the Storyteller.

Possible Sources: Dreamscaping a False Memory Dream

Resolution: Face proof that your memory is false and succeed at the breaking point.

Beat: Your character trusts someone or takes a risky action based on his faked memories alone.

/MOVE TO CONDITIONS

Healing Sleep

A changeling can craft a dream that's particularly refreshing. Each success on a dreamscaping roll counts as a full day of rest. If the changeling knows the dreamer's Virtue or Vice from previous encounters where Learn the Dreamer was successfully used, they also regain a point of Willpower as if it were a Wish Fulfillment dream. On a dramatic success the night counts as having two full days of rest and the dreamer regains all willpower if the changeling knows the virtue or vice.

Nightmares

A changeling can create a dream to harm as easily as help someone. While some find the idea of creating nightmares abhorrent and harmful to their clarity, others enjoy the power it gives them and particularly enjoy tormenting their fetch. The nightmare is treated as a normal nightmare on a successful dreamscaping roll, including applying the Shaken condition if the dream Intensity is 5 or more.

Psychotherapy

If Learn the Dreamer reveals that the dreamer is suffering from a Condition, a changeling may use psychotherapy as a means of treating it. Instead of a typical dreamscaping roll, spend a point of glamour and roll Intelligence + an appropriate skill to the Condition, + Wyrd. A character suffering a Fugue state imposed by psychological trauma requires a medicine roll to create an appropriate dream while helping someone who has False Memories may benefit from an empathy roll to help them sort the truth from the lies. A successful roll grants the dreamer a +1 bonus to a single roll that attempts to resolve the condition. An exceptional success grants a single +3 bonus to its resolution.

Recurring Dreams

Changelings may deliberately create a recurring dream for someone by Dreamscaping identical dreams night after night. After creating the same dream three times in three nights and spending a point of glamour with each to imprint it upon the dreamer, the victim's mind is sent into an unnatural, obsessive spiral and the dream becomes a true Recurring Dream that will repeat again and again even without the changeling's active influence.

Sleep Teaching

Sleep teaching allows the dreamer to learn on the subconscious level. A successful dreamscaping roll provides a montage of information and the dreamer gains the Informed Condition (see p. XX) for the topic.

Dreamweaving

Dreamweaving is the oneiromantic art of crafting, whether done in reality to create a dream, or done in the dream to create an object in reality. It requires an Intelligence + Crafts + Wyrd roll. Dreamwoven goods are popular goods at the Goblin Market, and many markets have merchants who specialize in them.

Vessels

Dreamweaving a vessel allows changelings to store dreams in objects for later use, or to share a particular dream without the difficulty of finding the target's bastion and dreamscaping it. An changeling begins the process by finding a thematically appropriate vessel for the dream they plan to make. A cute stuffed animal is appropriate for a stress relief dream while a nightmare may be woven into a spiked bracelet. Since contact with a sleeping mind activates the Vessel, clothing, jewelry, or stuffed animals are popular choices. Any dream that can be created by dreamscaping, or a single oneiromachy attack can be woven, and any dreamer can experience the dream, including its creator.

Creating the dream itself is a very similar process to dreamscaping a fallow dream. The changeling primes the vessel with a point of glamour and makes a dreamweaving roll to create the dream and infuse into the vessel. The Intensity of the dream is equal to the number of successes rolled. If the dream is created for and used by someone the changeling has used Learn the Dreamer on previously then the changeling's empathy is added to the Intensity.

Cobbling

Dreamweaving also allows changelings and hobs to create something physical from a dream cobbled together of dreamstuff, and glamour. Dreams where the Too Solid Flesh tilt is used are known for their tendency to allow oneiroi and baubles to survive dissolving into glamour when

the dream ends. A changeling can force this process in a limited fashion by infusing a dream object with 10 - Intensity points of glamour and making a Dreamweaving roll.

Cobbling cannot create living creatures though it can produce a simulacrum. Attempting to cobble a horse from a dream may succeed in pulling one from a dream though it is an expressionless, lifeless horse more closely resembling a carousel horse or statue than a living steed.

The bauble survives the dream for as many days as successes rolled. If the dream's Intensity achieved an exceptional success, no glamour is required to keep the object but it still fades into glamour after a short time like any other cobbled bauble. These creations are particularly delicate. They appear hazy and imprecise, any equipment bonus the object's mortal analogue would offer is three less than normal, and if taken outside the Hedge they dissolve into glamour.

Hedgespinning

Hedgespinning is the art of combining stories so that the resulting arc is greater than its parts. The story begins as a dream, and the changeling takes a bit of it in the form of a dreamwoven cobbled bauble to form the basis of the hedgespun they are creating. The story continues and melds with something of physical reality. This may be a tear-stained love letter or the scale of a slain dragon. Finally, the story arc reaches its conclusion with some intangible reagent that binds it all together- true love's kiss or a cry of agony. A changeling binds all three elements of the story together with glamour, will, and craftsmanship.

Hedgespun can be used to craft a wide array of fantastical creations including incredible clothing, art, machines, and even weapons.

Dice Pool: Wits or Strength + Crafts + equipment

Action: Extended (successes necessary are equal to three times the token dots desired; each roll is equal to one hour of crafting and each roll requires one point of Glamour spent into the hedgespun.

Roll Results

Dramatic Failure: The character accidentally destroys one of the story elements they were attempting to weave into the hedgespun object and must start over- gathering together a story arc from the very beginning.

Failure: The story elements refuse to come together.

Success: The story elements are eased together through sewing, forging, carving, welding, or any other manner of crafting and the Hedgespun object is complete.

Exceptional Success: The changeling's success in Dreamweaving becomes visibly apparent in their mien as a dreamy aurora floats in their wake until the character makes another Crafts roll, which is gains with a +3 bonus.

Oneiroi

Oneiroi is a catch-all term for hobs that are either native to or descended from dreams. Some live entirely within dreams while others are born within a high Intensity dream before they are loosed upon the Hedge. Many oneiroi are mysterious, with powers beyond those of the Lost. While

dreamwalkers work to document as many of these as possible, more spring into being from the font of human creativity every night.

Baku

“Oh Baku, devour my bad dream”

These chimerical hobs originate in the Hedge around Japan though they- or hobs that serve a similar function- can be found around the world today. Baku devour dreams. Their appearance varies as they incorporate bits and pieces of the dreams that they eat into their forms. A dreamer suffering from a nightmare sometimes calls out to the Baku for aid. This call is instinctive, born of a true desire to be rid of the dream.

Attributes: Intelligence 2, Wits 3, Resolve 2, Strength 2, Dexterity 3, Stamina 2, Presence 4, Manipulation 3, Composure 2

Skills: Athletics 1, Brawl 2, Empathy 3, Investigation 2, Occult 4

Willpower: 4

Initiative: 5

Defense: 4

Attacks: Claws or tusks (1 Lethal Damage, Dice Pool 6)

Size: 5

Health: 7

Special: Open Door: A Baku who answers a dreamer's call is not hindered by the dream's bastion and has the ability to scour the Intensity of a dream. In exchange for this service, the mortal's dream remains open to the Baku. They are fair creatures, however. For every nightmare they devour, they may devour one pleasant dream.

Cambions

“Well hello my scrumptious little glamour- muffin.”

Cambions are the children of an oneiroi and mortal. They are considered a dangerous abomination no matter their age. They appear human but they do not breathe or have a pulse. Cambions don't require food, oxygen, or blood to survive either but they feed off glamour directly. In the mortal world they instinctively devour the glamour of everyone in the vicinity. Mortals around them rarely have dreams at all and any they might have are dead things that provide no glamour to the Hedge. Cambions are often incredibly social creatures simply in order to be able to harvest enough glamour to survive. In the Hedge they are a force of incredible destruction as they devour the glamour of the thorns as well as hobgoblins and oneiroi alike.

Attributes: Intelligence 3, Wits 2, Resolve 2, Strength 2, Dexterity 2, Stamina 2, Presence 3, Manipulation 5, Composure 3

Skills: Academics 2, Athletics 2, Computers 1, Empathy 4, Expression 3, Larceny 1, Occult 1, Persuasion 3, Science 1, Socialize 4, Streetwise 2

Willpower: 5

Initiative: 5

Defense: 4

Size: 5

Health: 7

Wyrd: 4

Special: Devour Glamour (Cambions devour glamour within a 5 yard radius and can steal a point of glamour per success from fae creatures with a Manipulation + Empathy + Wyrd roll.)

Glamour Immunity (Contracts targeting them directly have no effect as the glamour that powers them is simply absorbed.)

Demonic Child (Cambions cannot die of blood-loss, asphyxiation, starvation, or dehydration as long as they hold glamour. Decapitation or immolation are the preferred methods of making sure a Cambion is truly dead.)

Dream Mantis

“zzz”

Like the flower mantis in the real world that it's named for, the dream mantis lures its prey in with aggressive mimicry. It lives deep under ground and reaches out for several hundred yards around its nest with vines that grow into false bastions. These largely appear as regular dream bastions. Roll perception -5 to detect the trap. Changelings and incubi taken in by the deception enter the false bastion through their usual methods. Instead of appearing in the dream as intended, however, the victim has instead managed to walk directly into the mantis' stomach.

Size: Root System 30, False Bastions 5

Durability: 1

Structure: Root System 31, False Bastions 6

Special: Flora or fauna (Within a mantis' stomach the digestive juices act as an anesthetic, giving -3 to all rolls. The moderate Poisoned Tilt is in effect as the changeling is slowly devoured.)

Incubus

“I was born for this.”

Oneiroi are incubi who are born of imagination, fears, and whimsy within a high Intensity dream and survive the dissolution to escape into the Hedge. They are hobs though they retain a strong tie to the dream. Born from a mortal mind, oneiroi can enter the mortal world and many try to find their creator. Freddy Kreuger may have been an oneiroi, spawned in a Nightmare with the ability to inflict the Too Solid Flesh tilt.

Special: Varied Form (Attributes, skills, appearance, and personality vary widely and are determined by the dream that spawned them.)

Dreamwalker (Incubi always know where their creator's Bastion is and may enter it at will. In the mortal world, they can join creator's dreams with a touch as they sleep. As a native of the dream they may use all dreamwalking abilities)

Sandmen

“Your blood will feed the thorns if you take one step in my patch.”

Sandmen are a species of Hob with an oneiroi progenitor who live among the thorns. They claim territory as their own and have the ability to attract the dream bastions of young children to them. Though they have no ability to enter the dream or manipulate the dreams within, they are vicious defenders against any who would attempt to intrude on their charges' dreams.

Attributes: Intelligence 2, Wits 2, Resolve 4, Strength 5, Dexterity 2, Stamina 3, Presence 2, Manipulation 1, Composure 3

Skills: Athletics 1, Brawl 3, Crafts (Gardening) 3, Stealth 2, Survival 3

Willpower: 7

Initiative: 5

Defense: 3

Size: 6

Health: 9

Wyrd: 2

Contracts: Cloak of Elements (Sand) 3

Succubi

“Don't you love me? We're perfect together.”

These are the traditional seductresses of the dream. They are always incredibly beautiful, their appearance tailored to the dreamer's deepest desires.

When they find an appropriate victim they create a Wish Fulfillment dream. Instead of the dreamer gaining the willpower, however, the succubus devours it. If the succubus is not confronted and defeated, a succubus remains with a single victim until their willpower is completely drained. Once their willpower is gone, the succubus begins to devour the dreamer's life itself. These creatures are also one of the greater mysteries that changelings have not yet solved. Succubi exist only within dreams, having never been seen leaving a bastion or living within the Hedge.

Attributes: Intelligence 3, Wits 2, Resolve 2, Strength 2, Dexterity 2, Stamina 2, Presence 4, Manipulation 5, Composure 3

Skills: Empathy 3, Expression 3, Intimidation 2, Occult 1, Persuasion 4, Socialize 4

Willpower: 4

Initiative: 5

Defense: 2

Attacks: Environmental Attacks (Dice Pool 11)

Size: 5

Health: 7

Wyrd: 3

Special: Venus' dreams (Once a dreamer's willpower is gone, a succubus' dreams cause point of lethal damage each night until the dreamer dies. While under her influence victims cannot regain Willpower except through fulfilling their vice, and damage done by a Succubus is resistant to all magical forms of healing.)

The Huntsmen

*You must be the call
The evil at night
Speaking words of grace
While spellwork delights.
Feel my desire, it burns like a fire.
Feel my desire, it burns like a fire.
-Austra, "Spellwork"*

The Others don't feel in the same way that you or I do. As befits their station as the masters of a realm of dream and emotion, the flame of sentiment which swells within the Gentry burns more intensely than human imagination can comprehend. Love becomes obsession, kindness becomes smothering.

Then there are the darker emotions. Hate, sadness, and envy all become terrible wounds on the psyche of the Gentry. When this happens, Arcadia hurts, too. The wrath of a Fae lady can make the heavens of Arcadia weep blood and its ground tear asunder. Everyone learns to fear those moments, when psychic pain becomes physically manifest on the land. As above, so below, as they say.

Few things cause as much grief to the Fae as the loss of one of their changeling playthings. Imagine the loss of a lover, child, and favored possession, all wrapped into one. That's what the Fae experience when one of their favorites escapes beyond the Hedge. When that happens, the Fae call on one of their most terrible weapons: the Huntsmen.

The Nature of the Huntsmen

To understand the Huntsmen, for they are hard to understand, you have to understand that their natural state is one of oblivious rest. They are inanimate matter given form and intelligence by dread rituals. And they hate it.

Think of a rubber band at rest on a table. If you could speak to the rubber band, it would likely tell you that it's very comfortable resting on the table, thank you, and that it doesn't want to be stretched. Its natural state, what it wants to be and is if left alone, is flaccid and malleable. But the rubber band is only useful when it's stretched. You don't use rubber bands in their natural, resting state. Were you to ask the rubber band whether it preferred to be stretched or at rest, it would undoubtedly tell you that it wants to be back on the table, blissfully staring up at the ceiling. Certainly, the rubber band would not want to crack and tear, stretched to creaking by the terrible tensions pulling on it. It would protest.

It would probably be angry, too.

The Huntsmen are much like that rubber band. They are not born in any understandable sense of the word. Rather, they are crafted out of the same building blocks which constitute Arcadia. The form of the Huntsman is made by arranging the materials, whatever they end up being, in a circle in the shadow of a burning tree. The Fae performs a ritual, breathing a bit of her essence into the inert matter and speaks the name of one of the flitting spirits of the Hunt which inhabit Arcadia.

The ritual is a bargain struck between Fae and Huntsman: bring the Fae something which was lost, most often a changeling, and the Huntsman can return to its natural state of non-existence; rocky limbs become inert stone, stormy eyes return to the thunderheads which birthed them, and the Spirit of the Hunt is released into the Arcadian ether.

Since the Huntsmen want to be at rest, this bargain is something which they fulfill with maniacal purpose. It is important to understand that the Huntsmen do not want to be, and indeed, should not be. They want to be invisible spirits, untethered to physical form. They want to be rocks and rain and dreamstuff pulled from Arcadian clouds. The last thing they want to be are sentient, physical beings. Their nature recoils at being pulled into strange, ambulatory shapes. The only way to achieve the release they yearn for is to bring their quarry back to its owner.

This confrontation between nature and form creates an incredible anger in the hearts of the Huntsmen. Each has its own personality and hunting techniques, but their anger is a unifying thread no matter the specifics. Seeing matter squeezed into coherent shapes makes the Huntsmen see red. Since our world is one of physical form, a Huntsman sent to retrieve a wayward changeling spends a lot of time being very, very angry. How that anger is expressed varies. Many lash out violently at anyone who crosses them. Others reserve that anger for their target, keeping it inside until it becomes a tight knot at the heart of their beings. Regardless of its expression, their fury at their imprisonment is what animates the Huntsmen.

This is not a bad thing where the Huntsmen are concerned. Their anger at the physical and yearning for oblivion is how they channel their powers, which are dangerous and myriad. The Huntsmen are, perhaps against expectations, not the deadliest of foes in terms of raw combat potential. Rather, they are wily and cunning, able to take on any shape imaginable, at least temporarily, and to prey upon the relationships which changelings rely upon to protect themselves from danger.

It is this last which is most terrifying. Every changeling, on some level, knows that she might be kidnapped and sent back, perhaps even that it's likely. Changeling society is built on guarded trust between those who escaped and lived to tell the tale. Under the best of circumstances, wariness is the default stance under which changelings operate. Going back is unthinkable for most.

The Huntsmen exploit this combination of fear and sense of self-preservation ruthlessly. A Huntsman's most terrifying ability isn't its powers of disguise or nonpareil traps, but its bargains. A Huntsman can offer a token of protection to a changeling in exchange for the receiver's aid in seeking out its quarry. This token is a get out of jail card for the changeling. When it is the changeling's turn to be sought out—and every changeling's turn comes someday—the token may be shown to the Huntsman tracking him down, whereupon the Huntsman takes it and lets the changeling go on his way... once. The Huntsman must then return to Arcadia empty-handed except for the token.

The Huntsmen and Gentry understand that this is the way the game is played. They are bound by rules of storytelling and language, as all fae creatures are. A Huntsman returning to Arcadia with only a token of protection to show for it is not considered a failed hunt; such a Huntsman is allowed to disperse into its constituent parts just as a successful hunt would allow, until summoned once more. The reprieve is temporary for the Huntsman's quarry; indeed, the respite in Arcadia and subsequent return to the mortal world is seen as part of a sporting hunt by

Arcadian society. A changeling who has exchanged a token for her freedom would do well to pull up stakes and move quickly, for the Huntsmen always return.

The Ritual of the Hunt

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A Huntsman's First Days on Earth

When a Huntsman first arrives in our plane of existence on a hunt, it has very little knowledge of how things work or what things are. There is no frame of reference for our physical laws, which are very much linear and understandable. What's worse is that even an experienced Huntsman, one with several successful hunts under its belt, forgets what things are like on Earth when at rest between hunts.

As one can imagine, this is a confusing and enraging state of affairs. Fortunately for the Huntsmen (and unfortunately for mortals), they have a simple, brutal way of acclimating to their surroundings: they kill.

It really is as simple as that. The first thing a Huntsman does upon crossing the Hedge is kill a mortal. Any mortal will do, so long as he is scared in his final moment. The fear of death as it rises in the eyes of that first victim acts as an educational vector for a Huntsman. It swallows the emotional turmoil of the dying mortal and, in that moment of consumption, magically learns the basics of what the world is like. A Huntsman won't know how nuclear fission works, even if it kills a nuclear physicist; rather, it immediately knows basic information of a sort everyone knows: how people dress, what sex is, whether a building is made of wood or brick, how to drive.

This information is, of course, vital in the pursuit of the Huntsmen's prey. The rules of the material world are as strange to creatures of the fae as Arcadian rules are to mortals. Without the knowledge granted by that first kill, a Huntsman is essentially useless, not least because their powers of disguise simply don't work until they have a context for how things should look.

With this being the case, a Huntsman makes a kill as soon as possible once it crosses the Hedge. Huntsmen aren't stupid; they don't immediately grab someone off the street and gut her in plain view of everyone. But they are pressed for time and vulnerable when they arrive, so they always make the kill as soon as they are discretely able.

Knowing how the world works is like breathing deeply of chili fumes: it opens things up but it's hardly pleasant. If anything, the sudden comprehension of the physical world elicits even more negative emotions within the breast of a Huntsman. They are, in this way, a mirror reflection of the Fetch: where the Fetch sometimes falls in love with the world of flesh, the Huntsman is repulsed by it, even as they acclimate to their surroundings.

Each Huntsman is Unique

It would be easy to read this shared motivation (get their quarry then get the hell out of this weird place where humans live) as Huntsmen sharing the same dull, robotic personality. Nothing could be further from the truth.

Every Huntsman is animated by the hot breath of the Fae who created it mixed with a compelled spirit of the Hunt. The breath of the Fae lends a portion of the

exhaler's emotional state, while spirits of the Hunt are notoriously varied in outlook.

So while the motivation is uniform, personality and approach are not. A Huntsman may be impatient and cruel, aiming to get its prey and return to Arcadia as soon as possible. Another might be capricious and fickle, toying with its prey to derive maximum enjoyment before the return. The variety of personalities is as limitless as the Arcadian landscape.

Almost Human

When a Huntsman is formed, it looks almost precisely like a human. Its flesh is warm to the touch, whether its body was formed out of dirt, cobblestones, or any other inert Arcadian matter. It breathes, or performs what passes for breathing, and bleeds.

The reasons for this are mysterious and varied. Primarily, the Huntsmen look like normal mortals most of the time because it seems right and proper by the laws which govern Arcadia. Those laws are tied to the ancient human art of storytelling, which dictate that nothing in a nightmare elicits more fear than something which is almost, but not quite, human. So it is that the Huntsmen, for all that they may appear human, are not quite human in form.

The legends of the Horned Man ahead of a pack of wild fae hounds during the Wild Hunt attest to this fact. The Horned Man in his various appearances in Western European folklore is undoubtedly a Huntsman. His appearance as a man with one telling, inhuman feature (his horns) is typical of Huntsmen; each of them has one such feature which, no matter how adept their shapeshifting, is monstrous or grotesque, marking them as utterly inhuman.

This feature varies wildly. The Horned Man had his massive horns. For others, it is a clawed hand or a monstrous, dangling eye which doesn't fit into its socket. The forms these tell take are limitless but always present. A sharp changeling can match reports of strange looking people in her town to a known Huntsman and prepare accordingly; recognizing Leodegrance of Putress' tentacle stump of a leg prepares you for its preferred tactic of abducting and torturing a target's family members, for example.

Despite this tell, it's hard to be constantly vigilant against the Huntsmen. This is because they are, more than any other fae creature, masters of disguise. Alongside the Huntsmen's tokens of reprieve, their mastery of disguise and traps is their most legendary skill.

A Huntsman has the ability to take on the form of anything. All that is required is for the Huntsman to make physical contact with the person or object and a moment's concentration. There few limits to this power, which is what makes it so dangerous. The Huntsmen find mastery of the physical form on our plane, even as they reject it.

The extent of this mastery cannot be overstated. Anything a Huntsman touches, it can transform into. There are only two limits to this.

- One, the transformation is of finite duration and costly. Each Huntsman has limited reserves of power which it may use on the hunt. When those reserves are depleted, the Huntsmen is banished back to Arcadia for a fortnight, whereupon the entire hunt begins anew. A transformation only lasts for up to 24 hours, so it has to be chosen wisely.

- Second, the physical deformity which a Huntsman displays is present no matter what form it takes. It may be more or less apparent, depending on the scale and type of the disguise, but it is always present. This is in keeping with the nature of a sporting Hunt, allowing a smart changeling a chance at getting away.

It's Not Always Horns

The physical tell of the Huntsmen is not always the physical crudity of something like horns on a sports car. In fact, in strictly dramatic terms, that's pretty silly and a surefire way to take players right out of the flow of a game. The tell can be primarily sensory or thematic, as well. The importance is in its ability to be noticed, as the rules of the Hunt dictate.

In the example of the Horned Man, perhaps there is a smell of goaty musk lingering in the air when it turns into a revolver. If it turns into a painting, the frame might be made of goat's horn, with the painting portraying a medieval hunt led by a monstrous, horned figure. All of these are noticeable for the wise Changeling, but that wisdom is hard won.

The Hunt

Despite the lack of memory of the mortal world (discussed below), the Huntsmen are old creatures, as befits their status as spiritual beings. The Spirits of the Hunt which animate their physical forms are often as old as Arcadia itself, returning again and again at the behest of the Arcadian Fae as new targets for retrieval are declared.

This can be difficult for changelings, limited as they are by their largely mortal minds, to understand. How can a foe who is born anew with each visit to Earth maintain not only a coherent personality over multiple manifestations but a consistent tactical approach? And to do it over centuries or millennia is too much to comprehend. The answer lies in the Hunt.

The concept of the Hunt is simple: the Huntsmen go over the Hedge, into the mortal world, in order to retrieve something for their Fae overlords. As a matter of practicality, this should be straightforward. After all, the Fae want their baubles back and the Huntsmen don't enjoy their time on Earth. It's best for the Huntsmen to capture their prey as quickly as possible.

In practice, however, a Hunt does not play out in this fashion. As with all matters in Faerie, a Hunt is defined by the telling of tales. One of the strongest—and oldest—stories is that of hunting as sport. This story, in all its myriad forms, turns the Hunt into a protracted give and take between the Huntsmen and changeling, as well as giving continuity to the sometimes disjointed existences of the Huntsmen.

Far back in the mists of mortal history, hunting became something more than simply a method of getting food for your family or clan. Over millennia, the act of hunting became communal sport, a way of proving one's worth to the social group and an outlet for entertainment. Food was still part of it, of course, usually the primary component. But hunting became a ritual all its own, with a particularly dangerous or wily beast being seen as a worthy adversary.

This can be seen even in modern times, when even those hunters who eschew sports hunting speak in reverent tones of their communion with nature during a long and difficult hunting

expedition. These notions of what is engaging about the act of hunting trickled into Arcadia, slowly at first but then in a rush, until even the basic ideas of what a fae Hunt should be changed.

For the Huntsmen, this means toying with their prey. There's a give and take to a Hunt, a rhythm which both Huntsmen and changeling fall into. More than one Huntsman has eased off the Hunt at the last moment, turning a short, simple Hunt into something far more protracted and difficult. This is by no means the case with all Huntsmen, but this is also where the Hunt gives shape to the personalities of these fae creatures. Without the Hunt and the different approaches taken when engaging with it, the Huntsmen are without purpose or character. The Hunt defines their weapons and tactics, even their humor and language.

Indeed, the relationship becomes almost symbiotic when the changelings are considered. Without the Huntsmen, the changeling courts become less necessary, the ties which bind changelings to one another more diffuse. Changelings are still, at least partially, creatures of Faerie; they need stories to define both themselves and their culture. The existence of the Huntsmen and the fear which they provoke in changelings provide those stories.

This is where Approaches, those methods of defense against the Huntsmen which the Courts create, are created. They arise out of tales, old and new, of the Huntsmen and their depredations. By creating them, they allow for protection against the Huntsmen, yes, but they also risk enticing their enemies, drawing them further into longer, more engaging Hunts. The conflict between changeling and Huntsman, teetering back and forth between each pole, gives both sides meaning. It's a truism which cannot be escaped, no matter how far the changelings run from Arcadia.

Huntsman Tactics

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The Stories We Tell

As creatures of Arcadia, the Huntsmen are bound and defined by the powers of storytelling. The stories which changelings tell about the Huntsmen both reinforce and restrict their behavior. This communal storytelling—not just about the Huntsmen but about all aspects of their post-Arcadia existences—forms the foundation for changeling courts. A Huntsman who is renowned for dreamhunting will eventually find a court which defends heavily against that type of attack. This requires the Huntsman to either get better at its preferred method of hunting or to attempt new means of attack.

When a Huntsman chooses the former, going after a court's best defenses, it's known as abiding by the court's Approach (see p. XX). An Approach is a court's best defense against the Huntsmen, forcing them to act on the court's turf. This is done by creating a background narrative for changeling and Huntsmen, alike, wherein the Huntsmen serve as antagonists to the changeling protagonists in an imaginary story. The changelings of a court can, essentially, try to force a desired outcome by presenting it as an unfolding fairy tale.

The Huntsmen, of course, do not have to abide by a court's Approach. But it is advantageous for them to do so. A Huntsman who abides by a court's Approach gains 1 point of Yearning (see below); this is the only way in which Yearning may be replenished. As well, abiding by an Approach makes for a more interesting Hunt. Despite all the desire to return to Arcadia, the seething hearts of the Huntsmen cannot rest too easily. The laws of the Hunt which all abide by drive them to take risks and convoluted paths to their quarry. The poles of the Huntsmen, the

desire to rest and hunt, seemingly so opposed, weld into dark complexity. They need to be the villains of the story. The dreams of mortals and changelings alike demand this of them.

The Metaphysics of the Capture

SHOSHANNA'S MATERIAL. I'LL SYNC.

They Always Come Back

The Huntsmen are essentially eternal. While the lords and ladies of Arcadia try not to call upon the same Huntsman repeatedly, out of respect for the Arcadian spirits which populate their realm, each Huntsman knows, on some level, that it will return to the Hunt someday.

This is true whether they succeed or fail. The spirit of the Hunt which forms the core of a Huntsman's being is always in the Arcadian ether, ready (if not always willing) to be bound to its form by the secret rituals of the Fae. The quasi-sentient matter which finds something akin to joy in the surcease of the Hunt might protest at being reformed, but it has little choice in the matter. A Huntsman is always there to be called upon.

There is a difference, however, in what the time between Hunts is like depending on whether the last mission was successfully discharged.

A successful Hunt leads to a straightforward enough existence. The spirit of the Hunt vacates its physical form, returning to an invisible, flitting state. The breath which was donated by the Fae Lord who performed the ritual returns to him in a rush, seemingly out of nowhere. Finally, the matter which made up the Huntsman's physical body simply tumbles apart; earth falls to the ground, flames flicker out, water trickles away, and air rises into intangibility. All of these interlinking parts of a Huntsman's existence return to their natural state, their greatest wish fulfilled.

An unsuccessful Hunt leads to an altogether less pleasant respite. If a Huntsman's reserves of power are depleted, its form becomes defuse and slowly falls apart. This is fine if it happens in Arcadia, but this is almost never the case. Rather, Arcadian spirit and matter are not meant to exist on the mortal plane without magic binding them together into the form of a Huntsman. When the magic fades, each part feels excruciating physical pain as it tumbles away from the whole.

This takes on horrific physical manifestation. Flesh peels away and turns into whatever it was created from, leaving bleeding leaves and rocks. The spirit animating the Huntsman howls as it vacates the body, wracked by searing ectoplasmic wounds. The Fae Lord who created it feels this physical pain from afar, burrowing deep into her flesh. It's a terrifying sight for those well-acquainted with the supernatural, much less any unfortunate mortals who might be witness to such a dissolution.

A Huntsman must exist in this separated state for a fortnight. During that time, the spirit slowly heals its wounds, its breath is recaptured, and its body reformed. When it is fully healed and created anew, it returns to its mission. During this break from the Hunt, the wise changeling heads for a new town in the hopes of remaining free for another day, a week, a year. The break is never long enough.

The Weapons of the Huntsmen

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Creating a Huntsman

Huntsmen are created just as any other character in a **Changeling: The Lost** chronicle. For a baseline, create a character as you would normally, minus the addition of the changeling template. Add 25 Experiences and 6 Yearning. From a story standpoint, each Huntsman should be unique. The Huntsmen are meant to serve as the primary antagonists for a **Changeling: The Lost** chronicle. Indeed, the Huntsmen's natural ability to keep coming back after a defeat lends the recurring villain quality to them at a very basic level.

When designing a Huntsman, bear in mind that they're not meant to be bullies in a fight. Their abilities are geared toward guile, traps, pursuit, and disguise. This doesn't mean that they're helpless, particularly once their Arcadian weapons come into play. It does mean that they should be portrayed more as cunning than as muscular.

Huntsmen serve as capstone villains for a chronicle so well because they also reinforce many of **Changeling: The Lost's** themes. Changelings who are targeted by the Huntsmen feel even less safe than otherwise, for good reason. The discomfort at their post-escape situations are more acute and the clashing of fae and mortal more clear.

Because the introduction of the Huntsmen into a chronicle signals very strong thematic elements, Storytellers should be careful when or even if they appear. Huntsmen are extremely compelling villains, and the threat of their appearance should always be there, as trying to prepare for their inevitable Hunts is part of what keeps changeling society together. Teasing out this threat, even if it's never actually followed through on, contributes great dramatic tension to a **Changeling: the Lost** campaign. For all its power, however, the greatest dramatic tension is not in the act of appearing. The actual appearance of a Huntsman is a much stronger, more overt thing and your chronicle will shift accordingly. Once the Huntsmen show up, a chronicle naturally becomes about the Hunt and surviving it intact.

Yearning

Yearning is the fuel which allows a Huntsman to perform its duties on the Hunt, an animating fire burning inside its form. This isn't merely a metaphor; Huntsmen are quite truly given life and mobility by Yearning.

This energy at the core of each Huntsman is created out of two pieces of Arcadian ephemera: the breath of one of the Fae and the spiritual stuff (Arcadian material and spirit of the Hunt) which is bound to its physical form during the ritual of making. Each of these pieces shares a desire for something which it doesn't have, a very real yearning (hence the name) for something it doesn't yet have.

In the case of the lifebreath of the Gentry who performs the ritual, the yearning is for the changeling who got away. What role that changeling portrayed in Arcadia, whether it was as a footrest or a lover, is irrelevant; only the want matters. For the Arcadian spirits, the desire is to simply return to what they were before the ritual binding them was performed.

Yearning is rated on a scale of 1 to 10, with 6 being the average for most Huntsmen; the Huntsman creation guidelines assume 6 as a baseline. Yearning is spent to activate a Huntsman's powers, as detailed below.

Yearning cannot be replenished except by abiding by a Court's Approach (see p. XX). If a Huntsman follows a local Court's Approach when interacting with a courtier, it gains 1

Yearning. Once it reaches 0, the Huntsman is banished back to Arcadia for a fortnight. Once the fortnight has passed, the Huntsman is reconstituted and Yearning is replenished back to its original rating.

It must be stressed that a Huntsman reaching 0 Yearning is a horrifying spectacle as the banishment happens. Its constituent parts are driven from one another. The spirit of the Hunt wails as it vacates the body, a rush of air is felt as the breath of the Fae is exhaled, and the false flesh of its physical form turns into the Arcadian matter from which it's formed. This constitutes a Breaking Point for human and changeling characters.

Monstrosity

Each Huntsman has some form of monstrous deformity. This deformity is hard to hide, but it's also useful. It might be a bloated, grey hand which provides extra heft in a fight or eyes which glow red in the dark but are piercingly hypnotic in the light.

A Huntsman's deformity gives it 8-again to a single Skill, chosen at the time of creation. The skill/monstrosity pairing should make sense; goat legs should probably not give 8-again to Drive.

The monstrous feature is always present, no matter what form they take. If a Huntsman disguises itself as a dog, its horns will still be present and suddenly very hard to cover up. Note that this feature can be sensory or thematic, as detailed above. Don't be afraid to get very creative with this, so long as it's something which a changeling can reasonably use to tell he's being hunted. Perhaps red eyes become a strange trick of the light when a Huntsman is present, turning street lights into an ominous russet glare. The nose of a dog might lead to library shelves being mysteriously packed with books on canines as a day of disguise as a local librarian wears on.

Disguise

The Huntsmen are masters of disguise, able to shift their physical forms into anything. This costs 1 Yearning and lasts for up to 24 hours; it can revert to its natural form reflexively. A Huntsman's natural form is not detectable by any form of magic or Glamour.

In order to disguise itself as something else, all that is required is for a Huntsman to touch the thing it wishes to look like once. A light brush is all which is required, though if the desired form is living then it must be flesh to flesh contact (no touching someone's shirt).

The Huntsman takes on the properties of whatever it's disguised as, and maintains full movement as well. So, a Huntsman taking the shape of a centurion statue gains the Durability of stone, but is able to move and fight the way it can in its default shape. Game traits such as Size and Physical Attributes may change, at Storyteller discretion.

Most Huntsmen cannot take a shape greater than Size 10. However, some rare Huntsmen are rumored to take on larger forms, still.

Tokens of Reprieve

This ability is considered the most fearsome in a Huntsman's arsenal. It allows a bargain to be struck with a changeling, one which grants the changeling protection from any Huntsman who might visit her.

The bargain in question is simple, but always involves the betrayal of the Huntsman's quarry. What that betrayal consists of can be nearly anything, from outing the target's location to driving

the Huntsman around to actually helping set up an ambush. Regardless, the changeling must fulfill his part of the bargain before the Huntsman fulfills its.

Once the Huntsman has been aided, it spends 1 Yearning and conjures a small clay token embossed with the strange language of Arcadia. From that point on, until the token is exchanged for safety, the recipient of the token gains the Reprieved Condition.

The Ethics of Tokens

For the most part, Tokens of Reprieve are rarely spoken of. Possessing one by definition means that a changeling has sold out one of her comrades. That's an ugly thing, but even uglier is that scant few changelings would do any differently in the bargainer's position. Every changeling knows this on some level and it eats away at the quiet corners of changeling social life. The Huntsmen come for everyone sooner or later.

As corrosive as the constant paranoia undergirding changeling society is, rumors of Courts where the more powerful changelings collect the Tokens of the weaker as a type of perverted currency are persistent. A changeling with multiple tokens or even the ability to threaten others with the knowledge he could take them from others is a powerful, dangerous thing. Thankfully, as precarious as changeling existence can be, most have better hearts than this.

Marked (Condition)

When inflicted with the Marked condition, a changeling cannot hide from Huntsmen within 100 yards. Any Huntsmen within this radius instinctively knows where the Marked changeling is, no matter how well hidden he is. The Marked changeling truly cannot hide with this condition, though she may run far enough away that the Huntsman cannot find her; this requires both speed, skill, and luck, three things which can prove to be in short supply in tough times.

Resolution: A changeling loses this condition in three circumstances. The first is if the Huntsman who placed the mark touches the changeling. Touch includes both weapons and clothing; since all which a Huntsman carries is made of the same dreamstuff, the distinction between ephemeral weapons or clothing and the flesh of a Huntsman is fairly negligible.

The second is if the Hunter inflicting the condition is banished back to Arcadia. When this happens the changeling feels a great weight lift from his shoulders as he gains breathing space from the hunt.

The last is if the changeling gains the Reprieved condition, as detailed below. By accepting a Token of Reprieve, she makes an implicit bargain that she is safe from the Huntsman charged with finding her.

Reprieved (Condition)

A character with the Reprieved condition can ward off a Huntsman who is searching for her, but only once. It does not impart any immunity or resistance to

the abilities of the Huntsmen. Rather, it is a mystical compact sealed by the presence of a token of reprieve, granted by a Huntsman in exchange for the changeling's aid.

When a Huntsman comes for a changeling who is Rerieved, she may show the token to her tormentor. The Huntsman is bound to accept the token in lieu of the changeling, taking it back to Arcadia and its fae master. This is considered a successful Hunt, for all intents and purposes, though the Huntsman may certainly be resummoned later.

Resolution: Once the token is exchanged for a changeling's freedom, the Condition is considered resolved. The Condition is also resolved if the token is ever lost, for any reason.

Beat: n/a

Mark of the Hunt

The Huntsmen have the uncanny ability to unerringly follow their targets. This ability is subtle, almost invisible, but is perhaps the most terrifying ability in a Huntsman's arsenal. The only requirement is that the Huntsman have a changeling's Icon in its possession.

By concentrating on the Icon in question and spending 1 point of Yearning, the changeling in question gains the Marked condition. This lasts until the Huntsman either touches the changeling, is banished back to Arcadia, or the changeling gains the Rerieved condition by offering a token to her hunter.

Ties Which Bind

Changelings have a natural born ability to escape from all bonds. This is regarded by changelings as an immutable law, part of the bedrock of their lore and interactions: changelings cannot be caught, so don't try.

The Huntsmen have a way of circumventing this supposedly ironclad law of the cosmos, however. By spending 1 point of Yearning, a Huntsman may conjure bonds of dreams similar to the Arcadian elements they are made from. These bonds may take different forms—shackles, rope, handcuffs, chains—but the effect is that a changeling captured in these Arcadian fetters cannot escape. This is a byproduct of both the ritual which forms a Huntsman and the nature of Yearning: the weight of Arcadian tradition and the inner need to make changelings feel as restrained as they do allows the Huntsmen great powers of restraint.

The physical restraints created by this power last until the next sunrise, whereupon they dissolve into nothingness.

Dreamhunter

As native creatures of dream and consummate masters of the byways of the slumbering psyche, the Huntsmen have native powers over dreams.

Any Huntsmen may use Oneiromancy, substituting Yearning for any Glamour expenditures listed in the rules. See pgs XX for Oneiromancy.

The Wild Hunt

This dread power replicates the tales told of the terrible and fae Wild Hunt, a legend which haunted the globe in various forms for millennia.

The ritual of the Wild Hunt takes place only on a new moon. After speaking words of power unintelligible to human ears, the Huntsman spends 2 points of Yearning, which makes this a serious expenditure of its reserves of power. Upon this expenditure, two ghostly Arcadian

mastiffs appear out of thin air. The size of small wolves, the hounds glow with a baleful green light and serve as both tracker and predator at the behest of their master.

So long as the new moon hangs invisibly in the night sky, the hounds remain in the mortal world. At sunrise, they disappear, returning to the Arcadian kennels from whence they came.

Hounds of the Hunt

Attributes: Intelligence 1, Wits 4, Resolve 4, Strength 4, Dexterity 3, Stamina 3, Presence 4, Manipulation 1, Composure 3

Skills: Athletics 5 (Running), Brawl 3, Stealth 2, Intimidation 4, Survival 5 (Tracking)

Willpower: 7

Initiative: 6

Defense: 3

Speed: 12

Size: 5

Attacks: Bite (3 Lethal Damage, Dice Pool 9)

Health: 8

Special: Tireless (Automatically succeeds on tests involving exhaustion or tiredness.)

Baying of the Hunter (Spend 1 Willpower as the Hounds bay in unison. It is heard everywhere within a two mile radius. Anyone who hears it must make a successful Willpower test or cower in fear for 10 minutes.)

Pack Mentality (When within 50 feet of their Huntsman master, the Huntsman may utilize the Hounds' senses as if they were its own, seeing what they see, smelling what they smell, etc.)

Baleful Glare (Spend 1 Willpower and meet the gaze of a target. The target is held transfixed, unable to do anything, until the Hound's gaze is broken.)

Any bite a Hound makes also initiates a grapple (see p. XX).

Healing

Every Huntsman has Health equal to his current Size + Stamina. It takes bashing and lethal damage as any other character, but may benefit from the Durability of its current form. Arcadian weapons and iron weapons cause aggravated damage to Huntsmen. At any time, a Huntsman may reflexively spend one Yearning to heal all bashing and lethal damage. Aggravated damage requires one Yearning per point of damage, and a full day to heal. For this reason, a Huntsman is likely to adopt a larger form after suffering aggravated damage.

Sample Huntsmen

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Appendix One: The Fae-Touched

Human interactions with Faerie tend to end poorly for the human. Humans who enter the Hedge rarely return, and those who see a fae creature's true mien are stricken with madness and fear. Yet, within the ranks of humanity are a few who have experienced the realm of Faerie and have returned from that place different, but not changed as the Lost are. These people are referred to as fae-touched for they carry a piece of the Wyrd inside them.

Fae-touched are not just people who happen to see a changeling's mien, or see past the glamor placed on a fetch. They are much more than that. Every single one of them has been inside the Hedge, and a few have even been to the outer edges of Arcadia. How humans become fae-touched varies by person, but all follow a common thread — they once made a promise with someone who is now a changeling. The promise was not something small, like a promise to walk the dog or call in the morning. Instead, it was something big, like the promise a mother makes to her child to always be there for him, the promise between sisters to never lie to one another, or the promise between best friends to name their first-born children after each other. Whatever the promise and whatever the circumstances, one of the members was taken and the promise was left unfulfilled, yet remembered.

Unfulfilled promises between humans are common; the difference is in the intention. The person left behind keeps her promise. The friend has children and her first child is named after her long-lost best friend. The mother somehow knows the fetch replacing her child is not real, and never gives up hope of finding her real son. The lover never takes another, knowing that her true love is still out there somewhere. These people never gave up hope, never gave up on their promises, and remained true. The kept promise forges a link between human and changeling — the changeling bolstered in her resolve to escape her bonds, the human drawn inexplicably towards Faerie and her promised counterpart.

Becoming Fae-Touched

Just because someone has a promise to a changeling doesn't make her automatically a fae-touched human. Instead, she has to enter the Hedge and make it out again, alive and uncaptured — which is no small feat. Getting into the Hedge is not difficult and neither is it accidental. These people are drawn to Faerie, seeking it out subconsciously as they perform their daily lives. Some resist the unrealized desire and are capable of living their lives in peace, yet as the years go by, the pull becomes stronger until eventually, even the most resistant give in. This is especially true if the person they have their promise to is still trapped in Arcadia. For others, the pull is inescapable from the start, and it rules their lives.

A mother follows lead after lead looking for her real child. She promised him that she'd always be there for him. She uses everything at her disposal, following the old stray threads of his passing. Her determination leads her constantly to the place she last saw him, his school. She spends her evening scouring the area, looking for any evidence that something happened here, though it's been months, even years. One fateful day, she sees a partial scrap of a shoelace. It's his shoelace, she's certain of it. She sees another scrap of cloth further in the distance and she runs to it, passing beneath the overhanging arch of an old oak branch. Her environment abruptly changes and she is surrounded by brambles on all sides. In front of her is a narrow foot

path, and she knows deep in her heart that her son lies at the end of the trail.

A woman comes home to find an uncommonly messy house. Her wife is in the kitchen, preparing dinner. Everything about the situation screams to her that something is wrong. She sees a spot of blood on the floor and as she inspects it, she sees a piece of a broken fingernail colored the same as her wife's. She looks at her wife's hand but none of the nails are broken. She makes up an excuse and leaves the house quickly, unable to return to whatever is in there. Her wife is gone, but she had promised her that she would always fight for their right to be together. The front garden is torn up, and she wonders how she didn't notice earlier. She follows the path of small details out of place until she reaches a clearing. She sees two paths that look exactly the same, but her heart points her left and she does not hesitate before stepping off in that direction.

His older sister is a monster. Or maybe the monster isn't his sister at all. He isn't sure how it happened, but he knows that one day she came home from college and she was a monster. He can't really see the sticks and mud that made her up, but he can feel them when he touches her, and he can smell the dirt around her. No one believes him and tells him to go watch T.V. or read a book and leave her alone. He takes walks to all of the places they used to go together before she moved out. They had promised each other that they'd always go here once a year to catch up. He feels a sense of her there, and lets his mind wander as he sits for hours before being called home by his mother. One day, he gets lost on the way home. He knows these footpaths like the back of his hand, but somehow he is turned around. Then just as quickly as he is lost, he finds the right path and starts down it between all the thorny vines that seem to reach out for him.

She is his best friend, but she hasn't called in days. They used to talk every night, and she won't return his texts. He goes looking for her, but she isn't home and none of her other friends know where she might have gone. No note, no word, and more distressing is the fact that her house looks so normal, like she is just in the other room. Her phone and keys lay on the table beside the door, just like always. He starts asking around, and no one has seen or heard from her. He even calls her parents, and they say she called them yesterday. He can't believe it — they had promised each other that they'd never keep secrets — so he keeps looking. Then, he finds someone that may know someone. He makes a call and sets up a meeting. This man knows where she is, he says the path is hard and long, but she's been kidnapped. The man can't help, but he can point him in the right direction. He just has to go out the back door and follow the little foot path he sees there.

Once in the Hedge, the fate of the person is sealed. She is now fae-touched despite what else happens. As she passes through whatever gateway brought her into the Hedge, she gains a connection to Faerie and is able to draw upon it. Usually, she has no idea what is happening, or that she has any control over her environment. This doesn't stop the Hedge from responding to her desires and changing accordingly. Most fae-touched are in the Hedge to find their missing loved one. Paths open before her and direct her deeper into Faerie following her tenuous connection to the last place Faerie knew the changeling was held. If left unchecked, the fae-touched can walk all the way to the changeling who shares her promise. Yet, if she ventures too deep into Faerie, she is likely to never return.

Escaping the Hedge

A fae-touched is free to move about the Hedge as she wishes, but finding her way out is a different matter entirely. Most humans who enter the Hedge this way do so with a singular purpose. If she strays from that purpose, or leaves the trail, she is likely to get hopelessly lost. If she stays her course, she is drawn increasingly closer to Faerie and the True Fae who captured her friend. She has a few options for returning to the real world, but all come with their own risks.

As the fae-touched enters the Hedge, her changeling counterpart is presented with an opportunity for escape. Maybe his Keeper is distracted, the final part of his plans is realized in that moment, or he suddenly gains the strength of will he had been previously lacking. At this moment, the changeling is faced with a decision to leave, and if he takes it, he is set on his path of escape. The paths opened within the Hedge to the fae-touched lead her to cross paths with the changeling, giving her a chance to assist him in his escape. If all goes well, their paths intersect somewhere deep in the Hedge and they help each other escape into the mortal world. Things rarely go well. More often than not, their paths do not cross. Something stops the changeling from escaping Faerie. Maybe he is thwarted in his escape, or dies in the attempt. Commonly, despite the impetuous her presence lends, the changeling simply chooses to remain in captivity, unable to solidify his will to escape at that time. In rare cases, the changeling has already escaped, and the fae-touched is simply following a dead trail to his former True Fae captor. In these cases, she may end up following her path to Faerie, only to get captured herself.

A few stories relate that when a fae-touched and her changeling's paths intersected, they were far too close to Faerie, and the changeling's escape had not yet been completely decided. In one story, the fae-touched bargains for the life of the changeling. She somehow pulls on an ancient Contract and forces the Gentry to release them both. Another story has the changeling use the fae-touched as a stepping stone, passing her to the Gentry to ensure his own escape. More grim stories tell that when the fae-touched arrives at her destination, the changeling's True Fae captor collects them both and returns them to their bindings.

Sometimes, the fae-touched never makes it far within the Hedge, but instead gets distracted from her path. She may encounter a goblin or hobgoblin who entices her away and makes her forget her goal. She may simply get overwhelmed by the Wyrd and the Hedge and lose sight of why she came. She spends so long in the Hedge that she cannot imagine leaving. When this happens, her only hope is that a changeling comes across her, as eventually her presence is noticed by one Gentry or another and she is taken.

Changelings in the Hedge who see a fae-touched know that her chances of escape are slim. While no one wants to deprive a fellow changeling of any advantage he might have to break free of his bonds in Faerie, helping the human is a much more immediate concern. Of course, they are also concerned with the incredible boon of having a fae-touched owe her life to the changeling.

An unlikely — though entirely possible — way for the fae-touched to return to the normal world is to simply walk out. This usually only happens after the fae-touched has strayed from her original path and begins wishing for a way out. If she is somehow unhindered or untouched, her

attachment to Faerie slowly leads her on a new path out of the Hedge. Only the most strong-willed and lucky fae-touched escape the Hedge this way.

When the fae-touched finally escapes, she is forever changed, much like a changeling. She is not truly a changeling, since she was never captured and has no Kith. She does have a Seeming, gained in much the same manner as a normal changeling's. Sometimes, she takes on the Seeming of a changeling who helped her escape. She is no longer completely human, yet she is much more connected to human society than her changeling counterparts. She retains her connection to Faerie in the form of the Wyrd, though she does not truly understand it.

Escape!

Before bringing new fae-touched characters into a game, or starting a new game for that matter, try running one on one sessions with players to allow them to experience their character's first foray into the Hedge. This helps the player decide what kind of promise she made, how she entered the Hedge and what her Seeming means to her. It also helps her set Aspirations for her character, as well as get a feeling for how far the character will go to fulfill her promises.

Players should make her full fae-touched character, but ignores her fae-touched template for the first part of the session. She is a normal human at first, and doesn't gain her fae-touched template until she enters the Hedge. At that point, she gains her template, except her Seeming, as well any Merits with the prerequisites of fae-touched and a full Glamour pool.

This presents a good opportunity to present key changeling NPCs and setting elements directly into a character's background and make them important to the fae-touched. Work with the player to craft an escape story that make sense for the types of stories she wants to see in game play, as well as her character's Seeming.

Call of the Wyrd

The fae-touched were surrounded by and infused with Glamour when they entered the Hedge. Each forms a tiny connection to this power, and wields it while she's there using it to clear a path through the brambles and lead her to her changeling. Though she is not changed to the same degree as a changeling, she undergoes a forging process that leaves her with a permanent connection. She has a Wyrd and she can utilize Glamour in much the same way as a changeling can, though she is not as powerful as a changeling.

This connection to the Wyrd is two-fold. It strengthens the bond between the fae-touched and the changeling she shares a promise with, and it imbues her with a modicum of fae power. The bond between changeling and fae-touched is dangerous, as it continues to pull at the fae-touched beckoning her to return to the Hedge and seek out the changeling. Not only that, but the link gives her an awareness of the changeling she never had before. She can sense his livelihood and his pain, and she often experiences visions of him while he's in Arcadia.

The connection to the Wyrd that gives the fae-touched her power can also be dangerous to her. On her first trip into the Hedge, they Wyrd filled her and gave her power in what felt like a hopeless situation. The Glamour of the place entered her easily and changed her. In the real world, Glamour is hard to come by, and her power over reality is regulated to whatever Contracts she can learn. When she escaped the Hedge, she was left with a fraction of the fae magic she previously had at her disposal and has no understanding of what to do with it. While

she does have a Glamour pool she can access, the fae-touched does not inherently understand how to harvest more — this is a skill she has to be taught. What's worse, is that the fae-touched finds the inexplicable draw to the Hedge that brought her to this point did not go away after she left the Hedge, instead it has only grown stronger.

The fae-touched feel a longing to return to the Hedge, to soak up all the Glamour she can, and to utilize that power. The Wyrld pulls at her, beckoning her to return to Faerie and continue her search for her friend, and to become one with the fae. Where a changeling has the grounding experience of having been captured and forced to endure what felt like a lifetime of servitude in the presence of all that power, a fae-touched has only the experience of longing and seeking. This is not to say that she is unaware of the dangers of Faerie, as she is likely to have met her own challenges while in the Hedge. Instead, her experiences and subsequent changes are not as drastic meaning the draw of the Wyrld can take a stronger hold within her. No amount of explaining or understanding can abate the desire, only a strong force of will keeps her from leaping back into the brambles at every chance.

With guidance and assistance, a fae-touched can learn to harvest Glamour from humans and utilize her power in a controlled manner. Those who do not control themselves, find the draw into the Hedge eventually takes them there. It's never the same as the first time, and the fae-touched is much more likely to get lost or taken if she returns unsupervised.

Fae-Touched in Changeling Society

Changelings represent a real world connection a fae-touched human has with whatever happened to her while she was in the Hedge. She is still very human, and little about her life before the Hedge has changed. Where a changeling has his entire life stripped out from under him — his home and loved ones lost to a fetch and time dilated in weird ways — the fae-touched return to a world exactly as she left it. Her family is still there, her home just the way she left it. Her job may have missed her for a few days, but otherwise everything she once knew is still in place. She could easily return to her life with no one the wiser, except for the fae-touched.

Knowing that doesn't make it easy to do. She has gained insight into a fantastical and dangerous world outside her own. She has a Seeming and a connection to a society of supernatural creatures. She knows now that the person she had kept her promise to has been captured, and she sees the fetch for what it is. For her, everything has changed, and while on the surface everything looks normal, she realizes nothing ever really was.

Many fae-touched find it difficult to go back to their normal lives, few people willingly insert themselves into a situation they know to be false. Some react poorly to the knowledge that someone she knows has been replaced by a fetch and attempts to out its true nature or even kill it. The fae-touched is regarded with fear and misunderstanding by humans assuming she has suffered some kind of psychotic break. To a certain extent, she has, but not in a way normal people can understand. A few return to their lives, living alongside a fetch biding her time until she can begin her search again.

Some want to be close to changeling society, hoping that the Lost are the key to finding the one she yearns to find. If she was lucky and reunited with her promise sharing changeling, then she wants to stay connected. Others fear the changelings and only want interactions if she believes

they will lead On top of all that is her constant unbreakable desire to return to the Hedge and to regain the power she had there, or to search once again for the person she has lost.

The fae-touched present a unique paradox to changelings. These people were never taken by a True Fae and do not know the horrors of a Durance, yet they have been exposed enough to see past the Mask. The fae-touched have the ability to do something the changeling can never do — return to her previous life — yet many refuse to do so completely. Changelings also have a hard time understanding and empathizing with a fae-touched's desire to return to the Hedge. Despite these stark differences, the fae-touched is also a comrade, someone who survived the dangers of Faerie and has been changed because of it. She may have even been the catalyst for a changeling's escape. She is someone who is driven by devotion and someone who can be trusted.

By the very nature of being fae-touched, she has proven a willingness to keep important promises. Not only that, but she has shown the will and strength it takes to see beyond the lies spread by the True Fae in an effort to keep those promises. If a fae-touched was nothing more than that, her presence would be a comfort to the changeling, yet she has much more value. She represents an intermediary between the changeling and the mortal world. He does not have to hide his true nature from her and she can help him relate to humans. She has an understanding of his fae concerns, even if she does not share in all of them, and she can assist in endeavors both in and out of the Hedge.

While a changeling is likely to want a fae-touched around, he doesn't necessarily believe she should be exposed to the entirety of the freehold and the society they have built. Most changelings prefer to keep the fae-touched at a distance, contacting them only in times of need or want. The fae-touched wants the opposite. She wants to be connected to the people that understand all her conflicting emotions more than she wants to be around normal people. She wants to be involved and to continue to assist her loved one despite his best intentions for her. The relationships between the fae-touched and changelings are as complex and varied as the people composing them. For some changelings, the fae-touched are nothing more than people with some extra knowledge and for others they are friends and confidants. Some changelings find relating to the fae-touched easier than relating to normal humans, and prefer their company over anyone else's. Some resent them and their rapid escape from the horrors of Faerie, and want nothing to do with them. Some simply see them as one more tool, someone they can use to gain an advantage. And a lucky few changelings find a loved one in the fae-touched, someone they believed to be lost to them forever.

Within the Freehold

A city with a well-established freehold is bound to have a few fae-touched within its scope of influence. How the changelings deal with those fae-touched is determined by which courts make up the freehold. Most courts prefer to extend aid and assistance to the fae-touched without formally accepting them into the freehold. Instead, individual members of the freehold take on each fae-touched almost as an ally or vassal, helping her master her Wyrld while keeping her confidences. Certain courts associated with the emotion of protection or love may freely accept the fae-touched into their lives without question. Even if a fae-touched is not considered a full member of the freehold, she is often extended protection and aid when she needs it.

Changelings view having a fae-touched around as a boon to the freehold. She is likely to be a calming presence in an otherwise tumultuous environment. She is partially fae, but does not suffer the issues of constantly being hunted by a True Fae master who misses her. Her connections to the mortal world set her apart from the changelings, and make her a valuable ally. Those who gain acceptance into the freehold find themselves in the middle of political intrigue and courtly gossip. Her favor is not necessarily sought so much as bought, and her connections are exploited by any bold enough to try.

The Courts

Fae-touched who have spent a great deal of time around changelings tend to get more embroiled in their concerns. As such, simply being a recognized member of the freehold is not enough to protect them against the Huntsmen. Instead, a fae-touched is asked to pledge herself to a court within the freehold to boost its Bulwark against the True Fae.

A fae-touched can enter into an Oath to join a court, but few changelings treat her as a full member. She often remains in the lowest ranks of the court, simply allowing her Oath to be all that she needs to gain the minimum protection of the freehold. She is allowed to participate in rituals and symbolism, but rarely gains a title or Mantle above the lowest levels.

Oath Keepers

Keeping a promise is important to both changelings and the fae-touched. For changelings, trust and keeping their word is extremely important, especially among others like them. For the fae-touched, keeping a promise is a matter of integrity and personal honor, no matter who that promise is to. Few fae-touched ever break their word when given, and they take even the most simple agreement very serious. If a fae-touched forsakes an oath, she is never forgiven by her fellows, even if she is able to redeem herself in the eyes of the Wyrd and changeling society. A changeling who breaks her word is even worse. Every fae-touched knows that the only reason she is connected to the Wyrd is because of someone she loves trapped in Arcadia, and the shared promise they have between them. Her hope is to one day free her friend and be reunited, and the strength of her word is the only thing that continues to give her hope that she cannot lose that connection. If her loved one were to lose that promise, or worse go back on the agreement they made so long ago, what would become of their connection? It goes without saying that such an idea is horrifying to most fae-touched and few contemplate that line of thinking for very long.

Some fae-touched hone the control they have over the Wyrd to seek out oaths and promises, monitoring who owes what and who might have broken their vows. If she finds someone who has broken a promise, especially to a human or fae-touched, she takes it upon herself to punish the oath breaker. Some freeholds employ such fae-touched to monitor minor pledges between lesser members of the courts and report misconduct to the court monarchs. Others simply work on their own, taking punishments into their own hands, even if such action would be ill-advised.

Outsiders

Some fae-touched find changeling freeholds and courts hard to understand and follow. The fae-touched understand promises all too well, and some are reluctant to ever promise anything to a changeling without a dire need. Pledges and oaths are too grave to enter into, and the frequency in which changelings use the Wyrd to seal deals can be daunting to someone so sensitive. Such a response can cause the Lost to shun the fae-touched, unable to understand why she refuses to pledge her word to them so freely.

In these cases, the fae-touched band together on the outskirts of changeling society, making up their own lesser society based on unspoken words and mutual understanding. The fae-touched tend to gravitate towards one another--in much the same way they gravitate towards the Hedge--though no outward appearances betray their nature. These fae-touched prefer each other's company over that of other humans, and they view changelings as vapid and self-absorbed. They seek solace in each other and shy away from changeling society. They hold no ill will towards changelings and deal one on one with them in certain circumstances, but otherwise remain separate from the freehold and courts.

Those Who Do Not Know

Not all fae-touched escape the Hedge into the hands of the Lost. Those that fight to free themselves may not even realize that such a thing as the changelings exist. Even when presented with changeling society, they have a hard time accepting the Lost as any part human. They view changelings as anything else from the Hedge, dangerous and not to be trusted. These fae-touched band together for protection, and shun changeling society. Such a brazen disregard for their fellows leaves a bad impression on changelings and causes quite a bit of strife between the groups.

Key Smiths

When a fae-touched is completely overtaken by her desire to return to the Hedge, she turns volatile and dangerous to both herself and changelings. Giving into desires is not a psychotic break. She looks and acts normal but, like an addict out of control she will do irrational and dangerous things to get her fix. Some give in easily to this desire, where others might be driven to rash action through impatience. Whatever the cause, the fae-touched make a conscious decision to enter the Hedge no matter the cost. Maybe she is overwhelmed by the dreams of her loved one and is bound and determined to seek him out, maybe she is starved of Glamour and believes she can find more there, and maybe she is just drawn to the power of Faerie and no longer has the willpower to resist the urge to go.

These fae-touched gravitate towards one another, somehow unconsciously drawn to those most likely to assist them in their goals. Some changelings speculate that the Wyrd draws them together, its pull on them heightened when they congregate in groups. They band together with a similar mission; find a way back into the Hedge. The changelings call these bands of fae-touched Key Smiths, for they seek out gate keys.

Fae-touched know they cannot open and enter gates on their own, not without some kind of gate key or changeling to let them in. Some groups spend their time searching out natural

Hedge gates and the keys associated with them. They map every place they see someone enter or leave the Hedge and they pump the changelings for information about keys. Sometimes the groups petition changelings for assistance, hoping to trade favors for entrance into the Hedge.

More impatient groups don't want to wait to map out gates or hope for changeling assistance. Instead, they see the clearest route to power is to simply open a gate and walk in. The only way to do this though, is to be a changeling, or have one do it for them. These groups act out in terrible ways. Sometimes they take over changeling holdings or kidnap people close to the changeling demanding entrance into the Hedge in return for whatever they took. Other, more severe groups hunt down and capture a changeling and force him to open a gate for them. Usually, they need entrance and exit pathways, so hostage situations do not resolve until they've finished their mission into the Hedge.

The Hunted

In normal circumstances, a fae-touched does not have to worry about being hunted and returned to Arcadia. She was never in the keeping of the Gentry, and they have no idea she is anything other than a normal mortal. She is more human than she is fae, unaffected by a fae Mein and has no Mask. The True Fae do not purposefully send their Huntsmen after a fae-touched, and she may go her whole existence without encountering one, if she's lucky. Despite this, she does have a Seeming and a Wyrd — no matter how muted — and appears fae to the sense of those who dwell in Faerie. For this reason, she may gain the wrong attention if she is not careful.

Every now and then, the fae-touched does something to gain the attention of the Gentry or their Huntsmen. Maybe she's just in the wrong place at the wrong time. This happens most often since the fae-touched find it hard to steer clear of Faerie and tend to find themselves embroiled in conflicts even when they aren't trying to. Maybe she spends too much time with a particularly irksome changeling. Or maybe, she's been in and out of the Hedge unscathed one too many times.

No matter what causes her to get noticed, once it happens, she can't shake their interest. Some fae-touched find themselves hunted as relentlessly as any changeling having caught the eye of a curious True Fae. The best case scenario is that she is considered an annoyance and slated for death, the worst case scenario being that the True Fae is curious about her and want her brought in for investigation.

Sometimes she only gains the notice of a Huntsman, but in many cases, this could be worse. A Huntsman may dismiss her as a regular human and attempt to casually kill her if she gets in the way, or simply decide to kill her to get at the changeling it is hunting. It may decide she's a useful tool, maybe she can lead it to the changelings, or be used as a dramatic element if the Huntsman kidnaps her. It may offer her a bargain, something she desperately wants to sell out her friends. Of course, taking such a bargain would make her a traitor, but denying it may get her killed.

Fae-touched rarely know when they've attracted the attention of a fae creature until it's too late. Changelings caution fae-touched to be wary since the rules that govern the interactions between Huntsmen and changelings do not apply to the fae-touched. Having a hunted

fae-touched around can be a liability, but few changelings would abandon someone to whatever fate the True Fae have planned for them. Usually, such a predicament encourages the freehold to increase their security and bring the fae-touched more tightly into their society.

The Loyal

The most important thing to a fae-touched is finding her missing loved one, it is what drives her and often preoccupies her. The life she leads on Earth is one of pensive waiting hoping that one day she can be reunited with him. She does what she can to assist changelings in the hopes that someone would do the same for him. She follows the changelings into the Hedge in hopes that they may find a chance to rescue him. And, if offered a chance to rescue or save him, she would abandon all else to do so.

Sometimes, this fierce loyalty works against the fae-touched in ways she would never expect. If a True Fae discovers such a weakness in the ranks of the changeling society, it wastes no time seizing it as an opportunity. The fae-touched is courted and deceived, promised a chance to free her loved one, or just to see him once again in return for information or an outright betrayal. Huntsman make deals with the fae-touched to trade information; bits of truth about where her changeling is being kept in exchange for information about the changelings in the nearby freehold.

Some fae-touched have a less heartening story. During her first voyage into the Hedge, she followed a path that lead her deep into the heart of a Gentry's domain. Within, she found the person she had kept her promise to. She tried to free him, but was caught by his True Fae master. Through whatever arcane contracts guide this Gentry's action, she is spared for the time being. It proposes a deal, if she returns to Earth and collects any one other changeling and brings him back to it, it will let her loved one go. She shakes on it and comes back to Earth. She's so elated that she as a way to free him that she can't recognize she never made a deal for her own life and freedom.

Using Loyal Fae-Touched

Fae-touched with motivation to capture a changeling rarely has the means to do so. She is reluctant to approach other fae-touched, since they may try to talk her out of keeping her deal or hurt her to prevent her from enacting any plans. She may pair with a loyalist changeling who is much more capable. A changeling and a fae-touched working together is more dangerous than a lone changeling.

Fae-touched working against changeling society can be extremely disruptive since they are so well known for their honesty and loyalty, so use them with caution.

Stories

Fae-touched have a place in changeling stories as both allies and antagonists. Fae-touched may play a large part in a changeling's life, posing a constant source of strife and conflict, or an amazing source of aid and information. Changelings are certain to run into at least one fae-touched in her life and may be responsible for helping one out of the Hedge at a critical moment.

The Promise Collector

Stevie is a fae-touched member of the freehold. She's a bit of a legend in her own right. Some say she showed up one day out of the Hedge and went straight away to the courts to pledge herself to the freehold. No one knows if she was newly changed or if she had somehow traveled to the freehold, but she's been a fixture ever since. She doesn't belong to a court, and she wields very little influence over the changelings, yet she accords a great deal of respect. Everyone seems to have some kind of deal with her, even if it's something as simple as a polite agreement to leave each other alone. She's notorious for requesting Sealings on all of her agreements, no matter how large or small.

The characters have met Stevie at least once, but they don't have any deals with her. So, when she goes missing, they don't really think anything of it. Rumors crop up that she's disappeared into the Hedge, but no one seems to know where she's gone. Days later, everyone in the court is struck by terrible nightmares and phantom pains. Something has happened to Stevie, and the Wyrd has somehow connected everyone in the freehold to her pain through her pledges to them. Almost everyone in the freehold is nearly debilitated by the pain. The characters must race to rescue Stevie before something worse happens to her, and through her bonds the rest of the freehold.

Dark Dreams

A newly escaped changeling, Pedro, has taken shelter within the freehold. He complains of terrible nightmares each night. He is being chased down in the Hedge by foul creatures made up of the brambles. Each morning he awakens in sweats. At first, everyone believes he is experiencing trauma from his recent escape, but as the nightmares get more intense each night, he starts seeking assistance.

The characters are requested to help Pedro quiet his dreams. The first night, they enter his dreams in dream form simply riding the dream watching what happens. The first half of the dream is mundane and normal, but at some point in the night the dreams take a stark turn completely dissolving from Pedro's dreamscape into an even more twisted and dark version of the Hedge. As they watch, a man is chased onto Pedro's path by hobgoblins. The man begs Pedro to help him, but Pedro seems completely distressed by the man's presence and tries to fend him off, but cannot. When the dream ends, Pedro explains that the dream is the same every night. He reveals that he recognizes the man, they were best friends before he was taken. Pedro says he's felt a strange connection to him ever since he was taken, and it's only gotten stronger since he's escaped. In fact, it was the memory of this man that gave him the strength to free himself.

Pedro is bound to a fae-touched human who entered the Hedge on the same day that he escaped. Pedro found his own way out, but the fae-touched was trapped there. Through their bond, Pedro witnesses the man's struggle through the Hedge each night while dreaming. The only way to truly help the man is to enter the Hedge and help Pedro find him and bring him back out.

Playing a Fae-Touched

The fae-touched have an important place within changeling society. The portrayal of fae-touched members of the freehold is more than simply playing the lackey or following orders. Fae-touched have a connection to the Wyrd and are complex individuals, sometimes more-so than a changeling may be. The decision to play a fae-touched character in a changeling campaign should be discussed not only with the Storyteller, but also with the other players. The players should consider how their own characters view and interact with the fae-touched, and who if any, the fae-touched is bound to. A fae-touched character's story can serve to bring a cohesive element to an otherwise disparate group.

Creating a Fae-Touched

A character becomes fae-touched when she enters the Hedge in search of someone she shares a promise with. At that time, she is invested with the Glamour of Faerie and takes a little piece of it with her when she leaves.

To create a fae-touched character, use the same guidelines for creating a human found in *The God Machine Chronicle* p. 150. Afterwards, make the following modifications to the character. Be sure to look at the fae-touched Merits presented later in this chapter.

Note, the fae-touched share many traits with changelings, but they are not changelings. Some changeling traits are completely unique to changelings. If an advantage or trait is not listed below, do not assume fae-touched characters gain it.

Add Fae-Touched Traits

Seeming: The fae-touched gains a Seeming and all of its bonuses and drawbacks. The Seeming is based on how the character escaped the Hedge, and usually reflects the Seeming of whatever changeling might have helped her out of the Hedge. If she escaped on her own, then the decision to leave forged her Seeming. The fae-touched Seeming does not actually confer a Mien to the character, but instead dictates her personality and which Contracts she gravitates towards.

Wyrd: Wyrd reflects the small amount of Faerie that the character can channel into the world. Fae-touched characters have an effective Wyrd of zero, though she is capable of utilizing some of its benefits.

Contracts: Select two dots of Contracts from Contracts that are tied to your character's Seeming. These Contracts cannot be higher than a one-dot rating.

Advantages of Being Fae-Touched

Glamour: Fae-touched characters can utilize Glamour much like changelings can. She can bank up to 10 Glamour inside her and spend one point of Glamour each round. She can only harvest Glamour by pulling from people's emotions, or Hedge bounty, as she is normally incapable of entering other people's dreams. Unlike changelings, Glamour can be harvested from a fae-touched. When this happens, she loses Glamour from her own pool to the changeling who harvested from her.

Pledges: Fae-touched characters are capable of using their Wyrd to witness Sealings. She is still subject to Sealings from changeling characters, and she cannot attempt to use Sealings on changelings or other fae creatures. Additionally, changelings can forge Oaths with fae-touched

characters carrying the benefits and drawbacks associated with these. Fae-touched characters cannot initiate Oaths with anyone other than a changeling, including other fae-touched characters. If a changeling creates a Bargain with a fae-touched character, she does not gain the benefit of additional coverage she would with a normal human.

Oneiromancy: Fae-touched characters cannot engage in oneiromancy on their own. They do not share the changeling's innate ability to walk into dreams in the Hedge, nor can they enter a sleeper's dreams through touch. But, some do have latent talents to enter and affect dreams represented as Merits.

Contracts

Fae-touched can learn and use any Contracts, including Court Contracts, with a few restrictions.

- Fae-touched must be taught new Contracts by a changeling, and cannot learn them on her own. She follows the same restrictions for Court Contracts as a normal changeling.
- Fae-touched do not inherently gain access to the Seeming bonuses on a Contract based on her own Seeming. She must spend experiences to learn the Seeming bonus, and it must be taught to her by a changeling.
- Fae-touched characters cannot learn any other Contract Seeming bonuses other than the ones for her own Seeming.
- Fae-touched characters do not understand enough about the nature of Faerie to enact catches on Contracts.
- Fae-touched characters cannot use Contracts that require her to drop her Mask or reveal her Mein, as she does not have one to show.

Drawbacks

Being fae-touched carries its own dangers and drawbacks uniquely separate from changelings.

Arcadian Dreams: Until the changeling she shares her promise with is safely out of Arcadia, the fae-touched is plagued with dreams and visions of him. She always has an awareness of him in the back of her mind. If she is in the Hedge, she has a general knowledge of what direction to travel to reach him. She can feel his pain in a very real way, as though it were her own. Once per story, at Storyteller discretion, the fae-touched character suffers from one of these issues. Either she is presented with a situation that is a poignant reminder of one of her dreams, which causes her to lose focus, or she is overcome with a sudden and fierce pain that makes it hard for her to function. In either case she suffers a -2 penalty to all rolls unless she spends several minutes resting and recuperating.

Hedge Addiction: The fae-touched character is drawn to the Hedge. If she is presented with an opportunity to enter the Hedge, her player must succeed on a Willpower roll to resist the temptation to enter. This roll suffers a cumulative -1 penalty for each previous time the character has entered the Hedge.

Susceptible to Madness: Her time in the Hedge has left the character somewhat disturbed. All fae-touched characters suffer from the Madness Condition. If she enters the Hedge after resolving the Condition, she immediately regains the Condition.

Shortened Lifespan: The fae-touched live a life fated to burn bright and hot for a short amount of

time. Her experiences in the Hedge have tied her to the Wyrd, but she has not really be adapted to hold and use Glamour the way a changeling has. This takes its toll on the character, reducing her normal lifespan by a several decades. Most fae-touched do not live much past their twentieth year after first entering the Hedge.

Fae-Touched Merits

The following set of Merits is designed for fae-touched characters. Changelings and normal humans should not purchase these Merits without discussion and approval from the Storyteller.

Dream Shaper (•••)

You are not only capable of directing your own dreams and controlling their contents, you have a modicum of control over how intense your dreams are.

Prerequisites: Fae-touched, Lucid Dreamer Merit

Effect: The character may make a roll to Bolster or Scour her own dream's intensity by spending a point of Glamour. The player rolls Manipulation + Occult. Exceptional successes cannot cause the Too Solid Flesh Tilt. If the character happens to be in another person's dream, she can add her Occult dots as a bonus to another dreamer's roll to Bolster or Scour the dream.

Dream Walker (••••)

You are a powerful dreamer and are capable of not only directing your own dreams, but entering into another's dreams.

Prerequisites: Fae-touched, Lucid Dreamer Merit

Effect: The character may accompany a changeling into a dream. She must remain in contact with the changeling as they enter, and she must spend a point of Glamour and succeed on her own Presence + Persuasion roll, penalized by the dreamer's Bastion rating. She gains a bonus to this roll equal to the number of net successes the changeling gained to join the dream. When the fae-touched enters the dream, she does not go in physical form. If she is in the Hedge, her physical form remains on the outside of the Bastion in the Hedge and she gains a dream form during the dream.

While in a dream, the character is able to assist the changeling using the Teamwork rules. Any time the changeling makes a roll to influence the dream, no matter if she is dream riding, dreamscaping or dreamweaving. If the character also has the Dream Shaper Merit, she can make her own rolls to Bolster or Scour a dream's intensity without the changeling.

Extremely Expressive (•)

Your character has always been more expressive than the people around him, and his time in the Hedge has given him a deeper understanding of his own emotions. With this, his emotions are particularly nourishing to the fae creatures who feed on such things.

Prerequisites: Non-changeling

Effect: When harvesting Glamour from your character through her emotions, a changeling gains two Glamour per success instead of one.

Fae Mein (••)

You were in the Hedge for a long time while searching, and when your time of escape came, you actually drew upon the same forces that a changeling does to ensure your freedom. Your Seeming has impressed traits onto your person, maybe you have a bestial bearing, part of you has formed into an element, or you shine with an ethereal beauty. You have a Mask which

covers this, but just like a changeling, you can reveal it.

Prerequisites: Fae-touched

Effect: The character can purchase and use Contracts that require her to reveal her fae Mein. The character can drop her Mask in the same way a changeling can with the subsequent drawbacks and benefits.

Find the Oath Breaker (••)

Your devotion to your own promise makes you sensitive to the status of other people's vows. You can tell if someone has broken their word, even if it is something as simple as a verbal promise.

Prerequisites: Fae-touched, Sense Vows Merit

Effect: The character counts as a changeling for the purposes of the Oathbreaker Condition. Additionally, if the character interacts with her target for at least a minute, she can take measure of the depth of his dishonesty. Her player rolls Wits + Empathy to determine if the target has broken any promises in the recent past. If the promise was something simple without the weight of the Wyrld forging it into a pledge, the character senses the target has broken a promise within the last 24 hours per success. If the promise was a pledge — a Sealing, Oath, or Bargain — she can determine if the pledge was broken up to a week per success prior to her sensing. She knows in general what the oath was and how it was broken.

Hedge Delver (•••)

Your character's desire to return to the Hedge is tempered by her understanding of the dangers surrounding the world of Faerie. She exercises great caution when given the chance to enter the Hedge, ensuring she has changeling companions and everyone is well prepared.

Prerequisites: Fae-touched, Survival ••

Effect: Whenever the character enters the Hedge with a changeling, she is able to add her dots in Survival to the changeling's dice pools to navigate in the Hedge. Additionally, she may add her dots in Survival to all her own non-combat rolls within the Hedge.

Oath Bound (•)

Your connection to the Wyrld is deeply empathic. When you give your word, you give away a part of yourself with it and you take a little piece of someone who gives you their word.

Prerequisites: Fae-touched

Effect: The character is able to sense the well-being of anyone she shares a pledge with, and he can sense her. As long as the pledge is valid, and neither party has broken it, the pledged characters can sense each other's health. If one of them takes damage, the other immediately knows how much and what kind, though she has no idea what caused it. She can ignore the incoming information for a scene by spending a point of Willpower, but is unable to prevent herself from sending out information. The pledge must be between the character and her subject, it is not enough for her to have Sealed an oath as a third party.

Oath Keeper (•••)

The Wyrld has bolstered your character's desire to keep her promise beyond her own strength of will. She is especially devoted to keeping her word even in the face of duress or outside influences.

Prerequisites: Fae-touched, Resolve •••

Effect: The character gains a +3 bonus to rolls to contest or adds an additional -2 to resist any

type of influence or power — supernatural or otherwise — that would make her break her word, either from a Sealing or an Oath she has sworn.

Promise of Debt (••)

One of you fell on hard times, and the other was there to assist. Now a debt lies between you and you aim to ensure it is resolved. The debt is not necessarily monetary, though that is the most common, it may instead be a service debt or in rare cases a life debt. Whatever the circumstances, you are driven to always pay your debts and ensure you are repaid in kind.

Prerequisites: Fae-touched

Effect: Whenever the character is attempting to resolve a debt, either as the payee or the debtor, she gains a bonus equal to her Resolve to all rolls made to track down, follow, or find the opposite party. Even if her target does not want to be found, the fae-touched's Wyrld directs her on the correct path, even if no other means would work. If the agreement of debt is part of a pledge, such as a Sealing or a Bargain, the character may additionally add her Resolve to resist attempts to turn her away from her pursuit of her debt resolution.

Promise of Love (••)

You promised to always love him, you would never leave him for another. When he disappeared, you knew immediately that his fetch was wrong somehow and you went in search of him. Your devotion drives you, and it supports you.

Prerequisites: Fae-touched

Effect: The character may add her dots in Resolve as a bonus to either her resistance to or rolls to contest actions to manipulate her emotions — through coercion, seduction or intimidation.

Promise of Loyalty (••)

You would do anything for him, and he anything for you. You have no secrets from one another, and you could never lie to him. When he forgot simple truths about your relationship, you knew something was wrong. You never questioned your friend; instead you went searching for answers and found he was missing. You value honesty and loyalty above all else and it shows in everything you do.

Prerequisites: Fae-touched

Effect: The character is easy to get along with and people tend to like her. Whenever the character uses Social Maneuvering, she always reduces the number of doors she needs to accomplish her goal by one. Additionally, whenever she fails a roll to open a door, she may immediately reroll that attempt, but it adds an additional door she must open to complete her goal.

Promise of Protection (•••)

You told her you would always be there for her and make sure she was safe. You didn't even know she had been taken when you started looking for her, your protective nature guiding you. You know deep down that everyone is vulnerable and needs a little protection.

Prerequisite: Fae-touched

Effect: Whenever the character is in a situation in which she is protecting someone other than herself, she can set her Initiative to act before all opponents in the round. Additionally, she does not suffer the cumulative -1 penalty to her Defense from multiple attacks each round.

Promised to Provide (••)

You promised him there would always be room in your home for him, no matter when he

needed it. You kept a guest room always available, even when you could barely afford a two room apartment. You keep his things in there, just the way he likes it. You pride yourself on your hospitality, and the Wyrd has strengthened your resolve to ensure you always have an open home and hearth.

Prerequisite: Fae-touched

Effect: The character can offer some benefits and protection to those under her hospitality. Whenever the character offers hospitality to someone, she may spend a point of Glamour to enforce the hospitality with her Wyrd. For the next eight hours, anyone attempting to break the character's hospitality must spend a Willpower point and succeed on a Composure roll. Anyone attempting to attack or harm someone under the character's hospitality suffers a penalty on rolls equal to her Composure. Additionally, anyone who stays within the character's hospitality for the full eight hours regains a point of Willpower.

Promised to Service ()**

Your agreement was specific. Maybe you agreed to name your child after your sister, or you promised her that you would take her children in as your own if she ever died. No matter what the agreement, after you lost touch you stayed true to your word and followed through. Years later, you were drawn to the Hedge not even realizing what you were looking for. You need something to do with yourself, something to give your life direction and purpose.

Prerequisite: Fae-touched

Effect: Whenever the character is part of a Teamwork action, she adds double the bonus she normally would as a secondary actor and adds her Resolve as a bonus to her roll as a primary actor.

Punish the Oath Breaker (*)**

You take your own promise very seriously, and the idea that someone else might not offend you to your core. Your own connection to the Wyrd responds violently in the face of those who do not keep their word.

Prerequisites: Fae-touched, Find the Oath Breaker Merit

Effect: The character does not have to spend Glamour to activate Contracts that specifically target the oath breaker negatively. For example, she does not gain the free activation for a Contract that increases her own Strength, even if she intends to attack the oath breaker, but she can activate a Contract to decrease his Defense or inflict a Tilt. Any Contracts that affect a group of people or the environment do not benefit from this cost reduction. In addition, the character gains a bonus equal to her Composure to resist any supernatural effect the oath breaker uses to target her.

Sense Vows (*)

Your connection to both the Wyrd and your own dedication to your promises allow you to sense when the Wyrd has been invoked to seal a promise.

Prerequisites: Fae-touched

Effect: By spending a point of Glamour while interacting with someone, the character can determine if that person has made any promises through Sealings, Oaths, or Bargains. She cannot tell the exact details of the promise, though she knows what kind of pledge the character is sworn to, and the general idea of what she has promised.

Fetches

When the Fae steal human beings from their cribs, or pull them into the Hedge as they walk alone down certain alleyways, they leave something behind. The being — the *thing* — they leave behind looks identical to the person that they stole, and, if the person was older than a child, can function in the abducted human's life with little difficulty. But that thing that the Fae leave behind isn't human and isn't fae. It is something in between, a creature made of detritus and Glamour called the *fetch*.

Building the Fetch

Almost every changeling has a fetch. When a Huntsman captures a person to sell or deliver to the Gentry, it rips away part of the victim's shadow and uses it form the fetch. That isn't enough raw material, though, and so Huntsman use whatever is handy — household materials, plants, garbage, even the victim's clothes — to make the fetch. From the time that the fetch begins its charade, its personality develops in much the same way a human's would in response to its environment. Just as a human being's personality and proclivities depend in large part upon genetics, however, a fetch's personality receives a great deal of influence from its "heritage."

The player and the Storyteller should work together to determine the circumstances under which the human was abducted, and thus the circumstances under which the fetch was formed. The player begins this process by answering five questions regarding the character's human life and abduction.

Five Questions

- **Where was the character abducted?** Where was the character when she was taken? What is the last thing she remembers? The circumstances surrounding her abduction help to determine what kind of situation the fetch encounters when it resumes the changeling's life. Was the character in the middle of a birthday party for an ex-lover, feeling bitter and petulant? Did she step away from a business meeting to take a phone call? Was she wandering alone at night, unable to sleep? Her last moments of freedom shape the fetch's first thoughts upon being "born."

- **Who knows or suspects the truth?** Did or does anyone suspect that the fetch is not really who it seems? Maybe someone witnessed the abduction, but didn't quite know what he was seeing. He saw a woman walking down the sidewalk at night, and then great hands reach out, grab her, and yank her into...nothing. Moments later, there she was, resuming her walk, but with an air of detached calm rather than exhausted stress. Someone who suspects the truth about the fetch might make a good ally for the changeling, once she returns from Faerie.

- **What is the fetch made of?** Huntsmen whip up a fetch in moments, using whatever is handy. They use a tiny piece of their target's soul, sometimes a few drops of her blood, and convenient detritus. Fetches might wind up created out of manmade material (garbage, clothes, objects from a victim's home); natural material (leaves, sticks, dirt); living or once-living material (the victim's pets, animals plucked from the surrounding area); or fae-stuff that the Huntsman has with it. A fetch's components don't necessarily affect its traits, but they probably affect its personality. A fetch made of the clothes of the

person it's impersonating might be better able to carry off the charade in superficial ways, but incapable of real empathy (it is, in effect, an empty suit). A fetch made from fae-stuff might show more of an affinity for faerie magic and the Hedge, while one made from dead animals might become feral and impulsive over time.

- **How is the fetch flawed?** No fetch is a perfect recreation of the person it is meant to replace. The player should consider how her character's fetch is flawed. How might it give itself away? What small but basic facet of humanity has it never quite mastered? What detail about the character's life does it continually forget or get wrong? Some fetches become murderers, monsters completely without remorse or humanity, but more often, fetches are just *off* somehow. They can relate to people, up to a point, but have strange blind spots. Of course, some fetches are flawed in more physical ways; a fetch might have a fist-sized hole in the small of its back, stuffed with dead leaves. Another might have its creator's initials branded on its collarbone. Deciding how the fetch is flawed will help the Storyteller to portray this character when the time comes.

- **Did the changeling see the fetch?** Does the character know she *has* a fetch? Not every changeling does. The Lost tend to find out about these simulacra when they emerge from the Hedge and find someone else living their lives, but some changelings have to watch as the Huntsman who collected them crafts the fetch. In some ways, this is beneficial — the changeling has an idea of what to expect when she returns home, and the knowledge that someone is masquerading as her can provide strong motivation to escape. On the other hand, knowing that something else is living her life can muddle a changeling's focus when she pushes her way back through the Thorns. Changelings that know about their fetches tend to want to destroy them as soon as possible... which can make for a confusing realization if the fetch in question has done a reasonable job of living the character's life.

Fetch Traits

The Storyteller doesn't have to develop traits for a fetch, and should only do so if the fetch is going to play a prominent role in the story *and* interact mechanically with the characters. If the fetch is an afterthought, a note in a character's backstory, or is going to enter the conflict chiefly through influence from afar, traits aren't necessarily required. If, however, the changeling decides that she's going to track down her fetch and kill it (a not-uncommon reaction to learning that a fae-created duplicate has taken over one's life), it's helpful to have some idea of the fetch's capabilities.

A fetch is created in much the same way as a **Changeling** character (see Chapter Three for details). The allocation of the fetch's dots, while numerically the same as the changeling, demands some consideration.

One possibility is to distribute the fetch's Attribute dots in the same way as the changeling's. The fetch was fashioned as an exact duplicate of the changeling, after all, so it makes sense that their basic capabilities would match. Likewise, if the changeling possesses Merits that reflect innate capability (such as Ambidextrous), then the fetch should as well. Skills and Merits that develop over time, however, are unique to the fetch and should be decided based on how the fetch has spent its life. If the fetch replaced a person after she was already an adult, though, the Skills and Merits might match much more closely. Indeed, differences at this stage might provide the changeling a way to

track when she was taken — if the changeling has the Iron Stamina Merit and the fetch does not, people close to the character might remember that she suddenly lost her high pain threshold “after she got lost in the woods that summer.”

Another way of looking at this, though, is that when the changeling returns to the mortal world, the fetch immediately realizes it and develops some sense of itself. This might cause it to gain knowledge of Skills it wouldn't otherwise possess. For instance, a Playmate changeling, forced in Arcadia to be a toy for a spoiled Fae child, has become an expert tracker through endless games of hide and seek. The changeling escapes and flees through the Hedge to the mortal world. His fetch awakens one morning knowing that something is different and that he is in danger. He can't shake the feeling that something is hunting him down, and that he might escape if he can hide from it. The fetch therefore might unconsciously develop dots in the Stealth Skill (or, if he feels that his best chance of living involves finding and killing his hunter, the Survival Skill).

The Storyteller might choose to decide the fetch's game traits, or allow the player to do so. Either way has its advantages. If the Storyteller does it, the player truly does not know what to expect from her character's imposter, and this should heighten the suspense when the inevitable confrontation occurs (it is also probably more expedient for the Storyteller to handle this aspect of character creation, which might be a factor depending on how often and for how long the troupe meets). If the player does it, she has the ability to show the Storyteller exactly what she expects from the fetch/changeling dynamic, which is helpful for the chronicle as a whole. One way of compromising in this instance might be for the player to allocate the dots as usual, but for the Storyteller to spend a certain number of Experiences on the fetch to reflect its years in the mortal world.

Finally, consider Virtue and Vice. These traits represent a way to highlight the differences or similarities between the fetch and the changeling. If the Virtue and Vice are identical, that doesn't mean that the characters express them the same way. A changeling with the Vice of Cruel might be a feared slave-driver in Arcadia, while her fetch back on Earth is just likes to making cutting remarks.

If the Virtue and Vice are different, this might be a simple matter of differing experiences shaping the characters, but these traits might also develop in an odd mirror-image to one another. For instance, the changeling mentioned above has the Vice of Cruel born of desperation — if she doesn't inflict violence, she receives it. Her fetch, then, might have Fair as a Virtue. She's unpleasant and vicious, but he has a sense of equality.

Character Creation in Brief

The first four steps of character creation proceed as described on p. XX of this book, with regards to the number of dots that fetches have to distribute. How those dots are allocated is discussed in the previous section.

Step Five (adding the supernatural template) varies a bit:

- Fetches do not have access to Contracts or Pledges.
- Fetches do not have seemings (and thus kiths).
- Fetches cannot gain status in any of the Courts. It is *possible*, however unlikely, for a fetch that is aware of its nature to gain the Court Goodwill Merit, but as fetches are not

changelings it is not possible for them to have dots in Mantle. A fetch might (again, as a remote possibility) come to think of himself or even be regarded as a member of a given Court, but in game terms, the best he could hope for is a high Court Goodwill rating. Given that all changelings see fetches as reminders of the lives that were stolen from them, though, it would take a very specific circumstance for a fetch to be even grudgingly accepted into changeling society.

- Fetches begin with one dot of Wyrd just as changelings do. The Wyrd rating of a fetch *always* matches the Wyrd rating of the changeling it impersonates, though, so if the player trades Merit dots for Wyrd, or raises Wyrd with Experiences in play, the fetch reaps this benefit without expenditure.
- Fetches have Integrity, like mortals, rather than Clarity. They therefore derive none of the benefits that changelings do from having a high Clarity rating, but they also do not risk Integrity for the kinds of acts that cause a changeling to risk Clarity.
- Fetches automatically gain the Attuned to the Wyrd Echo. The player (or Storyteller) selects one additional Echo per dot of Wyrd that the fetch possesses. During play, if the changeling's Wyrd rating increases, the fetch gains an additional Echo as well as a dot of Wyrd.

Magic of the Fetch

Fetches are unable to call upon Contracts; the magic that powers them just doesn't apply to fetches. Likewise, fetches cannot seal pledges, or forge oaths or bargains (though they are not immune from having their own words sealed; see p. XX). They are, however, able to use their fae heritage to their advantage. Fetches can call upon powers called *Echoes*.

Echoes, as the name implies, are powers based upon the fetch's relationship with his changeling counterpart. That is, the fetch is nothing but secondary to the changeling, a placeholder, a stopgap to prevent other humans from discovering and thwarting the Fae. Most Echoes only function in the presence of changelings, and some only function on the changeling that the fetch impersonates. Others play on effects similar to echoes — shadows, reflections, and other residue.

All fetches begin play with the Attuned to the Wyrd Echo, and gain additional Echoes as their Wyrd rating increases.

Echoes can only be acquired by fetches with the required Wyrd rating. These are noted after the name of the power (“Shadow Step (Wyrd 3)”, for instance).

Echoes

- **Attuned to the Wyrd (automatic):** All fetches can recognize changelings for what they are, even before the changeling to whom they are attuned returns to the mortal world. Fetches see changelings' miens as well as their mortal guises, in much the same way that other changelings do. In addition, fetches can sense changelings coming before they see them. This sensation is general; the fetch cannot differentiate between changelings, but can tell when a changeling is in the same general area (within a 50 foot radius). The exception, of course, is the changeling that the fetch is impersonating. The fetch can immediately tell if that changeling is within this distance. This attunement means that changelings cannot surprise a fetch (see p. XX).

- **Call the Huntsmen (Wyrd 5):** The fetch can send up a beacon to any nearby Huntsmen, usually as a last resort. Since only powerful fetches have this ability, Huntsman generally respond to this summons quickly.
- **Death of Glamour (Wyrd 4):** The fetch becomes a sinkhole for Glamour, creating a small zone in which no Contracts are honored and no fae magic can function. Spend 10 points of Glamour and roll Resolve + Wyrd (obviously, this Echo takes several turns to enact due to the Glamour expenditure). If the roll succeeds, no Contracts function within a 50-foot radius and all beings that can hold Glamour (including the fetch himself) lose one point per turn. This Echo lasts for one turn per success.
- **Enter the Hedge (Wyrd 1):** The fetch can enter the Hedge the same ways that a changeling can (see p. XX).
- **Heart of Wax (Wyrd 1):** Made of Glamour and inanimate matter, the fetch feels no pain. The fetch ignores wound penalties. By spending a point of Glamour, she can shed the effect of a Tilt causing physical impairment for the scene.
- **Mimic Contract (Wyrd 2):** On the following turn, the fetch can use any Contract that its changeling counterpart possesses. The fetch must have interacted with the changeling at least once, face to face, to use this Echo. This costs one point of Glamour, or the cost of the Contract, whichever is greater.
- **Normalcy (Wyrd 1):** This Echo is permanent and never needs to be activated, although the fetch can turn it *off* if he so desires. The fetch is completely undetectable by fae magic. As far as the perceptive magic of the Fae and changelings are concerned, the fetch is simply a human being. The fetch must turn this power off to use other Echoes other than Attuned to the Wyrd.
- **Shadow Boxing (Wyrd 2):** Fighting one's fetch is like fighting one's shadow — you can't surprise it. The fetch can predict his changeling's next move with disturbing precision. Spend one point of Glamour for the fetch. For the remainder of the scene, the changeling receives no Defense against the fetch (though Armor is unaffected).
- **Shadow Step (Wyrd 3):** The fetch can draw shadows to teleport limited distances. The fetch must find a shadow large enough to step or fall into, and the Storyteller spends a point of Glamour. The fetch disappears into the shadow and reappears from any shadow of comparable size within 100 yards. The fetch can use this power to escape from a pursuer, circumvent a locked door, or gain a tactical advantage over an opponent (appearing behind her, for instance). The teleportation normally requires an instant action, but if the Storyteller spends 3 points of Glamour, this action is reflexive. The fetch does not have to see where he is going, but if he cannot see his destination he gains no protection from unfavorable circumstances there.
- **Summon Shard (Wyrd 1):** In the modern world, the fetch is always armed. By touching a pane of glass, the fetch can summon a mirror-like blade. This requires the expenditure of one point of Glamour. The blade inflicts 1L, or 2L if the fetch pulled it from a mirror. The blade fades at the end of the scene.

Storytelling the Fetch

The role that the fetch plays in the chronicle depends on the Storyteller and the players,

of course. That said, the fetch is well-suited to highlight a few of **Changeling**'s themes, and can make for stories unique to this game.

The fetch is fashioned out of a piece of a human being. Specifically, the Fae use a piece of the person's shadow, but this is an obvious metaphor for the soul...and to the Fae, metaphor is as good as truth. The fetch, therefore, is put into the role of imposter without any choice in the matter and usually with no idea of his position. It isn't until a changeling escapes from Arcadia and arrives, breathless and bloodied from a harrowing run through the Hedge, that a fetch realizes that he is different.

What form does that realization take? One fetch sits bolt upright one night, sheet soaked with sweat, in the middle of a panic attack so intense he can barely breathe. Another might find herself standing in a crowded square one day, tears running down her face, because she suddenly cannot remember her name or where she lives. Yet another fetch walks out of class at the college he attends only to be grabbed by the lapels and slammed against the wall by a man that his friends don't get a good look at...but after the assailant runs away, the fetch is so terrified he can hardly stand, because the face of his attacker was identical to his own.

Fetches are not necessarily "evil twins" to **Changeling** characters. Remember that many believed themselves to be human until shown otherwise by their counterparts. As such, they can be anything that a human being can be — cruel, hateful, petty, but also loving, kind and selfless. Are the more prone to sociopathy because they lack true souls, or do they mimic human morality because they are meant to blend in? Is killing a fetch really murder, from an ethical standpoint (what it means from a Clarity standpoint is discussed anon)? These are questions that your troupe can confront, if you wish to tell a story about the fetch.

A related question is: How does the fetch react when she realizes she isn't human? Finding out that she is a copy of a person, inserted into that person's life to cover up a kidnapping, is a traumatic event. Of course, since the fetch is a Storyteller-controlled character, how a given fetch responds is subservient to the needs of the chronicle, and should be informed by the player and how he sees the relationship with the fetch progressing. One player might be interested in hunting down and killing her character's fetch, no matter what. It might be interesting, then, for that fetch to try to continue living the changeling's life, dutifully doing what it was made to do, until the changeling forces its hand by becoming violent. Another player's character might be terrified to confront his fetch because that represents an attempt to retake his old life, and for whatever reason, he feels unready or unworthy to do that. This fetch might be more confident, ruthless, and opportunistic, forcing the player to make some tough and firm decisions in order to resolve the story.

Making the fetch a straight-out monster is, of course, always a possibility. Fetches aren't human, and learning the fact might propel the fetch headfirst into inhumanity. It might become violent, bloodthirsty, abusive, sociopathic, or just numb. If it knows that the changeling is around, it might attempt to ruin the changeling's life in any number of terrible ways. It might even try to attract the attention of a Huntsman (after all, if the changeling is taken back to Arcadia, the fetch gets its "life" back!).

Conflicts inherent **Changeling** are discussed in Chapter Seven, but below are some

conflicts and stories specific to the fetch and its role in the chronicle.

The Fetch as Adversary

Once the fetch realizes what he is and that the changeling exists, he might well be incensed. As long as the changeling is around, he knows that he is a fake, a mannequin made to dupe the relatives of the changeling. But while the changeling has been gone, *he's* been doing all the work, and he's been doing it quite well, thanks anyway. Why should the changeling get to show up and take it all away just because he actually happens to *be* the genuine person?

This kind of attitude doesn't have to stem from bitterness or fear, though it certainly can. As mentioned earlier, the fetch might have a spouse and children, and whether he can feel genuine love or not, he certainly isn't going to give up his family without a fight.

The fetch can be a violent adversary to a changeling. The two can spend their days sparring, attacking whatever the other holds dear, while at night they enter their shared dream and battle there.

The fetch can also be a rival. The fetch and the changeling might both be part of the local changeling court, to whatever degree. What if the reigning monarch decrees that fetches cannot be killed, but must agree to give up their stolen lives and return to their changeling's shadow? The fetch then needs to be convinced to submit to this fate, or beaten down and degraded to the point that he agrees. The battles between changeling and fetch then aren't literal, physical battles, but political and emotional games of wit and endurance.

The Fetch as Other Half

Some changelings believe that they can merged with their fetches. The fetch can, it is said, step back into the changeling's shadow and give up its stolen life. This is akin to death for the fetch, of course, but the fetch's memories of its life as a human being transfer to the changeling. In that moment, the changeling becomes whole again, casts a shadow and regains the entirety of his soul. He's still a changeling, yes — nothing's going to take that away from him — but he's human, as well.

It's beautiful idea, but is it true? Enough changeling believe it that the idea persists, for whatever that's worth.

If merging with the fetch is possible it probably requires an extraordinary set of circumstances. Perhaps as part of creating the fetch, the Fae had to build a clause into the Contract that enabled what was sundered to become whole again. This clause might involve beating the fetch in a certain type of combat, or it might require that the fetch knowingly and willingly agree to the "merger." Perhaps the changeling can complete this merger if he drags the fetch back into the Hedge and keeps him prisoner there for a certain amount of time...but of course that fetch will probably scream for help until he's hoarse, and in the Hedge, who knows what might answer?

The Fetch as a Question of Humanity

Strictly speaking, changelings don't have to feel bad about killing fetches. Not only are they manifestly not human, they are creations of the Gentry. They are living reminders of what a changeling has lost, and of the ongoing power that the Gentry wield over the

world. Destroying a fetch is not like killing being, not in any moral or literal sense.

It is possible for a fetch to adopt humanity, in way. If a fetch displays human traits, treats other people with respect and empathy (both of which can be learned), then in what meaningful way does it differ from humanity? One changeling might say it *doesn't*, and try to come to some kind of resolution. Maybe the changeling helps the fetch adopt a new identity, or maybe the changeling, altered by her time in Arcadia, moves on, letting her fetch have the life the Gentry took from her.

Another changeling might claim that aping humanity is irrelevant. The fetch is an automaton, a living (or at least animate) lie of the Gentry, and destruction is perfectly justified.

Both changelings are “right.” Both positions are defensible. Both have the potential for powerful stories, especially if the changeling makes her decision but then has to deal with other Lost who “know better.”

The Fetch as a Hard Lesson

The changeling cannot recover what she has lost. That is, perhaps, the harshest use of the fetch in a **Changeling** story, but it is potentially a very powerful one. A changeling might escape Arcadia, fight her way back through the Hedge, emerge bloodied and victorious in a place she recognizes, track down her fetch, kills or assimilate it, and expect to have “won.” She hasn't. She cannot reclaim the time that the Gentry took from her, nor can she obviate her Durance. The best she can do is heal and move on.

That can mean any number of things for a changeling, but confronting the fetch is perhaps the best way for a character to symbolically confront the version of her that the Gentry took. She can look on what she might have become, had she not been kidnapped, and decide where to go from there. She might decide to destroy the fetch and reclaim her life. She might come to terms with the fetch, allowing it to keep her old life and going forth to forge a new one. She might take a much bitterer road — destroy the fetch, but remain apart from her old life. The underlying point is that the fetch represents the answer to a hard question: What does the changeling do about her pre-Durance life?

Resolution

When a changeling finally confronts her fetch, what is the outcome? How does this story end? The player — and thus the character — has some options.

Kill the Fetch

The obvious answer is violence. As discussed, the changeling has every reason to want to destroy the fetch. This is probably the simplest resolution for a fetch-centered story in **Changeling: The Lost**, but that doesn't mean it's wrong or can't be satisfying. Killing the fetch might be cathartic, or it might grant the changeling a strong insight into what it means to be human...and how much of her own humanity she might have lost.

From a game mechanics perspective, this result is much like any other fatal combat. The fetch falls apart into its constituent parts, the changeling might lose Clarity, and the story moves on. The death of a fetch might be accompanied by a blast of Glamour as the magic holding it together is freed, or it might simply collapse into a bloodless heap. The changeling might refresh all Willpower or Glamour as a feeling of victory comes over

her, or she might feel oddly empty (after all, a piece of her soul was used to make this thing and she just smashed it). In any case, the Storyteller should resist the temptation to make this scene just a simple combat. The fetch might be defiant and evil, sure, but what if the fetch is honestly confused as to why the changeling is attacking? What if the fetch begs to live? Can the changeling still pull the proverbial trigger?

Forgive the Fetch

The changeling might decide to accept the fetch for what it is — an attempt to copy the human being that the changeling was. If the fetch is still trying to behave in a humane (and human) fashion, then the changeling might well decide to forgive the fetch's impersonation. After all, the fetch really didn't have a lot of say in the matter.

This kind of resolution should probably take the form of an intense scene between the changeling and the fetch. If the rest of the motely is there, that's fine, but don't let more talkative players steal thunder from the character in question. The changeling needs to come to some kind of closure with the fetch, and that involves figuring out the practical ramifications of "live and let live." Put another way, if the changeling and the fetch are, in many ways, the same person, who gets to keep the house? Is one of them going to leave town? Are they going to try and share the life (this is probably destined to become a train wreck and therefore a great source of drama)?

Beyond the temporal considerations, though, they should come to some kind of resolution on the time the changeling spent in her Durance. What did she miss? If she had children, the fetch can fill her in on the milestones and important events that happened during her absence. If the fetch has been performing the changeling's job, she'll need to know about new faces at the offices and any promotions (or demotions) that happened while she was away. It might be better to walk away from some facets of this life and start fresh, but might the fetch not see that as unfair?

Reclaim the Fetch

Fetches are made, in part, of a piece of a person's soul. Suppose that the changeling wants her soul back?

If a character wants to merge with her fetch, she needs to understand it. She needs to find where it was created and, if possible, learn how. She needs to figure out what it was made from — detritus in the Hedge? The abducted person's clothes? The skin and bones of an unfortunate animal? Whatever the Gentry had in its pockets at the time?

The changeling needs to understand what the fetch has been through, but also needs to come to terms with it herself. She needs to reconnect with the people in her life and be honest with at least one of them about where she's been (which probably means confessing that she's been gone at all). She needs to forgive the fetch as described in the previous section, but then reclaim the piece of her soul from it. Does that mean actually cutting open the fetch and removing it? That's a simplistic, but visceral, way to represent the act. The changeling could also physically connect with the fetch — a kiss, an embrace, or just a hand held to the fetch's heart.

What happens to the changeling if she reclaims this piece of her soul? Any mechanical benefits are up to the Storyteller, but the experience should be transcendent. The character has accomplished something that few of the Lost ever bother to try, and that

should carry some kind of reward. Maybe the changeling gains Clarity, or becomes invisible to the Huntsmen for a given period of time. Maybe she can teach her method to other changelings. After all, what would it mean if fetches learn that they aren't necessarily doomed false people? What would it mean if changelings learned they could take back so much of what the Gentry stole?